Subject: Autocomplete droplist needed...
Posted by kbyte on Thu, 10 Jul 2008 07:54:55 GMT
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Hi all,

Is there any autocomplete droplist in Upp++?
If not, is it possible to create a win32 combobox in a upp window? I was thinking to use the win32 combo if it is autocomplete.
Could you provide me the code to make a win32 call to some win32 function?

Thank you

Kim

Subject: Re: Autocomplete droplist needed...
Posted by bytefield on Thu, 10 Jul 2008 08:27:06 GMT
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Auto-complete is provided by your code not by a widget and there isn't such a widget in Windows nor in U++. You have to inherit from DropList and overwrite Key function (and maybe Paint) and put your auto-complete code in it.

For WINAPI call simply add :: before you function (::MessageBox(hwnd, "", "", MB_OK);). If you're trying to mix U++ with Windows, that's a bit harder because Windows widgets doesn't benefit of U++ positioning, sizing, etc.

Subject: Re: Autocomplete droplist needed...
Posted by unodgs on Thu, 10 Jul 2008 09:11:49 GMT
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kbyte wrote on Thu, 10 July 2008 03:54Hi all,

Is there any autocomplete droplist in Upp++?
If not, is it possible to create a win32 combobox in a upp window? I was thinking to use the win32 combo if it is autocomplete.
Could you provide me the code to make a win32 call to some win32 function?

Thank you

Kim
Please use DropGrid - it's similar to DropList and has autosearch. It's not exactely the same what autocomplete but works very good for me. Just focus on DropGrid and start typing. Drop will open and scroll to first matched position (Matched letters will be highlighted). You can jump to the next position pressing F3. Enter close popup and select the focuces item.

Subject: Re: Autocomplete droplist needed...
Posted by kbyte on Thu, 10 Jul 2008 10:23:05 GMT
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Thats exactly what I need!

Thank you uno and also to bytefield due to its example of win32 calling.

Kim

Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Thu, 10 Jul 2008 11:24:11 GMT
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Actually Win32 combobox is able to perform "find as you type" if you make its "SORTED" property true.

Anyway, I found some strange behavior of the DropGrid widget. If you look at the example images, you will notice that the first button to the left side of the DropGrid is always distorted by the usual dropdown icon (a small arrow pointing down), placed right in the middle of the button.

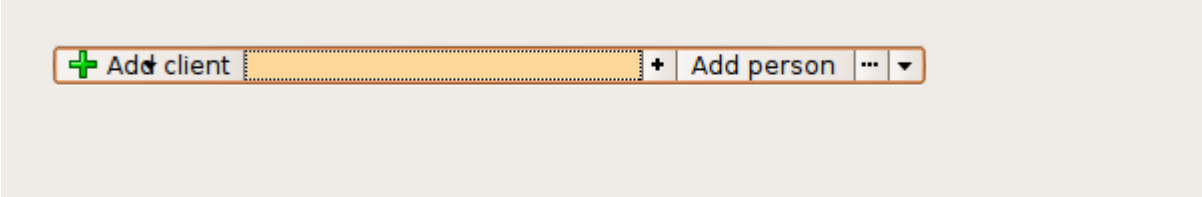
First image is the original DropGrid example, second one shows almost the same, but with the "select" button placed on the right hand side.

File Attachments

1) DropGrid1.png, downloaded 774 times



2) DropGrid2.png, downloaded 906 times



Subject: Re: Autocomplete droplist needed...
Posted by unodgs on Thu, 10 Jul 2008 12:18:33 GMT
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cas_ wrote on Thu, 10 July 2008 07:24Actually Win32 combobox is able to perform "find as you

type" if you make its "SORTED" property true.

Anyway, I found some strange behavior of the DropGrid widget. If you look at the example images, you will notice that the first button to the left side of the DropGrid is always distorted by the usual dropdown icon (a small arrow pointing down), placed right in the middle of the button.

First image is the original DropGrid example, second one shows almost the same, but with the "select" button placed on the right hand side.
Thankz I'll check that. It's a linux, right (not a winxp theme) ?

Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Thu, 10 Jul 2008 15:27:50 GMT
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Yes, it was Ubuntu Hardy Heron. Windows version seems to be free from this bug.

Edit: On the other hand, there might be a rendering problem also on Windows Vista. DropGrid under Vista looks like this:

All the buttons are flat and have a white background. At the same time, standard DropList is rendered like this:

File Attachments
1) DropList_Vista.png, downloaded 1752 times



2) DropGrid_Vista.png, downloaded 1574 times



Subject: Re: Autocomplete droplist needed...
Posted by unodgs on Thu, 10 Jul 2008 16:13:28 GMT
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as for 1st bug, I don't know why this code (part of MultiButton.cpp):

```
if(frm) {
 if(IsTrivial() && style->usetrivial)
  dopaint = false;
```

```
 ChPaint(w, x, border, cx, sz.cy - 2 * border,
        dopaint ? v : style->trivial[st]);
}
```

on Linux draws background with arrow. Something to check by Mirek..
As for vista. I know. I discussed this with Mirek long time ago. First iteration of Multibutton drawn "real buttons". I don't have vista on my laptop so I can't try to "fix" multibutton. Ide droplist use different paint code. See find window.

