Subject: Clipped text in theIDE
Posted by nlneilson on Sun, 14 Feb 2010 21:00:20 GMT
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I have used Upp on another computer, excellent program.

I tried installing this on a notebook that I usually take with me
using Upp 1824, 1952 and now 2061.

The text in theIDE is clipped in one column.
The left of the image is when choosing an app to work on
and the right is in the code editor.

Also the "Assembly" column that usually has examples, MyApps,
reference, tutorial and uppsrc is blank.

In some respects it is similar to this post but my problem is with the theIDE rather than an app made with upp.
http://www.ultimatepp.org/forum/index.php?t=msg&goto=252 21&#msg_25221

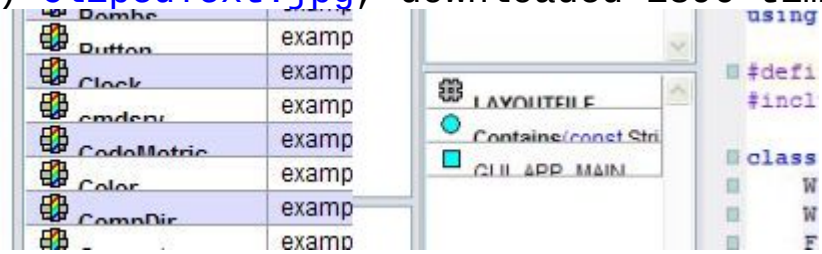
Can I change something to correct this?
Toshiba Satellite L25, Win XP, ATI video, 2 GB mem

edit: Clicking Setup->Environment->Font none of the text boxes can be expanded to set the font or size. The box to change from debug to release cannot be expanded. I have not found any box similar to this that can be expanded.

theIDE works just fine on another computer.

File Attachments

1) ClipedText.jpg, downloaded 1896 times



Subject: Re: Clipped text in theIDE
Posted by fudadmin on Mon, 15 Feb 2010 07:05:41 GMT
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I had the same view on my HP TC4400 with windows XP. Do you have by any chance some

"homebrew" dll installed related to winXP custom themes?

Subject: Re: Clipped text in theIDE
Posted by fudadmin on Mon, 15 Feb 2010 07:08:21 GMT
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What happens & Can u change ide skins?

Subject: Re: Clipped text in theIDE
Posted by fudadmin on Mon, 15 Feb 2010 07:11:14 GMT
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might be related to this:
http://www.ultimatepp.org/forum/index.php?t=msg&th=4977& amp;start=0&

Subject: Re: Clipped text in theIDE
Posted by mirek on Mon, 15 Feb 2010 10:59:38 GMT
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Hm, this looks like XP says that the standard font height is zero, for some reason...

Would you mind to compile theide with some LOGs so that we can check that?

Subject: Re: Clipped text in theIDE
Posted by fudadmin on Mon, 15 Feb 2010 12:44:20 GMT
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luzr wrote on Mon, 15 February 2010 10:59Hm, this looks like XP says that the standard font height is zero, for some reason...

Would you mind to compile theide with some LOGs so that we can check that?

Unfortunately, I cant help with this case because I installed Windows 7.

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Mon, 15 Feb 2010 19:23:54 GMT
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fudadmin: I have no custom themes that I am aware of, just XP with sp3. How do you change theIDE skins, with the text and text box problems I can't even change the text size?

The computer it runs OK on is also XP.

It is a problem with only a few columns and the text box expansion. The rest looks OK but theIDE is not usable as it is.

"Hm, this looks like XP says that the standard font height is zero, for some reason... "
If this was the case wouldn't all the text be this way rather than just a few coulumns? And this would not explain why the text boxes will not expand.

Is the text for these columns specified differently than for the other columns?

I don't know how to compile theIDE.

Subject: Re: Clipped text in theIDE
Posted by fudadmin on Mon, 15 Feb 2010 21:50:45 GMT
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Quote:How do you change theIDE skins, with the text and text box problems I can't even change the text size?
Just a guess - maybe to change WinXp theme to a classical one first and then check ide?

