

---

Subject: problems with splitter and layouts  
Posted by [cocob](#) on Tue, 17 Jun 2008 12:57:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hello  
I don't think this is a bug. I think i'm a not using it correctly.

I have designed a simple layout ( 2 buttons ) and i want to draw it in a splitterCtrl. Here a minimalist version of my code that produce the problem. The background of the layout is not painted correctly in the splitterCtrl.

```
TopWindow a;  
Splitter b;  
WithMyLayout<Ctrl> c;  
WithMyLayout<Ctrl> d;  
CtrlLayout(c);  
CtrlLayout(d);  
b.Vert(c, d);  
a.Add(b);  
a.Run()
```

Thanks for your help.

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mrjt](#) on Tue, 17 Jun 2008 15:03:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quick guess is that you haven't set the size of the splitter control. Adding a call to SizePos() should work:

```
TopWindow a;  
...  
a.Add(b.SizePos());  
a.Run()
```

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Tue, 17 Jun 2008 15:11:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks for your help but this doesn't change anything ...

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mrjt](#) on Tue, 17 Jun 2008 15:17:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sorry! I didn't notice the other problem...

You need to use ParentCtrl instead of Ctrl for the layouts (ie WithMyLayout<ParentCtrl>). Ctrl doesn't paint it's background, ParentCtrl does.

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Tue, 17 Jun 2008 15:22:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

now its ok thank to you !

---

---

Subject: Re: problems with splitter and layouts  
Posted by [unodgs](#) on Tue, 17 Jun 2008 15:27:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ParentCtrl doesn't paint the background too It's just transparent. StaticRect paints the background.

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mirek](#) on Tue, 17 Jun 2008 18:03:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mrjt wrote on Tue, 17 June 2008 11:17: Sorry! I didn't notice the other problem...

You need to use ParentCtrl instead of Ctrl for the layouts (ie WithMyLayout<ParentCtrl>). Ctrl doesn't paint it's background, ParentCtrl does.

More correct "definition" is that ParentCtrl is transparent, while Ctrl's Paint is undefined.

Mirek

---

---

Subject: Re: problems with splitter and layouts  
Posted by [tojocky](#) on Wed, 18 Jun 2008 10:29:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

How can I invert colours of splitter bar when I drag (change position) with mouse? This mechanism like as in windows or linux when change window sizes in optimized mode (when I change windows size is paint only rectangle wich I drag without paint all window form... and in the end full refreshing window form with new size)?

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Mon, 21 Jul 2008 17:48:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hello all. I have an other problems with splitters, layouts and GLCtrl...

here a little example (the same as before )

```
TopWindow a;  
Splitter b;  
Withbug1Layout<ParentCtrl> c;  
Withbug1Layout<ParentCtrl> d;  
CtrlLayout(c);  
CtrlLayout(d);  
b.Vert(c, d);  
a.Add(b);  
a.Run();
```

There is a GLCtrl on the layout like this

```
LAYOUT(bug1Layout, 184, 204)  
ITEM(GLCtrl, dv___0, RightPosZ(12, 104).BottomPosZ(8, 104))  
ITEM(Button, dv___1, LeftPosZ(8, 64).TopPosZ(8, 68))  
END_LAYOUT
```

The problem is : the GLCtrl is not reshaped when i move the splitter bar.

Thanks for your help

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mrjt](#) on Tue, 22 Jul 2008 09:57:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You need to set tell the GLCtrl to scale with it's parent by using HSizePos & VSizePos. These can be selected from the sping buttons at the top of the Layout Designer, or set with code.

I'd also change the 2nd last line to a.Add(b.SizePos()), so that the splitter scales with the window.

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Wed, 23 Jul 2008 18:05:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I confirm that it is not the problem. I have tried all springs positions but it doesn't change anything.

---

For example, if i replace the GLCtrl by a LineEdit or other control : there is no problem of resizing...

```
LAYOUT(3DViewer, 412, 320)
ITEM(GLCtrl, opengl, HSizePosZ(20, 4).VSizePosZ(20, 4))
ITEM(Label, dv___1, SetLabel(t_("- :")).HSizePosZ(20, 4).TopPosZ(0, 20))
ITEM(Button, dv___2, LeftPosZ(0, 16).TopPosZ(20, 16))
END_LAYOUT
```

---

---

Subject: Re: problems with splitter and layouts  
Posted by [kodos](#) on Thu, 24 Jul 2008 14:25:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Which version of U++ are you using?

See: <http://www.ultimatepp.org/forum/index.php?t=msg&th=3420&start=0&>

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Thu, 24 Jul 2008 17:48:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SVN 317 ...

I don't know if it is the same problem. Have you produced the problem ?

---

---

Subject: Re: problems with splitter and layouts  
Posted by [kodos](#) on Thu, 24 Jul 2008 18:30:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have SVN rev 320 and I can not reproduce the problem. Everything seems to work as expected.

