Subject: Background of static frames
Posted by jibe on Thu, 24 Feb 2011 14:57:19 GMT
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Hi,

I try to change the background of a static frame, but I get errors at compile time...

I do that by changing the background in the layout graphic editor. It seems to work, I see the new background, and error occurs at compile time.

I tried also to do that in the .cpp file, but the assist++ doesn't show the SetBackground function...

Is it missing ? Or am I making something wrong ?

Subject: Re: Background of static frames
Posted by dolik.rce on Fri, 25 Feb 2011 18:47:45 GMT
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Hi Jibe,

What do you mean by "static frame"? Maybe piece of code would be helpful Right now I can just tell you that the method to change background is usually called Background(), without the "Set-" prefix. Of course, if you are trying to use it on some ctrl that doesn't have such method, it will fail.

If it fails to compile after you specify the color in layout editor, than there might be a bug in the .usc file. In that case, please specify which ctrl exactly are you talking about, so we can fix it

Best regards,
Honza

Subject: Re: Background of static frames
Posted by jibe on Fri, 25 Feb 2011 22:23:28 GMT
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Hi dolik.rce,

Thanks for your reply !

Ok, here is a small layout :

```
LAYOUT(Result, 376, 80)
 ITEM(Label, lblResult, SetAlign(ALIGN_CENTER).LeftPosZ(8, 360).TopPosZ(8, 23))
 ITEM(StaticFrame, frmResult, LeftPosZ(8, 360).TopPosZ(8, 24))
```

```
 ITEM(Button, cancel, SetLabel(t_("+ Details ...")).Tip(t_("Click to see the ")).LeftPosZ(296,
72).TopPosZ(36, 15))
 ITEM(Button, ok, SetLabel(t_("Ok")).LeftPosZ(156, 64).TopPosZ(48, 24))
END_LAYOUT
```

This is compiling and working well. Now, I want a colored frame. I make it easily with the layout graphic editor, and the layout becomes this :

```
LAYOUT(Result, 376, 80)
 ITEM(Label, lblResult, SetAlign(ALIGN_CENTER).LeftPosZ(8, 360).TopPosZ(8, 23))
 ITEM(StaticFrame, frmResult, SetBackground(LtGreen).LeftPosZ(8, 360).TopPosZ(8, 24))
 ITEM(Button, cancel, SetLabel(t_("+ Details ...")).Tip(t_("Click to see the ")).LeftPosZ(296,
72).TopPosZ(36, 15))
 ITEM(Button, ok, SetLabel(t_("Ok")).LeftPosZ(156, 64).TopPosZ(48, 24))
END_LAYOUT
```

There is only the SetBackground(LtGreen) added, I repeat that it was made automatically by the graphic editor. But when I compile, I get this error :

```
main.cpp
In file included from /home/joseph/upp/uppsrc/CtrlCore/lay.h:36,
                 from /home/joseph/upp/MyApps/gXTM/gXTM.h:11,
                 from /home/joseph/upp/MyApps/gXTM/main.cpp:9:

Result__layid&) [with L = WithResult<Upp::TopWindow>, D = WithResult<




/home/joseph/upp/MyApps/gXTM/main.cpp:127:   instantiated from here


gXTM: 1 file(s) built in (0:02.87), 2874 msecs / file, duration = 2877 msecs, parallelization 0%
```

I tried also Background, but I get the same message. Same also if I try to do that in the C++ code, either with SetBackground as Background. None of those functions appear in the assist++ for StaticFrame class...

I don't think that it could be related to the use of CtrlLayoutOKCancel... Anyway, I tried also with CtrlLayout, and the "StaticFrame has no member named ..." was still there...

Subject: Re: Background of static frames
Posted by Anonymous on Fri, 25 Feb 2011 23:36:36 GMT
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Hello,

You're using Controls4U from bazaar, right? It seems that Koldo forgot to implement that option in code (see Controls4U.h @195) if he wanted so, or maybe he added it to layout designer by mistake. We're waiting for Koldo to answer

Andrei

Subject: Re: Background of static frames
Posted by koldo on Sat, 26 Feb 2011 17:45:42 GMT
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Oupps, you are right

StaticFrame has SetBackground completely implemented for layout editor (in .usc file). However it was not included in code.

Now, yes... from 3250. Thank you all , and sorry jibe .

Subject: Re: Background of static frames
Posted by jibe on Sat, 26 Feb 2011 21:41:43 GMT
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Hello,

Thank you to andreincx and more especially to you, koldo ! Don't worry, I just used the StaticFrame without background. I was just surprised that nobody has already seen the bug !

I'll download the last version asap and let you know, but surely it will be Ok !

Thanks to be so fast to fix this Controls4U is nice and useful.

Best regards.

Subject: Re: Background of static frames
Posted by jibe on Tue, 01 Mar 2011 08:25:01 GMT
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Hello,

Bad news...

I just installed the last Nightly builds version (3252 on Ubuntu Lucid), and I still have the same problem...

It's the first time I install a Nightly build. Did I missed something ?

I installed these deb packages :
theide_3252-1~lucid0_i386.deb
upp_3252-1~lucid0_all.deb

Then, I opened TheIde, verified the version (3252 - Ok) and tried again to build my project. I was surprised that it built only main.cpp, so I did a build-all to rebuild all libraries... but the error about Static Frames is still there.

What is wrong ?

Subject: Re: Background of static frames
Posted by koldo on Tue, 01 Mar 2011 09:04:52 GMT
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jibe wrote on Tue, 01 March 2011 09:25Hello,

Bad news...

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It's the first time I install a Nightly build. Did I missed something ?

I installed these deb packages :
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Then, I opened TheIde, verified the version (3252 - Ok) and tried again to build my project. I was surprised that it built only main.cpp, so I did a build-all to rebuild all libraries... but the error about Static Frames is still there.

What is wrong ?

Hello Jibe

I do no understand. If you did a Rebuild All (little bomb), it would have to work.

Open file Controls4U/Controls4U.cpp, line 334. It would have to be a "StaticFrame::Paint" there.

Try with Controls4U_Demo. In static elements tab (like arrows and squares), there is a StaticFrame with green background. Is it there?

Subject: Re: Background of static frames
Posted by jibe on Tue, 01 Mar 2011 09:15:18 GMT
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Thanks for your reply

koldo wrote on Tue, 01 March 2011 10:04Open file Controls4U/Controls4U.cpp, line 334. It would have to be a
"StaticFrame::Paint" there.
Surely, I did something bad installing the new version... At this line, I have :
void StaticLine::FramePaint(Draw& w, const Rect& rr) {

I'm now investigating what went wrong...

Subject: Re: Background of static frames
Posted by dolik.rce on Tue, 01 Mar 2011 09:26:39 GMT
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Hi guys,
This is known problem in the current packaging/source managment approach, see this thread for details. I am working on a fix for this for quite some time, but so far no one was really interrested because nobody really complained so far

To fix the problem you simply have to manually copy the sources from /usr/share/upp to your local copy (default /home/<user>/upp) after each update...

Best regards,
Honza

Subject: Re: Background of static frames
Posted by jibe on Tue, 01 Mar 2011 10:14:09 GMT
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Thanks, dolik.rce, it was that !

All is working well now.

Thanks to everybody for the reactivity