Quote:I don't know how to compile theIDE.
in uppsrc (similarly as MyApps) open a package "ide", and then compile as you compile your packages... if that helps.

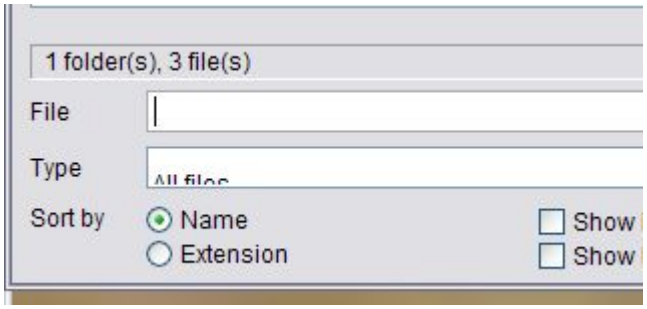
Subject: Re: Clipped text in theIDE
Posted by nlneilson on Sat, 20 Feb 2010 10:05:54 GMT
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Themes made no difference.

The Upp GUI app has a similar problem with the file chooser.

File Attachments

1) FileChooser.jpg, downloaded 1730 times



Subject: Re: Clipped text in theIDE
Posted by sergeynikitin on Sat, 20 Feb 2010 15:13:33 GMT
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You theide run from under wine?

I have the same effect began after theide switched to Painter.

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Sat, 20 Feb 2010 22:19:15 GMT
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I have run this with two computers with Win XP.
One has this problem.

On Win Vista and Win7 the file chooser is OK, I have not tried theIDE on either of those two.

I have Ubuntu 9.10 but have not booted into that to try it yet, I will see if it will run under wine.

When did they switch theIDE to Painter?

edit: I tried my Upp app with Ubuntu/wine and it has the same problem with the text/expand box. This is on the same computer that it runs OK on with Win XP. I did not try theIDE as it would probably have the same problem.

edit: I was very pleased that the app .exe made with Upp will run under Linux with wine.

File Attachments
1) Distance.exe, downloaded 425 times

Subject: Re: Clipped text in theIDE
Posted by mirek on Mon, 22 Feb 2010 08:57:28 GMT

Sorry for the delay.

If you can can simulate the problem with some small code (e.g. just invoking FileSel, if there is a problem too), please try these (in CtrlLib/FileList.cpp):

```
void FileList::Paint(Draw& w, const Rect& r, const Value& q,
                     Color ink, Color paper, dword style) const
{
 const File& m = ValueTo<File>(q);
 bool dark = Grayscale(paper) < 150;
 w.DrawRect(r, paper);
 int x = r.left + 2;
 w.DrawImage(x, r.top + (r.Height() - m.icon.GetSize().cy) / 2, m.icon);
 x += iconwidth;
 x += 2;
 FontInfo fi = m.font.Info();
 DDUMP(fi.GetHeight());
 DDUMP(fi.GetFont());
 DDUMP(r.Height());
 DDUMP((r.Height() - fi.GetHeight()) / 2);
 DrawFileName(w, x, r.top + (r.Height() - fi.GetHeight()) / 2,
              r.right - x - 2, r.Height(), WString(m.name), m.isdir, m.font,
              dark ? SColorHighlightText : m.ink,
              dark ? SColorHighlightText : m.extink,
              WString(m.desc), m.descfont, justname, m.underline);
}
```

and post here a resulting log (if it is too long, I believe only the first four DUMPs will be enough).

Mirek

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Mon, 22 Feb 2010 13:37:03 GMT

Thanks Mirek, that is a fast response.

I replaced the code in FileList.cpp with the code you have posted.
I tried this in debug on the Win XP I can run theIDE on.

Attached is the .log file.

It seems that a text box with a pull down or with an icon may be the problem. Why the "Assembly"

column is blank when picking a package in theIDE is strange, there is no pull down or icon in that column.