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Thu, 24 Jul 2008 19:40:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I attach a simple test case of my problem : tested with 2008.1

Thanks for your help

### File Attachments

1) [myProblem.tar.gz](#), downloaded 545 times

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Tue, 29 Jul 2008 14:18:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

did somebody managed to reproduce my problem ?

Thanks for your help

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Tue, 29 Jul 2008 14:37:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

for information i can't reproduce the problem on win32 platform. For the moment it occurs only on Debian

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mirek](#) on Fri, 01 Aug 2008 07:07:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Confirmed, Max alerted

Mirek

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mdelfede](#) on Fri, 01 Aug 2008 14:38:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Uhhh... that one happened some time ago... and it was solved.  
I'll investigate a bit more

Max

Well, that's strange, because before it worked... If you resize the splitter, glctrl don't update... but it does as soon as you move the full main window.  
Did some event handling change in the meanwhile ?

Max

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mdelfede](#) on Fri, 01 Aug 2008 14:54:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well.. a solution is found, but I don't know why behaviour changed. In X11Wnd.cpp, from line 963  
:

```
// Synchronizes the native windows inside ctrls
void Ctrl::SyncNativeWindows(void)
{
  ArrayMap<Window, Ctrl::XWindow>& xwindows = Xwindow();
  for(int i = 0; i < xwindows.GetCount(); i++)
  {
    XWindow &xw = xwindows[i];
    Window w = xwindows.GetKey(i);
    if(xw.ctrl && xw.ctrl->parent && w)
    {
      Window dummy;
      int x, y;
      unsigned int width, height, border, depth;
      XGetGeometry(Xdisplay, w, &dummy, &x, &y, &width, &height, &border, &depth);
      Rect r = xw.ctrl->GetRectInParentWindow();
      if( (x != r.left || y != r.top) && ((int)width == r.Width() && (int)height == r.Height()))
        XMoveWindow(Xdisplay, w, r.left, r.top);
      else if( (x == r.left || y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
        ==> HERE XMoveResizeWindow(Xdisplay, w, r.left, r.top, r.Width(), r.Height());
      // XResizeWindow(Xdisplay, w, r.Width(), r.Height());
      else if( x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height())
        XMoveResizeWindow(Xdisplay, w, r.left, r.top, r.Width(), r.Height());
    }
  }
}

} // END Ctrl::SyncNativeWindows()
```

I had to replace the XResizeWindow() with XMoveResizeWindow() (the one commented out).  
That's weird, but no time now to investigate more

Ciao

Max

---

Subject: Re: problems with splitter and layouts  
Posted by [mdelfede](#) on Fri, 01 Aug 2008 18:54:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Well.... I'm becoming blind  
Found the true bug, it was an bad '|' instead of '&&'.

Here the patched function...

```
// Synchronizes the native windows inside ctrls
void Ctrl::SyncNativeWindows(void)
{
    ArrayMap<Window, Ctrl::XWindow>& xwindows = Xwindow();
    for(int i = 0; i < xwindows.GetCount(); i++)
    {
        XWindow &xw = xwindows[i];
        Window w = xwindows.GetKey(i);
        if(xw.ctrl && xw.ctrl->parent && w)
        {
            Window dummy;
            int x, y;
            unsigned int width, height, border, depth;
            XGetGeometry(Xdisplay, w, &dummy, &x, &y, &width, &height, &border, &depth);
            Rect r = xw.ctrl->GetRectInParentWindow();
            if( (x != r.left || y != r.top) && ((int)width == r.Width() && (int)height == r.Height()))
                XMoveWindow(Xdisplay, w, r.left, r.top);
            ==>HERE else if( (x == r.left && y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
                XResizeWindow(Xdisplay, w, r.Width(), r.Height());
            else if( x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height())
                XMoveResizeWindow(Xdisplay, w, r.left, r.top, r.Width(), r.Height());
        }
    }
} // END Ctrl::SyncNativeWindows()
```

Max

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mirek](#) on Fri, 01 Aug 2008 19:36:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks, patch applied.

Mirek

---

---

Subject: Re: problems with splitter and layouts  
Posted by [cocob](#) on Sat, 02 Aug 2008 09:43:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks it works perfectly

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mdelfede](#) on Sat, 02 Aug 2008 14:55:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Fri, 01 August 2008 21:36Thanks, patch applied.

Mirek

Bad patch (previous post) is on uvs2.  
It does no harm, but it does some unnecessary stuffs... please update to the last one (correction of || with &&).  
Already ok on svn.

Ciao

Max

---

---

Subject: Re: problems with splitter and layouts  
Posted by [mirek](#) on Sun, 03 Aug 2008 08:56:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mdelfede wrote on Sat, 02 August 2008 10:55luzr wrote on Fri, 01 August 2008 21:36Thanks, patch applied.

Mirek

Bad patch (previous post) is on uvs2.  
It does no harm, but it does some unnecessary stuffs... please update to the last one (correction of || with &&).  
Already ok on svn.

Ciao

Max

Sorry, I have not synced yet...

Mirek

---