Subject: [not a bug] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox
Posted by Mindtraveller on Wed, 27 Aug 2008 21:07:58 GMT
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Configuration:
FreeBSD 6.2 RELEASE
Fluxbox (compiled from ports)

TheIDE compiled from one of the latest SVN versions with NOGTK flag.
Everything works fine except menus are not drawn. The menu header text is drawn, but the menu itself is completely invisible. In spite of being completely invisible, menus are responding to shortcuts and arrow keys along with Enter key. So user is able to choose and select any menu item, but it is not drawn.

Subject: Re: [bug?] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox
Posted by masu on Thu, 28 Aug 2008 08:36:24 GMT
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Have you tried with another wm?
I can remember, there also were some issues with Fluxbox some time ago.

Matthias

Subject: Re: [bug?] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox
Posted by Mindtraveller on Thu, 28 Aug 2008 17:41:58 GMT
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Yes, it`s OK with blackbox on the same system. Strange.

Subject: Re: [bug?] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox
Posted by mirek on Sat, 20 Sep 2008 09:24:43 GMT
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Mindtraveller wrote on Thu, 28 August 2008 13:41Yes, it`s OK with blackbox on the same system. Strange.

X11 is mess; one of problems is that more than half of its API is actually implemented in WM. Means that slight incompatibility of WM can cause some apps malfunction.

Mirek

Subject: Re: [bug?] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox

Finally I debugged deep into CtrlCore and discovered that dropdown popups and menus are drawn but they are drawn BEHIND actual active window.

I tried some dirty hack to test if it can be corrected and it worked. Partially. Dropdown menus work properly, menus are drawn properly too but disappear on mouse movement inside them.

My dirty little test patch:
CtrlCore/X11Wnd.cpp

```
was:void Ctrl::PopUp(Ctrl *owner, bool savebits, bool activate, bool, bool)
{
 LLOG("POPUP: " << UPP::Name(this));
 Ctrl *q = owner ? owner->GetTopCtrl() : GetActiveCtrl();
 ignoretakefocus = true;
 Create(q, true, savebits);
 if(activate) {
  q->StartPopupGrab();
  popupgrab = true;
 }
 if(top) popup = true;
 WndShow(visible);

 if(activate && IsEnabled())
  SetFocus();
 if(top) top->owner = owner;
 StateH(OPEN);
}
```

```
now:void Ctrl::PopUp(Ctrl *owner, bool savebits, bool activate, bool, bool)
{
 LLOG("POPUP: " << UPP::Name(this));
 Ctrl *q = owner ? owner->GetTopCtrl() : GetActiveCtrl();
 ignoretakefocus = true;
 Create(q, true, savebits);
 if(activate) {
  q->StartPopupGrab();
  popupgrab = true;
 }
 if(top) popup = true;
 WndShow(visible);

 SetWndFocus();
 XRaiseWindow(Xdisplay, top->window);

 if(activate && IsEnabled())
  SetFocus();
```

```
 if(top) top->owner = owner;
 StateH(OPEN);
}
```

Subject: Re: [bug?] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox
Posted by Mindtraveller on Fri, 31 Oct 2008 00:53:10 GMT
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Solved. You were right. It was truly fluxbox issue, not U++.

Subject: Re: [bug?] Menu isn`t drawn. NOGTK. FreeBSD/Fluxbox
Posted by mirek on Sun, 02 Nov 2008 15:46:05 GMT
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Mindtraveller wrote on Thu, 30 October 2008 20:53Solved. You were right. It was truly fluxbox
issue, not U++.

Indeed, popup-window management is poorly defined in X11 and wastly depends on WM...

Mirek