File Attachments

1) Distance.log, downloaded 416 times

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Tue, 23 Feb 2010 03:23:24 GMT
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Here is a small app that just opens a file chooser and the .log file.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct app : TopWindow {
 typedef app CLASSNAME;
 Button button;

 void Open() {
  FileSel fn;
  fn.AllFilesType();
  if(fn.ExecuteOpen()){ // file chooser
  }
 }

 app() {
  Title("TextProblem");
  NoCenter();
              LeftPosZ(4, 245).TopPosZ(50, 86);
  Add(button.LeftPos(10, 100).TopPos(10, 30));
  button.SetLabel("Open File");
  button <<= THISBACK(Open);
 }
};

GUI_APP_MAIN{
 app().Run();
}
```

File Attachments

1) TextProblem.log, downloaded 432 times

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Tue, 23 Feb 2010 04:47:31 GMT
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After a few hours of tinkering, deleting the upp directory and re installing I was able to get theIDE to compile something on the computer with the text problem. The problem there was even though MSC9 was the only box checked on the install MSC8 showed in the theIDE and there was no way of changing it as none of the pull downs worked and in Setup un-selecting MSC8 did not work. Even now with the MSC9 in Setup MSC8 is still marked, but at least for the build choice it shows "MSC9 Debug".

When opening theIDE the only directory, and it cannot be changed, is "examples". I copied the TextProblem directory into examples and was able to pull it up, compile and run it.

The text and pull down problem running it from theIDE or the .exe is still the same.

I don't know if the .log from this computer will show anything different.

File Attachments

1) TextProblem.log, downloaded 468 times

Subject: Re: Clipped text in theIDE
Posted by mirek on Tue, 23 Feb 2010 09:57:47 GMT
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OK, these numbers seem OK. Let us try this:

```
void MultiButton::Paint(Draw& w)
{
 Size sz = GetSize();
 int border, lx, rx;
 bool frm = Metrics(border, lx, rx);
 int mst = ChState(MAIN);
 if(frm)
  ChPaint(w, sz, style->edge[style->activeedge ? mst : 0]);
 bool left = false;
 bool right = false;
 for(int i = 0; i < button.GetCount(); i++) {
  SubButton& b = button[i];
  int st = ChState(i);
  int x = 0, cx = 0;
  GetPos(b, lx, rx, x, cx);
  bool dopaint = true;
  Value v = b.left ? left ? style->lmiddle[st] : style->left[st]
                   : right ? style->rmiddle[st] : style->right[st];
```

```
if(ComplexFrame())
 ChPaint(w, x, border, cx, sz.cy - 2 * border, style->simple[st]);
else
if(frm) {
 if(IsTrivial() && style->usetrivial)
  dopaint = false;
 ChPaint(w, x, border, cx, sz.cy - 2 * border,
         dopaint ? v : style->trivial[st]);
}
else {
 w.Clip(x, 0, cx, sz.cy);
 ChPaint(w, sz, style->look[Frame() ? mst : st]);
 if(IsNull(v) || !Frame()) {
  if((!IsTrivial() || style->trivialsep) && IsEnabled()) {
   if(b.left) {
    if(left)
     ChPaint(w, x, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep1);
    ChPaint(w, x + cx - 1, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep2);
   }
   else {
    ChPaint(w, x, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep1);
    if(right)
     ChPaint(w, x + cx - 1, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep2);
   }
  }
 }
 else
  ChPaint(w, x, 0, cx, sz.cy, v);
 w.End();
}
if(dopaint) {
 Size tsz = GetTextSize(b.label, StdFont());



 Image m = tsz.cx > 0 ? b.img : (Image)Nvl(b.img, CtrlsImg::DA());
 Size isz = m.GetSize();

