
Subject: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 23 May 2009 02:29:30 GMT
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I use upp in the unbuntu9.04, when code tip happen, my can't input any character to codeeditor,keyboard is hung.I tested upp1209~1218,the bug all exist.

as above,when codetip occur,keyboard can't input any thing.

File Attachments

1) [Screenshot.png](#), downloaded 995 times

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sat, 23 May 2009 06:50:27 GMT
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I am unable to reproduce this (Testing in Ubuntu 9.04, gnome)

-> I need more details.

32bit or 64bit ubuntu?

Gnome?

What is your keyboard settings?

Does it work in 1208? Obviously, if you could identify revision when it gets broken, fix should be trivial

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 23 May 2009 07:25:22 GMT
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I not test 1209 ago version.

unbuntu9.04 is 32bit,gnome.

US english keyboard.

when thide window focus change to other window then reget focus keyboard is recover.but when codetip occur again,keyboard hung again.

I english is poor,sorry.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sat, 23 May 2009 07:59:43 GMT
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gxl117 wrote on Sat, 23 May 2009 03:25I not test 1209 ago version.

Could you? E.g. start with something old (like 1100) and then do bisection to find a cause? Would save me a lot of time...

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 23 May 2009 08:51:42 GMT
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luzr wrote on Sat, 23 May 2009 09:59gxl117 wrote on Sat, 23 May 2009 03:25I not test 1209 ago version.

Could you? E.g. start with something old (like 1100) and then do bisection to find a cause? Would save me a lot of time...

Mirek

I test 1100,it hasn't that bug. all thing is fine.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 23 May 2009 10:14:54 GMT
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I'm error,1100 also have that problem. it should conflict with SCIM.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sat, 23 May 2009 14:10:08 GMT
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gxl117 wrote on Sat, 23 May 2009 06:14I'm error,1100 also have that problem. it should conflict with SCIM.

So it is somehow related with SCIM?

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 23 May 2009 15:14:38 GMT
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luzr wrote on Sat, 23 May 2009 16:10gxl117 wrote on Sat, 23 May 2009 06:14I'm error,1100 also have that problem. it should conflict with SCIM.

So it is somehow related with SCIM?

Mirek

because theide is restore normal when I exit SCIM. but it can't input any multi-byte char. other app can.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [cbpporter](#) on Sat, 23 May 2009 17:36:16 GMT
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gxl117 wrote on Sat, 23 May 2009 18:14 but it can't input any multi-byte char. other app can.

You can't enter these characters in TheIDE? If this is the case it's because TheIDE won't let you enter characters that are incompatible with the encoding of the current file. You must go to the properties of the file and change the encoding to Utf8.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 23 May 2009 23:47:34 GMT
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cbpporter wrote on Sat, 23 May 2009 19:36gxl117 wrote on Sat, 23 May 2009 18:14 but it can't input any multi-byte char. other app can.

You can't enter these characters in TheIDE? If this is the case it's because TheIDE won't let you enter characters that are incompatible with the encoding of the current file. You must go to the properties of the file and change the encoding to Utf8.

that is not the reason.

I'm set editor charset to UTF8.

If SCIM is automatic launch with Xsystem,when theide codetip occur, can't input any char to editor,any thing! keyboard is hung!

if SCIM exit and restart it manual,Theide restore normal,when codetip occur,can input english char to codeeitor.but theide don't respond to SCIM, can't input multibyte char to editor,other app can accept input.

BTW, Even I set editor charset to UTF8,it also can't show multi-byte char,whenever editor show messy code for multibyte char.

windowsXP theide hasn't that problem.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 24 May 2009 17:47:02 GMT
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Well, please, enlight me. Is SCIM something that gets intalled to Ubuntu by default?

I am asking because my 'default' install does not seem to have a problem.

The problem is that I need to reproduce the problem to fix it.

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 24 May 2009 18:53:07 GMT
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luzr wrote on Sun, 24 May 2009 19:47Well, please, enlight me. Is SCIM something that gets intalled to Ubuntu by default?

I am asking because my 'default' install does not seem to have a problem.

The problem is that I need to reproduce the problem to fix it.

Mirek

I install ubuntu9.04 for chinese version,SCIM is automatic add some multibyte char input method.My SCIM version number is 1.4.6.

when keyboard hang,I move theide window or resize it or click other app window, codeeditor is restore.but if codetip occur again,keyboard hang again.when problem happen,my don't use chinese input method. keyboard is set to english.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 24 May 2009 19:35:22 GMT
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I confirm "scim-tables-zh-0.5.8-1" package is conflict with upp.I uninstall it,upp is normal.but I can't input chinese to theide not by the that input method. except that,codeeditor not show chinese correct,even charset set to UTF8.

