Subject: problems with splitter and layouts
Posted by cocob on Tue, 17 Jun 2008 12:57:03 GMT
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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
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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
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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
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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
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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
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ParentCtrl dosn'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
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mrjt wrote on Tue, 17 June 2008 11:17Sorry! 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
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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
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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
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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
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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
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Which version of U++ are you using?

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

Subject: Re: problems with splitter and layouts
Posted by cocob on Thu, 24 Jul 2008 17:48:50 GMT
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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
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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
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I attach a simple test case of my problem : tested with 2008.1

Thanks for your help

File Attachments
1) myProblem.tar.gz, downloaded 407 times

Subject: Re: problems with splitter and layouts
Posted by cocob on Tue, 29 Jul 2008 14:18:39 GMT
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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
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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
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Confirmed, Max alerted

Mirek

Subject: Re: problems with splitter and layouts
Posted by mdelfede on Fri, 01 Aug 2008 14:38:20 GMT
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Uhmm... 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
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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
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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
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Thanks, patch applied.

Mirek

Subject: Re: problems with splitter and layouts
Posted by cocob on Sat, 02 Aug 2008 09:43:59 GMT
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thanks it works perfectly

Subject: Re: problems with splitter and layouts
Posted by mdelfede on Sat, 02 Aug 2008 14:55:06 GMT
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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
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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