 Point p = (st == CTRL_PRESSED) * style->pressoffset;
 p.x += x + (cx - isz.cx - tsz.cx - (tsz.cx > 0 && isz.cx > 0 ? LB_IMAGE : 0)) / 2;
 p.y += (sz.cy - isz.cy) / 2;
 if(b.left) {
  if(!left) p.x += style->loff;
 }
 else
  if(!right) p.x += style->roff;
 if(b.monoimg || IsNull(b.img))
  w.DrawImage(p.x, p.y, m, frm ? style->fmonocolor[st] : style->monocolor[st]);
```

```
   else
    w.DrawImage(p.x, p.y, m);

DDUMP(tsz);
DDUMP(isz);
DDUMP(sz);
DDUMP((sz.cy - tsz.cy) / 2);
   if(tsz.cx > 0) {
    if(isz.cx > 0)
     p.x += isz.cx + LB_IMAGE;
    w.DrawText(p.x, (sz.cy - tsz.cy) / 2, b.label);
   }
  }
  (b.left ? left : right) = true;
 }
 Rect r, cr;
 Color text = SColorLabel();
 Color paper = Null;
 if(ComplexFrame()) {
  cr = GetSize();
  cr.left = lx;
  cr.right = rx;
  r = cr;
  paper = HasFocus() ? SColorHighlight() : SColorPaper();
  if(HasFocus())
   text = SColorHighlightText();
  w.DrawRect(r, paper);
 }
 else
 if(frm) {
  Rect m = style->margin;
  r = Rect(max(lx, m.left), m.top, min(rx, sz.cx - m.right), sz.cy - m.bottom);
  Color paper;
  if(mst == CTRL_HOT && !IsTrivial())
   paper = Blend(SColorHighlight, SColorPaper, 235);
  else
  if(mst == CTRL_PRESSED && !IsTrivial())
   paper = Blend(SColorHighlight, SColorFace, 235);
  else
  if(HasFocus()) {
   paper = SColorHighlight();
   text = SColorHighlightText();
  }
  else
   paper = SColorPaper();
  w.DrawRect(r, paper);
  cr = r;
 }
```

