Subject: Help needed to deal with Display
Posted by JoseB on Mon, 30 Mar 2009 10:39:58 GMT

Hello,
I am new to Upp. I am trying to do my first steps.
Reading the Alex thread concerning droplist colors I decided to try it using a different display but I lost the selection bar. Please try the program that is in attachment. It seems that the blue bar (selection bar) is drawn behind Display painting. how to fix this?

By the way, which is the best way to change switch control fore color. I tryied with Display but it seems that switch controls do not support it.

Is this a bug?

Thank you very much

Jose

File Attachments
1) ComboColors.zip, downloaded 330 times

Subject: Re: Help needed to deal with Display
Posted by mrjt on Tue, 31 Mar 2009 10:54:28 GMT

JoseB wrote on Mon, 30 March 2009 11:39Hello,
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By the way, which is the best way to change switch control fore color. I tryied with Display but it seems that switch controls do not support it.

Is this a bug?
How to set the colors of a DropList (this is actually not obvious, it took me some time to figure out):
struct DropListColorDisplay : Display
{
 Color fore;
 Color back;
 Font font;
 dword style;

 void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword s) const
 {

```
  bool hasstyle = s & style;
  StdDisplay().Paint(w, r, q, hasstyle ? ink : fore, hasstyle ? paper : back, s);
 }

 DropListColorDisplay(Color _fore, Color _back, dword s = 0, Font _font = StdFont()) :
  fore(_fore), back(_back), style(s), font(_font) {}
};

void SetColor(DropList &list)
{
 Color fore(255,255,0);
 Color bk(0,255,0);
 static DropListColorDisplay display1(fore, bk, 0);
 static DropListColorDisplay display2(fore, bk, Display::CURSOR);
 list.ValueDisplay(display1);
 list.SetDisplay(display2);
}
```

Currently it is impossible to set the color of a Switch ctrl. However, I actually have had a small need for this for a while but hadn't got around to it so I will submit a patch to fix it. See attached files.

The patch adds a virtual PaintCase function that can be overloaded to give more control over how the text is rendered. This isn't the usual Upp approach, but the Switch ctrl is kind of a special case because it's a cross between a data and Button-like ctrl.

After the path is applied you will be able to use the following class:
```
class ColorSwitch : public Switch
{
protected:
 Vector<Color> color;
 virtual void PaintCase(Draw &w, int i, int x, int y, int cx, const Font &font, bool disabled)
 {
  const Case &v = GetCases()[i];
  Color c = (i < color.GetCount()) ? color[i] : SColorLabel;
  DrawSmartText(w, x, y, cx, v.label, font,
          disabled ? SColorDisabled : c, ///////
          VisibleAccessKeys() ? v.accesskey : 0);
 }
public:
 void SetCaseColor(int i, Color c)  { ASSERT(i < GetCases().GetCount()); color.At(i, SColorLabel) = c; }
 void Reset()     { color.Clear(); Switch::Reset(); }
};
```

Mirek: Could this patch be applied?

File Attachments

Subject: Re: Help needed to deal with Display
Posted by JoseB on Tue, 31 Mar 2009 11:19:19 GMT
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My Env is Upp svn 315

Well, as far as DropList is concern, it works great now. I thought that no one was interested in that thread. Now, i realise that to solve that it took too much time to you. I tryed to go deep into source code but I stoped on the CreateWindowEx windows call or something like that without understanding how to paint it in the right order... So, Thank you very much once again mrjt!

For wsitch control, I overwriten the files you send in attach (after make backup copies) and changed the type of my switch control in the form designer to ColorSwitch and compiler says this:

----- CtrlLib (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (1 / 9)
BLITZ: LabelBase.cpp Button.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp ScrollBar.cpp HeaderCtrl.cpp ArrayCtr
 l.cpp MultiButton.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp FrameSplitter.cpp Slider
 Ctrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp Bar.cpp Menu
 Item.cpp MenuBar.cpp ToolButton.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DlgColor.cpp C
 olorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp PrinterJob.cpp Windows.cpp Win32.cpp TrayIconWin32.cpp Tra
 yIconX11.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp
In file included from C:/upp/out/CtrlLib/MINGW.Debug.Debug_full.Gui\$blitz.cpp:7:
C:\upp\uppsrc\CtrlLib\Button.cpp:680: error: definition of implicitly-declared 'virtual Upp::DataPusher::~DataPusher(
)'
In file included from C:/upp/out/CtrlLib/MINGW.Debug.Debug_full.Gui\$blitz.cpp:180 :
C:\upp\uppsrc/CtrlLib/PushCtrl.h: In member function 'virtual void Upp::ColorCtrl::DoAction()':
C:\upp\uppsrc/CtrlLib/PushCtrl.h:336: error: 'const Upp::Convert* Upp::DataPusher::convert' is private
C:\upp\uppsrc\CtrlLib\DlgColor.cpp:1628: error: within this context
C:\upp\uppsrc/CtrlLib/PushCtrl.h:336: error: 'const Upp::Convert* Upp::DataPusher::convert' is private
C:\upp\uppsrc\CtrlLib\DlgColor.cpp:1630: error: within this context
Switch.cpp
C:\upp\uppsrc\CtrlLib\Switch.cpp: In member function 'virtual void Upp::Switch::PaintCase(Upp::Draw&, int, int, int,
 int, const Upp::Font&, bool)':
C:\upp\uppsrc\CtrlLib\Switch.cpp:207: error: 'SColorLabel' was not declared in this scope
ChWin32.cpp

