
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 420 times

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?

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.

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

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.

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

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

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

cy = 0

r.Height() = 76

rr.Height() = 80

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
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 contructor to GetStdFontCy value, which is standard font height...

Mirek

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.

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)
{
#ifndef 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

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

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());
}
```

?

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?

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 00:43what'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