Subject: Re: codetip bug in the ubuntu9.04
Posted by [Mindtraveller](#) on Mon, 25 May 2009 08:34:14 GMT
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Recently I've searched internet for SCIM discussions. Well, SCIM is told to be installed by default on Ubuntu with a number of localizations - actually not only Asian, but even for some Cyrillic ones (but they actually don't need it).
And it looks like SCIM is known to be buggy with a relatively large number of applications as it has incorrect input focus hooking behaviour in some situations. Thus it is sometimes recommended to use SCIM alternatives instead of original utility.
Hope this little info will help.

Subject: Re: codetip bug in the ubuntu9.04
Posted by [loki](#) on Fri, 29 May 2009 12:51:33 GMT
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Hello, it seems, if this bug is related to the scim problem too. But I actually have no Ubuntu installation, so I can't test. Could you check, if you have the same problem if you just open and close a menu?

Subject: Re: codetip bug in the ubuntu9.04
Posted by [mirek](#) on Fri, 12 Jun 2009 11:46:42 GMT
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Ok, reproduced and started work on fixing.

Just for fun:

<https://bugs.launchpad.net/ubuntu/+source/scim/+bug/293001>

Mirek

Subject: Re: codetip bug in the ubuntu9.04
Posted by [mirek](#) on Sat, 13 Jun 2009 08:08:16 GMT
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Well, I am absolutely unsure about the fix, but this seems to help:

```
void Ctrl::Create0(Ctrl *owner, bool redirect, bool savebits)
{
    GuiLock __;
    ASSERT(IsMainThread());
    LLOG("Create " << Name() << " " << GetRect());
```

```

ASSERT(!IsChild() && !IsOpen());
LLOG("Ungrab1");
ReleaseGrab();
XSetWindowAttributes swa;
swa.bit_gravity = ForgetGravity;
swa.background_pixmap = None;
swa.override_redirect = redirect;
swa.save_under = savebits;
Color c = SColorPaper();
swa.background_pixel = GetXPixel(c.GetR(), c.GetG(), c.GetB());
Rect r = GetRect();
isopen = true;
Window w = XCreateWindow(Xdisplay, RootWindow(Xdisplay, Xscreenno),
    r.left, r.top, r.Width(), r.Height(),
    0, CopyFromParent, InputOutput, CopyFromParent,
    CWBitGravity|CWSaveUnder|CWOVERRIDE_REDIRECT|
    (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
    &swa);
if(!w) XError("XCreateWindow failed !");
int i = Xwindow().Find(None);
if(i >= 0) Xwindow().SetKey(i, w);
XWindow& cw = i >= 0 ? Xwindow()[i] : Xwindow().Add(w);
cw.ctrl = this;
cw.exposed = false;
cw.owner = owner;

/*
cw.xic = xim ? XCreateIC(xim,
    XNInputStyle, XIMPreeditNothing|XIMStatusNothing,
    XNClientWindow, w,
    XNFocusWindow, w,
    NULL)
    : NULL;
*/
// This seems to fix SCIM problem
cw.xic = xim ? XCreateIC((XIM)xim,
    XNInputStyle, XIMPreeditNothing|XIMStatusNothing,
    XNClientWindow, Xroot,
    NULL)
    : NULL;

top = new Top;
top->window = w;
long im_event_mask = 0;
if(cw.xic)
    XGetICValues(cw.xic, XNFilterEvents, &im_event_mask, NULL);
XSelectInput(Xdisplay, w, ExposureMask|StructureNotifyMask|KeyPressMask|
    FocusChangeMask|KeyPressMask|KeyReleaseMask|PointerMotionMask|

```

```

        ButtonPressMask|ButtonReleaseMask|PropertyChangeMask|
        VisibilityChangeMask|im_event_mask);
int version = 5;
XChangeProperty(Xdisplay, w, XAtom("XdndAware"), XA_ATOM, 32,
    0, (byte *)&version, 1);
CancelMode();
if(r.Contains(GetMousePos()))
    DispatchMouse(MOUSEMOVE, GetMousePos() - r.TopLeft());

if(redirect) {
    int windowType = XInternAtom(Xdisplay, "_NET_WM_WINDOW_TYPE_POPUP_MENU", false);
    XChangeProperty(Xdisplay, w, XInternAtom(Xdisplay, "_NET_WM_WINDOW_TYPE", false),
        XA_ATOM, 32,
        PropModeReplace, (byte *)&windowType, 1);
}

RefreshLayoutDeep();
}

```

The question is how it will affect XIM usability - please check and report (it seems to work just fine with CS-CZ).

Mirek

Subject: Re: codetip bug in the unbuntu9.04
 Posted by [gxl117](#) on Sat, 13 Jun 2009 09:48:44 GMT
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I tested it,keyboard don't hang. But Theide can't respond to SCIM,So it can't input Chinese.