Subject: Re: Autocomplete droplist needed...
Posted by unodgs on Thu, 10 Jul 2008 16:16:54 GMT
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More about vista. I remeber that if mouse is over subbutton it is painted "as button". Maybe we should use "over" style always (in vista only ofcourse)?

Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Thu, 10 Jul 2008 16:53:25 GMT
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unodgs wrote on Thu, 10 July 2008 18:13
Ide droplist use different paint code. See find window.

Indeed, there is a template called WithDropChoice<> and it renders itself in a very similar way to what DropGrid looks like. So DropList (Multibutton) is the only exception here Vista seems to render its "native" comboboxes in both ways, depending on where you check. For example, Explorer renders the white version, while ODBC source setup uses more button-like look.

Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Sat, 12 Jul 2008 22:13:52 GMT
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unodgs wrote on Thu, 10 July 2008 18:13(part of MultiButton.cpp):

```
if(frm) {
 if(IsTrivial() && style->usetrivial)
  dopaint = false;
 ChPaint(w, x, border, cx, sz.cy - 2 * border,
        dopaint ? v : style->trivial[st]);
}
```

This has something to do with Chameleon styles. If you add

v = style->lmiddle[st];

at line 319 of MultiButton.cpp (so you force Multibutton to use "lmiddle" instead of "left", whatever that means), the arrow disappears.

UPDATE:

Bug is caused by the MultiButton::StyleFrame() properties, that are set up ChGtk.cpp, lines 1070 - 1080. Somehow, left[i] references an image with an arrow pointing down (I can't find exact place of such assignment though). Unfortunately, I know nothing about Chameleon and I have no idea how to fix it.

Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Mon, 14 Jul 2008 21:53:23 GMT
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Problem dissapears if I comment out line 928 of ChGtk.cpp (altough in this case left frame becomes a bit too thick):

```
DropList::Style& s = DropList::StyleFrame().Write();
GtkChImgWith(s.look, CtrlsImg::DA(), 1 * q, po);
GtkChImgWith(s.trivial, CtrlsImg::DA(), 1 * q, po);
// GtkChImgWith(s.left, CtrlsImg::DA(), 2 * q, po);
GtkChImgWith(s.right, CtrlsImg::DA(), 1 * q, po);
s.pressoffset = po;
```

This is because DropList::StyleFrame() and MultiButton::StyleFrame() are the same, so changing one of them will also change the other.

I still don't know what the correct solution would be and why is CtrlsImg::DA() used in so many contexts (actually I wonder about many different things in here but that's another story).

Subject: Re: Autocomplete droplist needed...
Posted by mirek on Thu, 17 Jul 2008 12:50:20 GMT
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Can you post a testcase, please? (I believe that line in ChGtk is there for a reason, so I would like to see the whole situation before removing it

Mirek

Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Thu, 17 Jul 2008 17:15:28 GMT
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Sure I can!
In fact it took me quite a while to reproduce this behavior on a minimal example ("drop.AddTo(*this)" seems to be the key and it took me some time to figure that out). This is more or less what DropGrid does when it initializes itself:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : public TopWindow
{
 MultiButtonFrame drop;

 App()
 {
  SetRect( Size( 200, 25 ) );
  drop.AddTo( *this );
  drop.AddButton().Main();
  drop.SetStyle( MultiButtonFrame::StyleFrame() );
  drop.AddButton().Left().SetLabel( "Button" );
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

This results in a following window:

By the way, I'm not saying that the line of code in ChGtk.cpp which I pointed in my last post, should be commented out; most likely it should stay as it is, I just don't know how Chameleon really works internally. I was just sharing the results of my efforts to resolve the bug and my post was only an example of this "work in progress" situation

File Attachments

1) mbuttonframe.png, downloaded 1397 times



Subject: Re: Autocomplete droplist needed...
Posted by mirek on Fri, 18 Jul 2008 19:39:29 GMT
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cas_ wrote on Thu, 10 July 2008 12:53unodgs wrote on Thu, 10 July 2008 18:13
Ide droplist use different paint code. See find window.

Indeed, there is a template called WithDropChoice<> and it renders itself in a very similar way to what DropGrid looks like. So DropList (Multibutton) is the only exception here Vista seems to render its "native" comboboxes in both ways, depending on where you check. For example, Explorer renders the white version, while ODBC source setup uses more button-like look.

Well, in fact, I have observed (and reproduced, was quite hard work BTW, in fact the whole MultiButton class is dedicated to this purpose) this Vista rule:

If you can edit the content of field, buttons are white and become visible on hover.

Otherwise they are button-like - but in that case, the content is button-like too.

Mirek