CtrlLib.icpp
CtrlLib: 51 file(s) built in (0:31.84), 624 msecs / file, duration = 32329 msecs

There were errors. (0:32.35)

Jose

Subject: Re: Help needed to deal with Display
Posted by mrjt on Tue, 31 Mar 2009 11:36:52 GMT

My guess would be that your source is too old and that changes have been made since your version that are incompatible. If your version is 315 then it is very old since we are over 1000 these days. I would suggest you update it and then apply the path, or attempt to make equivalent changes to your version, which should be quite easy as the change is minor.

Subject: Re: Help needed to deal with Display
Posted by JoseB on Tue, 31 Mar 2009 12:09:56 GMT

Yes, i know that my version is too old but as i changed the source code of the upp for a different approach on printing i am a little glued to that version. During the changes in the printing system i could not make them by subclassing or at the app level. I changes the source code of the main basic upp classes that implement printing.

Well, i think that I can add an SetForColor to the Swtich class and a Color member variable and update the Paint function...

Thank you very much

Jose

Subject: Re: Help needed to deal with Display
Posted by mirek on Tue, 31 Mar 2009 13:40:29 GMT

JoseB wrote on Tue, 31 March 2009 08:09Yes, i know that my version is too old but as i changed the source code of the upp for a different approach on printing i am a little glued to that version. During the changes in the printing system i could not make them by subclassing or at the app level. I changes the source code of the main basic upp classes that implement printing.

That is not very smart...

If you insist on different printing model in U++, you should convince us to change it, suggest the patch or whatever or keep your code separately (which is what you should do now).

Admittedly, this one of our problems - it is way to simple to change U++ and the way as it is distributed encourages it... But by doing so you basically end with fork and I doubt you have enough power to maintain it...

Mirek

Subject: Re: Help needed to deal with Display
Posted by kbyte on Wed, 01 Apr 2009 09:03:29 GMT
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Yes, you are right.

I didnt told nothing about my needs on printing system because ... It is not easy for my to ask for more functionality from you. But I am wrong. Since now I will post all limitations I saw, bugs and more functionalities in order to improve our excelent C++ Framework called Upp

By the way, I didnt remember well but I think that what printing system is missing is header and footers for each page. I refer to the great RichEditWithToolBar control. May be it supports custom headers and footers and i didnt saw them.

Suppose I want to send a mailling to 100 customers. The letter is the same (the mail text) but address changes from customer to customer. Hence, if the RichEditWithToolBar supports dynamic headers and footers, in this case we enlarge the header to write there the source and target address in order to fit well on the envelop window and them we print the text of the RichEditWithToolBar as the body of the letter. I think that was that. I think was something like this and I need to change the RichEditWithToolBar source code because I didnt fount any way to do that at the application source level (implementing virtual function, deriving, etc...)

Thank you very much

Jose

Subject: Re: Help needed to deal with Display
Posted by mirek on Fri, 03 Apr 2009 14:49:13 GMT
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But does not have much to do with printing system...

QTF itself (format of texts) does not directly support headers/footers. But RichEdit has SetFooter command (but frankly, it is more or less quick hack).

In any case, you should be able to print RichEdit content (that is, RichText) page by page and add header/footer with your own code.

Mirek

Subject: Re: Help needed to deal with Display
Posted by kbyte on Fri, 03 Apr 2009 16:06:59 GMT
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Can i do that without modifying the object source code? I did that but modifying the source code. Any tips?

PS: To achieve that, I pull document down to get space onf the first page and then put the text there by hand...

Thanks
Jose

Subject: Re: Help needed to deal with Display
Posted by mirek on Fri, 03 Apr 2009 18:04:54 GMT
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kbyte wrote on Fri, 03 April 2009 12:06Can i do that without modifying the object source code? I did that but modifying the source code. Any tips?

PS: To achieve that, I pull document down to get space onf the first page and then put the text there by hand...

Thanks
Jose

Sure. Get const reference to RichText and print it

Mirek

Subject: Re: Help needed to deal with Display
Posted by kbyte on Sat, 04 Apr 2009 06:43:09 GMT
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Ok, but how to print it, putting an header on the first page, without pull text down to get room for

the header?

Jose

Subject: Re: Help needed to deal with Display
Posted by mirek on Sun, 05 Apr 2009 13:09:07 GMT
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Then pull it down....

Lookup CtrlLib/RichTextView Print function - printing RichText is not really hard. And it is pretty flexible too.

Mirek

Subject: Re: Help needed to deal with Display
Posted by kbyte on Mon, 06 Apr 2009 08:40:13 GMT
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But i can already print headers and footers, but by pulling text down by hand on the print finction.

I thought that you were saying that it would be possible to do that using a more "professional" way as far as C++ is concerned (deriving or implementing virtuals or somethings like those)

Jose