Subject: Re: codetip bug in the unbuntu9.04
 Posted by [gxl117](#) on Sat, 13 Jun 2009 10:05:14 GMT
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OK,I fix it.as follow:
 void Ctrl::Create0(Ctrl *owner, bool redirect, bool savebits)
 {
 GuiLock __;
 ASSERT(IsMainThread());
 LLOG("Create " << Name() << " " << GetRect());
 ASSERT(!IsChild() && !IsOpen());
 LLOG("Ungrab1");
 }

```

ReleaseGrab();
XSetWindowAttributes swa;
swa.bit_gravity = ForgetGravity;
swa.background_pixmap = None;
swa.override_redirect = redirect;
swa.save_under = savebits;
Color c = SColorPaper();
swa.background_pixel = GetXPixel(c.GetR(), c.GetG(), c.GetB());
Rect r = GetRect();
isopen = true;
Window w = XCreateWindow(Xdisplay, RootWindow(Xdisplay, Xscreenno),
    r.left, r.top, r.Width(), r.Height(),
    0, CopyFromParent, InputOutput, CopyFromParent,
    CWBitGravity|CWSaveUnder|CWOVERRIDE_REDIRECT|
    (IsCompositedGui() ? CWBackPixel : CWBackPixmap),
    &swa);
if(!w) XError("XCreateWindow failed !");
int i = Xwindow().Find(None);
if(i >= 0) Xwindow().SetKey(i, w);
XWindow& cw = i >= 0 ? Xwindow()[i] : Xwindow().Add(w);
cw.ctrl = this;
cw.exposed = false;
cw.owner = owner;

/*
cw.xic = xim ? XCreateIC(xim,
    XNInputStyle, XIMPreeditNothing|XIMStatusNothing,
    XNClientWindow, w,
    XNFocusWindow, w,
    NULL)
    : NULL;
*/
// This seems to fix SCIM problem
cw.xic = xim ? XCreateIC((XIM)xim,
    XNInputStyle, XIMPreeditNothing|XIMStatusNothing,
    XNClientWindow, Xroot,
    XNFocusWindow, w, //add this line, allow FCITX get input focus.
    NULL)
    : NULL;

```

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sat, 13 Jun 2009 10:57:21 GMT
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I'm sorry.SCIM still not normal.Fcitx is normal.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 14 Jun 2009 09:48:03 GMT
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OK, another attempt:

```
void Ctrl::WndDestroy0()
{
    GuiLock __;
    LLOG("WndDestroy " << Name());
    if(!top || !isopen) return;
    AddGlobalRepaint();
    bool revertfocus = HasWndFocus();
    for(int i = 0; i < Xwindow().GetCount(); i++) {
        LOGBEGIN();
        XWindow& w = Xwindow()[i];
        if(Xwindow().GetKey(i) != None && w.owner == this && w.ctrl->IsOpen())
            w.ctrl->WndDestroy();
        LOGEND();
    }
    Ptr<Ctrl> owner;
    int i = Xwindow().Find(top->window);
    if(i >= 0) {
        XWindow& w = Xwindow()[i];
        owner = w.owner;
        w.invalid.Clear();
        if(w.xic)
            XDestroyIC(w.xic);
    }
    isopen = false;
    if(focusWindow == top->window)
        focusWindow = None;
    if(grabWindow == top->window)
        grabWindow = None;
    XDestroyWindow(Xdisplay, top->window);
    if(i >= 0) {
        Xwindow().SetKey(i, None);
        top->window = None;
        Xwindow()[i].ctrl = NULL;
    }

    if(revertfocus && owner)
        owner->TakeFocus();

    if(focusWindow) {
        int q = Xwindow().Find(focusWindow);
        if(q >= 0) {
            XIC xic = Xwindow()[q].xic;
```

```
XSetICFocus(xic);
}
}

delete top;
top = NULL;
}
```

Works for me with SCIM activated. And, actually, seems quite logical: It looks like SCIM lost track of focus when windows are destroyed, above fix basically tells him where to send keystrokes...

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 14 Jun 2009 12:02:11 GMT
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Yes,
Scim normal work, but there's a small problem.
SCIM's input window should follow the cursor. For example, Gedit:

but for upp, input window location is random. sometime over text.

File Attachments

1) [2.jpg](#), downloaded 775 times

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 14 Jun 2009 12:03:31 GMT
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Input window over content.

File Attachments

1) [Screenshot-1.png](#), downloaded 726 times

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 14 Jun 2009 12:09:57 GMT
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gxl117 wrote on Sun, 14 June 2009 08:02: Yes,
Scim normal work, but there's a small problem.
SCIM's input window should follow the cursor. For example, Gedit:

but for upp,input window location is random. sometime over text.

