Subject: Tray Menu alignement 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

Subject: Re: Tray Menu alignement 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 toogle the menu vertically, we reaffect 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

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

Mirek