Subject: RichText scrolling problem
Posted by javelin on Fri, 19 Feb 2010 03:51:41 GMT
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Hi, my name's Mark and I've been lurking for a long time in this forum to my lasting shame. I'm currently involved in a mobile IM and chat project that has enjoyed moderate success here in my country. We also have a desktop version of our app made in wxWdigets and I hope to rewrite the whole stuff in U++ from the ground up. So far i've managed to do fairly well resulting to this:

My question is this: My chat and IM views use the RichTextView controls and I need to scroll down to the very bottom every time a new message comes up only IF the view is already scrolled down to the bottom. If the user is viewing some back messages or he is not currently scrolled to the very bottom, the view should only scroll down to where the he was at before the new message came. I did this but I'm not satisfied because sometimes the view still scrolls one line down when it's not at the bottom:

```
int sb = output_.GetSb(), tsb = output_.GetSbTotal(), tsb2;
output_ <<= ~output + qtf;
tsb2 = output_.GetSbTotal();
_output_.SetSb(sb + abs(tsb2 - tsb));
_output_.BackPaint();
```

Could anyone suggest another and better (,perhaps easier) way to do this?

Subject: Re: RichText scrolling problem
Posted by sergeynikitin on Fri, 19 Feb 2010 04:19:50 GMT
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Try to view ExpandFrame from Bazaar.
There are many useful code for your project.

I also try to understand how to scroll the window automatically in the right place, and I even partly understand
 (Hint: try to use scroll.Set(somepos) and then scroller.Scroll(*this,scroll.Get()))

Subject: Re: RichText scrolling problem
Posted by javelin on Fri, 19 Feb 2010 06:14:10 GMT
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Hello Sergey,

Thanks for the suggestion but the scollbar and scroller instances of RichTextView are private and so can't be accessed. Anyway, I think I found the solution. I found out that if you get the difference

of ScrollBar::Get() and ScrollBar::GetTotal() (both exposed respectively as RichTextView::GetSb() and RichTextView::GetSbTotal()), you get a certain magic number which means that you're scrolled to the very bottom of the whole text. I don't know how to get this number so I just did a sort of hack to get it:

```
int sb = output_.GetSb(), tsb = output_.GetSbTotal();

output_ <<= ~output + qtf;

if (!sb && !tsb) { //Both are still zero if view has nothing.
   _output.ScrollEnd();
   _sbConst = _output_.GetSbTotal() - _output_.GetSb(); //_sbConst is a member var initialized
here to contain the magic number
} else {
   ASSERT(_sbConst > 0);
   if (tsb - sb != _sbConst) _output_.SetSb(sb);
   else _output_.ScrollEnd();
}
```

Thanks to all the people behind U++ for such an awesome platform!

Mark

Subject: Re: RichText scrolling problem
Posted by javelin on Fri, 19 Feb 2010 11:28:27 GMT
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Woops there's a bug in my code. When initializing _sbConst I was assuming that tsb will always be bigger than the page size. The code below corrects this:

```
int sb = output_.GetSb(), tsb = output_.GetSbTotal();

output_ <<= ~output_ + qtf;

if (!_sbConst) {
   output_.ScrollEnd();
   sb = output_.GetSb();
   tsb = output_.GetSbTotal();
   if (tsb > sb && tsb > output_.GetSbPage())
      _sbConst = tsb - sb;
} else {
   if (abs(tsb - sb) != _sbConst) output_.SetSb(sb);
   else output_.ScrollEnd();
}
```

But this now requires that ScrollBar::GetPage() be exposed as RichTextView::GetSbPage().
Can we do this guys?

Mark

Subject: Re: RichText scrolling problem
Posted by sergeynikitin on Fri, 19 Feb 2010 14:27:46 GMT
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GetPage()+GetPos(Last Position) = GetTotal()
Rect in same unit - GetScreenRect(of window) - Size and position of window
Rect in same unit - GetScreenRect(of ctrl) - Size and position of ctrl

Try this aprove.