Is this a new behaviour? Does it have the same problem with the other IM you are using?

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 14 Jun 2009 12:31:52 GMT
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Yes,I test FCITX Chinese input method.it also has this problem.
Should input method can't track cursor of LineEdit.
I also tested DocEdit,it has same problem.So may all upp text ctrl have that problem.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 14 Jun 2009 12:36:51 GMT
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gxl117 wrote on Sun, 14 June 2009 08:31Yes,I test FCITX Chinese input method.it also has this problem.
Should input method don't track cursor of LineEdit.
I also tested DocEdit,it has same problem.So may all upp text ctrl have that problem.

OK, working on fix.

Anyway, for that to work, I need to "invoke" that IM popup (not being CJK, I never did that).

Can you help me? Step by step, given I have english Ubuntu installed with XIM, how I am supposed to invoke it?

Install chinese keyboard or what?

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 14 Jun 2009 13:24:26 GMT
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Quote:OK, working on fix.

Anyway, for that to work, I need to "invoke" that IM popup (not being CJK, I never did that).

Can you help me? Step by step, given I have english Ubuntu installed with XIM, how I am

supposed to invoke it?

Install chinese keyboard or what?

Mirek

I installed is ubuntu Chinese version. So i'm not very clear on how to install the English version of SCIM.

For Chinese version, I installed follow package:

scim

scim-bridge-agent

scim-bridge-clent-gtk

scim-gtk2-immodule

scim-modules-table

scim-tables-zh

im-switch

I think scim-tables-zh and im-switch is use to invoke Chinese input window.

For FCITX, it's a very good chinese input mothod. it's web site have how to installation for english linux.

My English can't very clear expression of the installation method. So you should to see FCITX's web site:

<http://www.fcitx.org/main/?q=node/10>

Subject: Re: codetip bug in the unbuntu9.04

Posted by [mirek](#) on Sun, 14 Jun 2009 13:56:05 GMT

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I guess I have SCIM installed. It shows Chinese input methods just fine.

What I am not sure to do is how to invoke that popup. Should I press something or what?

Mirek

Subject: Re: codetip bug in the unbuntu9.04

Posted by [gxl117](#) on Sun, 14 Jun 2009 14:25:28 GMT

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luzr wrote on Sun, 14 June 2009 15:56 I guess I have SCIM installed. It shows Chinese input methods just fine.

What I am not sure to do is how to invoke that popup. Should I press something or what?

Mirek

oh,If you install scim-tables-zh,you should have Chinese input mothod name WuBi.
press down key:Ctrl+space SCIM window will show,and repeat press down Ctrl+shift,until the window shown below:

you get chinese input mothod names WuBi.Followed by pressing the 'l' 'w' 't' 'y'. Popup will show.
press space key,cinese char should input to editor,and popup hide.you can repeat this process.it

File Attachments

1) [wubi.jpg](#), downloaded 902 times

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 14 Jun 2009 14:45:13 GMT
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No success...

Nevermind, attempted fix does not seem to break anything; please check svn in 30 minutes and report results if possible...

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Sun, 14 Jun 2009 15:27:36 GMT
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luzr wrote on Sun, 14 June 2009 16:45No success...

Nevermind, attempted fix does not seem to break anything; please check svn in 30 minutes and report results if possible...

Mirek

I tested SVN,it can't activate SCIM.When i undo XIMPreeditPosition to XIMPreeditNoting, SCIM can activate but popup can't track cursor.It always stayed in the upper left corner of the editor window.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 14 Jun 2009 18:18:28 GMT
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gxl117 wrote on Sun, 14 June 2009 11:27luzr wrote on Sun, 14 June 2009 16:45No success...

Nevermind, attempted fix does not seem to break anything; please check svn in 30 minutes and report results if possible...

Mirek

I tested SVN,it can't activate SCIM.When i undo XIMPreeditPosition to XIMPreeditNoting, SCIM can activate but popup can't track cursor.It always stayed in the upper left corner of the editor window.

Hm, upper left corner is better than random right?

Well, I am afraid I do not know how to continue for now....

I will go back to XIMPreeditNothing for now - at least, it is partial fix.

Mirek

Subject: Re: codetip bug in the unbuntu9.04
Posted by [gxl117](#) on Mon, 15 Jun 2009 02:11:54 GMT
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new fix for XIM can't Activate input method.
Random may better than upper left corner,because i can drag popup window to other position."upper left corner" can't do that.it over text contents in the upper left corner.

Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Mon, 15 Jun 2009 09:29:07 GMT
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Sorry, minor fault.

Should be OK now (I mean, as good as it was before...)

I guess for future, we shall have to support "callback" IM style (inplace).

Mirek
