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Subject: Tray Menu aligement bug  
Posted by [lucpolak](#) on Thu, 23 Dec 2010 11:18:52 GMT  
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Hello, i'm new on this forum and i have a problem with Bar Menus.

I've developed a application which has a tray menu dynamically refreshed. The problem appears when the sub menu has a lot of items.

For exemple, with few elements, the menu is ok :

administrative")

But if there are a lot of elements, the sub menu is aligned with the bottom side, the menu display is bad :

the element Zedental should be aligned right to TMA and not "Projets clients".

Lucas

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Subject: Re: Tray Menu aligement bug [SOLVED]  
Posted by [lucpolak](#) on Fri, 24 Dec 2010 11:56:16 GMT  
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Hello,

I find the source of the problem.

In MenuItem.cpp, when the sub menu is pulled by the SubMenuItem::Pull() function, the point position is always set to the right top corner.

Next, the MenuBar::PopUp(MenuBar.cpp) function is called.

One of the solutions applied to this function is to check is we are in a sub menu and when we need to toggle the menu vertically, we reffect the y position of base point to submenuitem RightBottom.

In facts, this portion of MenuBar::PopUp code :

```
if(p.y + sz.cy > r.bottom) {
```

```
if(p.y - r.top > r.bottom - p.y) {  
    int y0 = p.y + rsz.cy;  
    szy = szcy;  
    ...  
}
```

becomes

```
if(p.y + sz.cy > r.bottom) {  
    if(p.y - r.top > r.bottom - p.y) {  
        if (parentmenu && parentmenu->GetActiveSubmenu() && parentmenu->submenuitem)  
            p.y = parentmenu->submenuitem->GetScreenRect().BottomRight().y + 2;  
        int y0 = p.y + rsz.cy;  
        szy = szcy;  
        ...  
    }  
}
```

I Think that will be good to add this to the next release of Upp.

Thanks a lot and Merry Christmas for all.

Lucas

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Subject: Re: Tray Menu alignment bug [SOLVED]  
Posted by [mirek](#) on Sun, 26 Dec 2010 10:29:16 GMT  
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Thanks, patch applied.

Mirek

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