
Subject: Menubar rendering problem when navigating with keyboard

Posted by [cas_](#) on Wed, 23 Jul 2008 19:47:50 GMT

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Hello!

I've observed a weird bug in menu bar rendering -- triggered when one navigates through the menu using keyboard arrow keys. The problem is that when you press left arrow key to open menu to the left of currently active menu, then only about a half of the menu label is correctly highlighted. This does not happen if you use mouse or right arrow key. I'm attaching a small pdf file that illustrates what I've just described (screenshots are from TheIDE, but the same applies to other menu bars, for example those in UWord).

File Attachments

1) [menubar.pdf](#), downloaded 579 times

Subject: Re: Menubar rendering problem when navigating with keyboard

Posted by [mirek](#) on Sat, 26 Jul 2008 18:04:17 GMT

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Thanks, fixed.

Quick fix:

```
bool MenuBar::Key(dword key, int count)
{
    LLOG("KEY " << GetKeyDesc(key));
    bool horz = IsChild();
    if((horz ? key == K_RIGHT : key == K_DOWN)) {
        Ctrl *ctrl = GetFocusChildDeep();
        LLOG("MenuBar::Key(" << key << " -> IterateFocusForward for " << UPP::Name(ctrl) << ", pane
" << UPP::Name(&pane));
        if(HasMouseDeep())
            GetMouseCtrl()->Refresh();
        if(ctrl && IterateFocusForward(ctrl, &pane, false, false, true))
            return true;
        Ctrl *f = pane.GetFirstChild();
        if(!f) return true;
        if(f->IsEnabled()) {
            f->SetFocus();
            return true;
        }
        if(IterateFocusForward(pane.GetFirstChild(), &pane, false, false, true)) return true;
    }
    else
        if((horz ? key == K_LEFT : key == K_UP)) {
```

```

Ctrl *ctrl = GetFocusChildDeep();
LLOG("MenuBar::Key(" << key << ") -> IterateFocusBackward for " << UPP::Name(ctrl) << ",
pane " << UPP::Name(&pane));
if(HasMouseDeep())
    GetMouseCtrl()->Refresh();
if(ctrl && IterateFocusBackward(ctrl, &pane, false, true))
    return true;
Ctrl *f = pane.GetLastChild();
if(!f) return true;
if(f->IsEnabled()) {
    f->SetFocus();
    return true;
}
if(IterateFocusBackward(pane.GetLastChild(), &pane, false, true)) return true;
}
else
if(parentmenu && !parentmenu->IsChild() && key == K_LEFT || key == K_ESCAPE) {
    if(HasMouseDeep())
        GetMouseCtrl()->Refresh();
    if(parentmenu && parentmenu->submenu)
        parentmenu->submenuitem->SetFocus();
    else
    if(IsChild() && HasFocusDeep()) {
        if(restorefocus)
            restorefocus->SetFocus();
        doeffect = true;
        return true;
    }
    if(IsPopUp()) {
        SubmenuClose();
        return true;
    }
    doeffect = true;
}
if(parentmenu && parentmenu->IsChild() && parentmenu->GetActiveSubmenu() &&
    parentmenu->pane.GetFirstChild() && parentmenu->submenuitem) {
    Ctrl *smi = parentmenu->submenuitem;
    Ctrl *q = smi;
    q->Refresh();
    if(key == K_RIGHT)
        for(;;) {
            q = q->GetNext();
            if(!q)
                q = parentmenu->pane.GetFirstChild();
            if(q == smi)
                break;
            if(PullMenu(q)) {
                q->Refresh(); // This is the fix (1/2)
            }
        }
    }
}

```

```
    SyncState();  
    return true;  
}  
}  
if(key == K_LEFT)  
for(;;) {  
    q = q->GetPrev();  
    if(!q)  
        q = parentmenu->pane.GetLastChild();  
    if(q == smi)  
        break;  
    if(PullMenu(q)) {  
        q->Refresh(); // This is the fix (2/2)  
        SyncState();  
        return true;  
    }  
}  
}  
}  
return HotKey(key);  
}
```

Mirek

Subject: Re: Menubar rendering problem when navigating with keyboard

Posted by [cas_](#) on Wed, 30 Jul 2008 21:26:26 GMT

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Works great, thanks!
