
Subject: Display problem with Splitter, GLCtrl and MenuBar

Posted by [kodos](#) on Thu, 01 May 2008 18:02:38 GMT

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Hi,

I'm currently on Linux with current SVN and I have found a display problem with components mentioned in the title.

The GLCtrl in the splitter is rendered to high when there is a menubar and there is also a refresh problem if you resize the splitter.

Here is a screenshot of both problems:

I also attached a testcase.

File Attachments

1) [screen.png](#), downloaded 685 times

2) [GLControlTest.zip](#), downloaded 571 times

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Mon, 05 May 2008 14:37:33 GMT

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I'll check it on next days!

Ciao

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Tue, 06 May 2008 18:14:08 GMT

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Fixed, will post updated code in svn.

Quick fixes : In Core/X11DHCtrl.cpp, from line 341 :

```
case POSITION : // = 100,  
case LAYOUTPOS : // = 101,  
    r = GetRectInParentWindow();  
    XGetGeometry(Xdisplay, top->window, &dummy, &x, &y, &width, &height, &border, &depth);
```

```

    if( (x != r.left || y != r.top) && ((int)width == r.Width() && (int)height == r.Height()))
        XMoveWindow(Xdisplay, top->window, r.left, r.top);
    else if( (x == r.left || y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
        XResizeWindow(Xdisplay, top->window, r.Width(), r.Height());
    else if( x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height())
        XMoveResizeWindow(Xdisplay, top->window, r.left, r.top, r.Width(), r.Height());

    break;

default:
    break;

} // switch(reason)
}

} // END DHCtrl::State()

```

and, in X11Wnd, from line 152 :

```

// Gets the rect inside the parent window
Rect Ctrl::GetRectInParentWindow(void) const
{
    Rect r = GetRect();
    Ctrl *q = parent;
    while(q)
    {
        if(q->top)
            break;
        r += q->GetRect().TopLeft();
        q = q->parent;
    }
    if(q)
        r += q->GetScreenView().TopLeft() - q->GetScreenRect().TopLeft() ;
    return r;
}

// 01/12/2007 - END

```

Ciao

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [kodos](#) on Tue, 06 May 2008 22:50:16 GMT
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Thank you for the fix

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [mdelfede](#) on Wed, 07 May 2008 22:21:04 GMT
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sorry, I posted incomplete quickfix here in forum... here the complete Status function in X11DHCtrl.cpp (some declarations were missing...). From line 294 :

```
////////////////////////////////////  
// State handler  
void DHCtrl::State(int reason)  
{  
    Window dummy;  
    int x, y;  
    unsigned int width, height, border, depth;  
    Rect r;  
  
    // No handling if in error state  
    if( isError)  
        return;  
  
    // Initializes the control if needed (and possible...)  
    if(!isInitialized && GetTopWindow() && GetTopWindow()->GetWindow())  
        Init();  
  
    if(isInitialized)  
    {  
        switch( reason )  
        {  
            case FOCUS      : // = 10,  
                break;  
  
            case ACTIVATE   : // = 11,  
                break;  
  
            case DEACTIVATE : // = 12,  
                break;  
  
            case SHOW       : // = 13,  
                MapWindow(IsShown());  
                break;
```

```

case ENABLE    : // = 14,
break;

case EDITABLE  : // = 15,
break;

case OPEN      : // = 16,
break;

case CLOSE     : // = 17,
Terminate();
break;

case POSITION    : // = 100,
case LAYOUTPOS : // = 101,
r = GetRectInParentWindow();
XGetGeometry(Xdisplay, top->window, &dummy, &x, &y, &width, &height, &border, &depth);
if( (x != r.left || y != r.top) && ((int)width == r.Width()) && (int)height == r.Height()))
    XMoveWindow(Xdisplay, top->window, r.left, r.top);
else if( (x == r.left || y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
    XResizeWindow(Xdisplay, top->window, r.Width(), r.Height());
else if( x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height())
    XMoveResizeWindow(Xdisplay, top->window, r.left, r.top, r.Width(), r.Height());

break;

default:
break;

} // switch(reason)
}
} // END DHCtrl::State()