```
 else {
  w.Clip(lx, 0, rx - lx, sz.cy);
  ChPaint(w, sz, style->look[mst]);
  Rect m = style->margin;
  r = Rect(max(lx, m.left), m.top, min(rx, sz.cx - m.right), sz.cy - m.bottom);
  if(!IsTrivial() || style->trivialsep) {
   if(left) {
    r.left++;
    if(IsEnabled())
     ChPaint(w, lx, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep1);
   }
   if(right) {
    if(IsEnabled())
     ChPaint(w, rx - 1, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep2);
    r.right--;
   }
  }
  w.End();
  cr = r;
 }
 cr.left++;
 Rect clr = cr;
 if(!IsNull(valuecy)) {
  cr.top += (cr.GetHeight() - valuecy + 1) / 2;
  cr.bottom = cr.top + valuecy;
 }
 Value v = convert->Format(value);
 bool f = HasFocus() && !push && frm;
 if(cr.left < cr.right && display) {
  w.Clip(clr);
  display->Paint(w, cr, v,
                 IsShowEnabled() ? text : SColorDisabled,
                 paper, f ? Display::CURSOR : Display::FOCUS|Display::CURSOR);
  w.End();
 }
 if(!frm && HasFocus())
  DrawFocus(w, r);
}
```

(It is in CtrlLib/MultiButton.cpp).

Mirek

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Tue, 23 Feb 2010 12:46:30 GMT

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The text problem is the same with the change to CtrlLib/MultiButton.cpp

The changes to CtrlLib/FileList.cpp are still there but the .log file is much smaller.

* C:\upp\out\MSC9.Debug.Debug_full.Gui\TextProblem.exe 23.02.2010 04:20:31, user: Neil

fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0

Subject: Re: Clipped text in theIDE
Posted by mirek on Tue, 23 Feb 2010 14:46:20 GMT
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Well, these DUMPs were not supposed to fix it, just investigate...

Anyway, something quick and simple:

Put:

DDUMP(Draw::GetStdFontCy())

into GUI_APP_MAIN of your test application please..

Mirek

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Tue, 23 Feb 2010 22:44:54 GMT
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My delay, sorry.
I was not sure where to put DDUMP(Draw::GetStdFontCy()); so I tried it under "app().Run();" and the last line of the

void Open() and app()

{code]
* C:\upp\out\MSC9.Debug.Debug_full.Gui\TextProblem.exe 23.02.2010 14:31:06, user: Neil

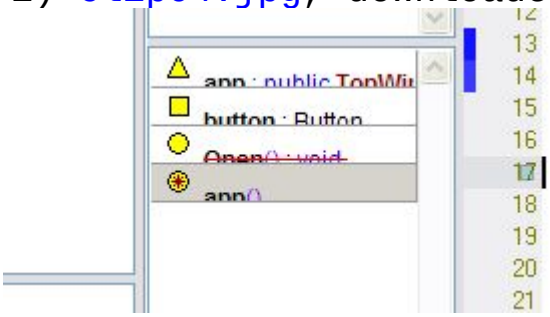
Draw::GetStdFontCy() = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
[/code]

There was something in theIDE I had not noticed before. A red line through Open()void in the second column.

edit: Removing the DDUMP from Open() and app() the red line is still through Open()void
I don't know which clues are relevant.

File Attachments

1) Clip04.jpg, downloaded 1679 times



Subject: Re: Clipped text in theIDE
Posted by mirek on Wed, 24 Feb 2010 07:33:09 GMT
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nlneilson wrote on Tue, 23 February 2010 17:44My delay, sorry.
I was not sure where to put DDUMP(Draw::GetStdFontCy()); so I tried it under "app().Run();" and the last line of the

void Open() and app()

{code]
* C:\upp\out\MSC9.Debug.Debug_full.Gui\TextProblem.exe 23.02.2010 14:31:06, user: Neil

Draw::GetStdFontCy() = 0

OK, this is our problem.... It should have been something like 16.

Quote:
edit: Removing the DDUMP from Open() and app() the red line is still through Open()void
I don't know which clues are relevant.

Do not worry about red line, it should be there (marks virtual function).

Also, those DDUMPs do not alter the behaviour of program, this are just debugging LOGs.

OK, lets continue our remote debugging process, in Draw/FontWin32.cpp:

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

Hm, now googling the issue, there seems to be a hint so that you can try this patch:

```
void GetStdFontSys(String& name, int& height)
{
#ifdef PLATFORM_WINCE
 name = "Arial";
 height = 10;
#else
```

```
 NONCLIENTMETRICS ncm;
 ncm.cbSize = sizeof(ncm);
 if(!::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0))
            ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm) - sizeof(int),
&ncm, 0);
 name = FromSystemCharset(ncm.lfMenuFont.lfFaceName);
 height = abs((int)ncm.lfMenuFont.lfHeight);
#endif
}
```

Mirek

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Wed, 24 Feb 2010 09:00:31 GMT
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This is from the change with the first code

* C:\upp\out\MSC9.Debug.Debug_full.Gui\TextProblem.exe 24.02.2010 00:48:25, user: Neil

b = true
name = MS Shell Dlg
height = 11
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
Draw::GetStdFontCy() = 0

Here is with the patch (second code change)

* C:\upp\out\MSC9.Debug.Debug_full.Gui\TextProblem.exe 24.02.2010 00:56:18, user: Neil

fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16

(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
fi.GetHeight() = 15
fi.GetFont() = <STDFONT:12 Bold>
r.Height() = 16
(r.Height() - fi.GetHeight()) / 2 = 0
Draw::GetStdFontCy() = 0

Subject: Re: Clipped text in theIDE
Posted by mirek on Wed, 24 Feb 2010 10:40:37 GMT
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OK, now it is apparent.

M$ never stops, always something tricky in the queue...

http://support.microsoft.com/kb/282187/en-us/

So it looks like "MS Shell Dlg" is some "pseudofont", so it is not found in the list of fonts, which results in what you see.

Going to find some remedy...

Subject: Re: Clipped text in theIDE
Posted by mirek on Wed, 24 Feb 2010 10:51:04 GMT
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OK, try this patch, I believe it should solve the problem:

Draw/Font.cpp

