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Subject: up & down within ColumnList moves focus out

Posted by [bonami](#) on Wed, 04 Nov 2009 08:51:40 GMT

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1. i built the attached program on chinese winXP, using GCC. and it runs well on chi.XP. but the exe file on english winXP (a nLite version) shows the ColumnList only with a couple of pixels (as shown in attachment).

2. suggestion,

within a ColumnList, pressing direction keys should move among its items, instead of changing focus to other controls.

#### File Attachments

1) [ez.zip](#), downloaded 415 times

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Sun, 15 Nov 2009 13:18:17 GMT

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I am confused. The attached sources produce empty ColumnList. What should I look for?

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Subject: Re: up & down within ColumnList moves focus out

Posted by [bonami](#) on Thu, 19 Nov 2009 09:29:27 GMT

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1. attached ezcomm\columnlist.jpg shows that the columnlist has nearly no size. if you see a real EMPTY columnlist, which means it has space but without contents, the application is running right. that right situation differs from my attached photo.

2. suggestion as i said.

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Fri, 20 Nov 2009 13:25:47 GMT

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bonami wrote on Thu, 19 November 2009 04:291. attached ezcomm\columnlist.jpg shows that the columnlist has nearly no size. if you see a real EMPTY columnlist, which means it has space but without contents, the application is running right. that right situation differs from my attached photo.

2. suggestion as i said.

I see. So it is about wrong size?

Mirek

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Subject: Re: up & down within ColumnList moves focus out

Posted by [bonami](#) on Mon, 23 Nov 2009 01:21:14 GMT

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yes, it seems to have wrong size (height). but i'm not sure whether it is a common effect on other machine (if systems are same) or something wrong with my own environment.

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Mon, 23 Nov 2009 10:09:28 GMT

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Try NoRoundSize.

I have tried in all platforms, not reproduced. However, ColumnList by default reduces the size of view to match the height of items (which is usually the height of default font).

I guess that can be the problem, although it is strange that your default font would be so big...

Mirek

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Mon, 23 Nov 2009 10:13:21 GMT

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We can test:

Quote:

```
int ColumnList::RoundedCy()
{
    if (mode != MODE_LIST)
        return GetRect().GetHeight();
    Rect r = GetRect();
    Rect rr = r;
    frame->FrameLayout(r);
    DDUMP(cy);
    DDUMP(r.Height());
    DDUMP(rr.Height());
    return (cy ? r.Height() / cy * cy : 0) + rr.Height() - r.Height();
}
```

(run in fault case and post here what is in the log please).

Mirek

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Subject: Re: up & down within ColumnList moves focus out

Posted by [bonami](#) on Tue, 24 Nov 2009 02:43:02 GMT

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NoRoundSize() works.

but adding items shows nothing. i changed my constructor to

```
ezcommwin() { Add(cl.LeftPos(10, 100).TopPos(30, 80)); cl.Add("item", true); cl.Add("itemmm", false); cl.NoRoundSize(); }
```

the log you requested (no adding items or NoRoundSize() as above, only cl.LeftPos.TopPos) is,

```
cy = 0
```

```
r.Height() = 0
```

```
rr.Height() = 0
```

```
cy = 0
```

```
r.Height() = 0
```

```
rr.Height() = 0
```

```
cy = 0
```

```
r.Height() = 0
```

```
rr.Height() = 0
```

```
cy = 0
```

```
r.Height() = 76
```

```
rr.Height() = 80
```

```
cy = 0
```

```
r.Height() = 76
```

```
rr.Height() = 80
```

```
cy = 0
```

```
r.Height() = 76
```

```
rr.Height() = 80
```

```
cy = 0
```

```
r.Height() = 76
```

```
rr.Height() = 80
```

```
cy = 0
```

```
r.Height() = 76
```

```
rr.Height() = 80
```

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Tue, 24 Nov 2009 13:52:35 GMT

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bonami wrote on Mon, 23 November 2009 21:43NoRoundSize() works.

but adding items shows nothing. i changed my constructor to

```
ezcommwin() { Add(cl.LeftPos(10, 100).TopPos(30, 80)); cl.Add("item", true); cl.Add("itemmm", false); cl.NoRoundSize(); }
```

the log you requested (no adding items or NoRoundSize() as above, only cl.LeftPos.TopPos) is,

```
cy = 0
```

```
r.Height() = 0
```

```
rr.Height() = 0
```

```
cy = 0
```

```
r.Height() = 0
rr.Height() = 0
cy = 0
r.Height() = 0
rr.Height() = 0
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
```

INTERESTING.

Try

```
DDUMP(Draw::GetStdFontCy());
```

(it is enough to put it to GUI\_APP\_MAIN once).

Something is very strange, cy is only assigned in ColumnList constructor to GetStdFontCy value, which is standard font height...

Mirek

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Subject: Re: up & down within ColumnList moves focus out

Posted by [bonami](#) on Wed, 25 Nov 2009 01:46:31 GMT

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```
Draw::GetStdFontCy() = 0
```

Mirek, if this is my own system's fault, maybe there is no need to further investigate on it. It's a stripped system, thus not so trustable.

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Wed, 25 Nov 2009 10:39:20 GMT

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bonami wrote on Tue, 24 November 2009 20:46 Draw::GetStdFontCy() = 0

Mirek, if this is my own system's fault, maybe there is no need to further investigate on it. It's a stripped system, thus not so trustable.

That might be a reason, but not excuse

U++ should work even on stripped system.

The query for system font is in Draw/FontWin32:

```
void GetStdFontSys(String& name, int& height)
{
#ifdef PLATFORM_Wince
    name = "Arial";
    height = 10;
#else
    NONCLIENTMETRICS ncm;
    ncm.cbSize = sizeof(ncm);
    ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0);
    name = FromSystemCharset(ncm.lfMenuFont.lfFaceName);
    height = abs((int)ncm.lfMenuFont.lfHeight);
#endif
}
```

put logs there:

```
void GetStdFontSys(String& name, int& height)
{
#ifdef PLATFORM_Wince
    name = "Arial";
    height = 10;
#else
    NONCLIENTMETRICS ncm;
    ncm.cbSize = sizeof(ncm);
    ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0);
    name = FromSystemCharset(ncm.lfMenuFont.lfFaceName);
    height = abs((int)ncm.lfMenuFont.lfHeight);
    DDUMP(name);
    DDUMP(height);
#endif
}
```

and/or perhaps try

```

void GetStdFontSys(String& name, int& height)
{
#ifdef PLATFORM_WINCE
    name = "Arial";
    height = 10;
#else
    NONCLIENTMETRICS ncm;
    ncm.cbSize = sizeof(ncm);
    ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0);
    name = FromSystemCharset(ncm.lfMenuFont.lfFaceName);
    height = abs((int)ncm.lfMenuFont.lfHeight);
    if(height == 0) {
        name = "Arial";
        height = 10;
    }
#endif
}

```

Mirek

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Subject: Re: up & down within ColumnList moves focus out  
 Posted by [bonami](#) on Thu, 26 Nov 2009 04:00:53 GMT  
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```

i added your DDUMP code and put more like below,
int Font::FindFaceNameIndex(const String& name) {
    if(name == "STDFONT")
        return 0;
    for(int i = 1; i < GetFaceCount(); i++)
        if(GetFaceName(i) == name)
            return i;
    String n = Filter(name, FontFilter);
    DDUMP(n);
    for(int i = 1; i < GetFaceCount(); i++)
    {
        DDUMP(GetFaceName(i));
        if(Filter(GetFaceName(i), FontFilter) == n)
            return i;
    }
    return 0;
}

```

result is,  
 name = Segoe UI  
 height = 15

n = segoeui  
GetFaceName(i) = Times New Roman  
GetFaceName(i) = Arial  
GetFaceName(i) = Courier New  
GetFaceName(i) = Symbol  
GetFaceName(i) = Wingdings  
GetFaceName(i) = Tahoma  
GetFaceName(i) = System  
GetFaceName(i) = Terminal  
GetFaceName(i) = Fixedsys  
GetFaceName(i) = Roman  
GetFaceName(i) = Script  
GetFaceName(i) = Modern  
GetFaceName(i) = Small Fonts  
GetFaceName(i) = MS Serif  
GetFaceName(i) = WST\_Czec  
GetFaceName(i) = WST\_Engl  
GetFaceName(i) = WST\_Fren  
GetFaceName(i) = WST\_Germ  
GetFaceName(i) = WST\_Ital  
GetFaceName(i) = WST\_Span  
GetFaceName(i) = WST\_Swed  
GetFaceName(i) = Courier  
GetFaceName(i) = MS Sans Serif  
GetFaceName(i) = Marlett  
GetFaceName(i) = Lucida Console  
GetFaceName(i) = Lucida Sans Unicode  
GetFaceName(i) = Verdana  
GetFaceName(i) = Arial Black  
GetFaceName(i) = Comic Sans MS  
GetFaceName(i) = Impact  
GetFaceName(i) = Georgia  
GetFaceName(i) = Franklin Gothic Medium  
GetFaceName(i) = Palatino Linotype  
GetFaceName(i) = Trebuchet MS  
GetFaceName(i) = Webdings  
GetFaceName(i) = Estrangelo Edessa  
GetFaceName(i) = Gautami  
GetFaceName(i) = Latha  
GetFaceName(i) = Mangal  
GetFaceName(i) = MV Boli  
GetFaceName(i) = Raavi  
GetFaceName(i) = Shruti  
GetFaceName(i) = Tunga  
GetFaceName(i) = Sylfaen  
GetFaceName(i) = Microsoft Sans Serif

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Sun, 29 Nov 2009 22:23:25 GMT

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How about this:

```
void Font::SyncStdFont()
{
    DrawLock __;
    StdFontSize = Size(AStdFont.GetAveWidth(), AStdFont().Bold().GetCy());
    DDUMP(AStdFont().GetCy());
    DDUMP(AStdFont().Bold().GetCy());
}
```

?

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Subject: Re: up & down within ColumnList moves focus out

Posted by [bonami](#) on Mon, 30 Nov 2009 05:43:05 GMT

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what's more strange is, it's not happening today.

i added your code and both is 20. i suspected there is something right, so i restored all files but the problem is gone, that's to say, the size shown on screen is right. i'll try this later to see if the problem happens again.

as i can see, according to my former GetFaceName() output in Font::FindFaceNameIndex(), q is 0 in Font::InitStdFont(), so SyncStdFont() is never evoked. isn't this sth. wrong?

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Subject: Re: up & down within ColumnList moves focus out

Posted by [mirek](#) on Mon, 30 Nov 2009 20:32:31 GMT

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bonami wrote on Mon, 30 November 2009 00:43 what's more strange is, it's not happening today. i added your code and both is 20. i suspected there is something right, so i restored all files but the problem is gone, that's to say, the size shown on screen is right. i'll try this later to see if the problem happens again.

as i can see, according to my former GetFaceName() output in Font::FindFaceNameIndex(), q is 0 in Font::InitStdFont(), so SyncStdFont() is never evoked. isn't this sth. wrong?

Well, now the problem is obvious. The system is set to use Segoe UI font, but it is not in the list of available fonts!

Mirek

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