```

In svn that's already ok.
Sorry again for the missing part

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [kodos](#) on Mon, 12 May 2008 14:03:03 GMT
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Hi,

I finally found time to test your fix and for my testcase it works great

But my program still has the same problem as before

I tried to locate the problem but I don't really understand the layout code of U++

I made a new testcase which shows the problem (again)

File Attachments

1) [GLControlTest.zip](#), downloaded 290 times

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Mon, 12 May 2008 15:33:05 GMT

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Well, I'll give it a try this evening

Max

EDIT : the strange stuff is that now it doesn't depend on GLCtrl.... About the same happens if you change your first class :

```
class GLTest : public StaticRect
{
    virtual void Paint(Draw &w)
    {
        w.DrawRect(GetRect(), Yellow());
    }
};
```

I'll investigate a bit more...

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [kodos](#) on Tue, 13 May 2008 16:23:57 GMT

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I tested a bit with your code, but the problem with that is that you use GetRect() instead of GetSize().

GetRect gives you the relative position to the parent ctrl, but if you want to fill the whole StaticRect with a color you want to draw from (0, 0) and not from the position the ctrl has relative to its

parent.

So it seems the problem has still something to do with the GLCtrl.

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Tue, 13 May 2008 16:49:30 GMT

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Well, you're right, even if it should not trash the client area as it does.

I'll check GLCtrl code... thanx for bug report

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Tue, 13 May 2008 18:53:56 GMT

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Well, hopefully () solved!

In CtrlCore/X11DHCtrl.cpp, from line 294 :

```
////////////////////////////////////  
// State handler  
void DHCtrl::State(int reason)  
{  
    Window dummy;  
    int x, y;  
    unsigned int width, height, border, depth;  
    Rect r;  
  
    // No handling if in error state  
    if( isError)  
        return;  
  
    // Initializes the control if needed (and possible...)  
    if(!isInitialized && GetTopWindow() && GetTopWindow()->GetWindow())  
        Init();  
  
    if(isInitialized)  
    {  
        switch( reason )  
        {  
            case FOCUS      : // = 10,
```

```

    break;

    case ACTIVATE : // = 11,
    break;

    case DEACTIVATE : // = 12,
    break;

    case SHOW      : // = 13,
    MapWindow(IsShown());
    break;

    case ENABLE     : // = 14,
    break;

    case EDITABLE   : // = 15,
    break;

    case OPEN       : // = 16,
    break;

    case CLOSE      : // = 17,
    Terminate();
    break;

    case POSITION     : // = 100,
    case LAYOUTPOS   : // = 101,
    SyncNativeWindows();
    break;

    default:
    break;

} // switch(reason)
}
}

```

And in CtrlCore/X11Wnd.cpp, from line 152 :

```

// Gets the rect inside the parent window
Rect Ctrl::GetRectInParentWindow(void) const
{
    Rect r = GetRect();
    Ctrl *q = parent;
    while(q)
    {

```

```
if(q->top)
    break;
r += q->GetRect().TopLeft() + q->GetView().TopLeft();
q = q->parent;
}
if(q)
    r += q->GetView().TopLeft();
return r;
}
```

Ciao

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [kodos](#) on Tue, 13 May 2008 19:03:40 GMT
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Ahh, everything works now

Thank you very much

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [mdelfede](#) on Tue, 13 May 2008 21:37:11 GMT
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kodos wrote on Tue, 13 May 2008 21:03Ahh, everything works now

Thank you very much

Well, it was time !!!
Thank you for testing !

Max

Subject: Re: Display problem with Splitter, GLCtrl and MenuBar
Posted by [mirek](#) on Wed, 14 May 2008 07:10:06 GMT
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Patch applied. Thanks.

Mirek