```
void Font::InitStdFont()
{
 ONCELOCK {
  DrawLock __;
  List();
  AStdFont = Arial(12);
```

```
  String name;
  int    height = 0;
  GetStdFontSys(name, height);
  int q = FindFaceNameIndex(name);
  if(q <= 0)
   q = FindFaceNameIndex("Tahoma");
  if(q <= 0)
   q = FindFaceNameIndex("Microsoft Sans Serif");
  if(q <= 0)
   q = FindFaceNameIndex("MS Sans Serif");
  if(q > 0)
   AStdFont = Font(q, max(height, 1));
  SyncStdFont();
 }
}
```

(According to

http://msdn.microsoft.com/en-us/library/dd374112%28VS.85%29. aspx

Shell Dlg fonts are actually pretty much fixed, so we can just fetch the best one...)

Mirek

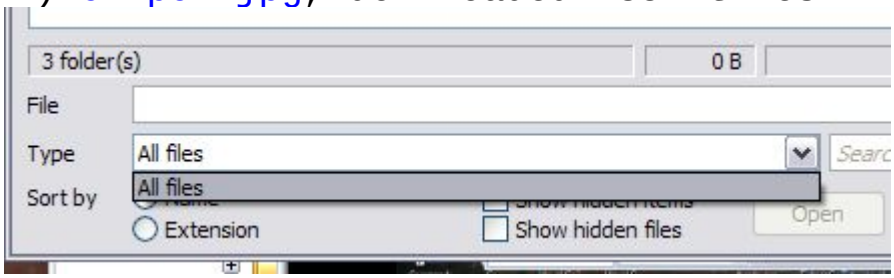
Subject: Re: Clipped text in theIDE
Posted by nlneilson on Wed, 24 Feb 2010 19:54:05 GMT
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Works Great, that fixed the problem.

The text is OK and the pull down works.

File Attachments

1) ClipOK.jpg, downloaded 1352 times



Subject: Re: Clipped text in theIDE
Posted by mirek on Wed, 24 Feb 2010 19:58:18 GMT
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Glad to hear that.

I had to make some more changes because of X11; please check fresh version (now on svn, tomorrow nightly builds) as soon as possible..

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Wed, 24 Feb 2010 20:12:46 GMT
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I just installed 2127.
The problem is still in theIDE.

edit: These are the two versions I have of XP

Windows XP Home Edition Service Pack 3 (build 2600) - Problem

Windows XP Media Center Edition Service Pack 3 (build 2600) - OK

Subject: Re: Clipped text in theIDE
Posted by mirek on Wed, 24 Feb 2010 22:09:38 GMT
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The final fix is in 2145...

Subject: Re: Clipped text in theIDE
Posted by sergeynikitin on Wed, 24 Feb 2010 23:30:21 GMT
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2147 SVN does not compile Core.cpp under Wine,

although in 2145 all compile normally, and all the above identified problems in ArrayCtrl and GridCtrl recovered.

Now everything is OK!

All the controls work just fine, and under Windows and on Wine.

Many thanks!

Subject: Re: Clipped text in theIDE
Posted by mirek on Thu, 25 Feb 2010 07:08:17 GMT
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sergeynikitin wrote on Wed, 24 February 2010 18:302147 SVN does not compile Core.cpp under Wine,

Hopefully fixed...

Subject: Re: Clipped text in theIDE
Posted by nlneilson on Mon, 01 Mar 2010 03:47:16 GMT
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With 2161 all text/pull down problems in theIDE and an app made with Upp have been fixed.

edit: I would have tried that earlier from the svn but that is above my abilities now.

Great Work!

Thanks