Subject: DropList color is the same when editable or not
Posted by koldo on Thu, 07 Apr 2011 16:33:12 GMT
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Hello Mirek

Now when DropList is not editable it has the same background color as if it is editable.

To solve this a possible way could be in method void MultiButton::Paint(Draw& w) to put this in line 412:

```
 if(HasFocus()) {
  paper = SColorHighlight();
  text = SColorHighlightText();
 } else if (!IsEditable())   // Added
  paper = SColorFace();  // Added
 else
  paper = SColorPaper();
```

Subject: Re: DropList color is the same when editable or not
Posted by mirek on Sun, 17 Apr 2011 19:59:23 GMT
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Fixed, using consistent coloring with EditField.

Subject: Re: DropList color is the same when editable or not
Posted by rylek on Wed, 20 Apr 2011 11:56:00 GMT
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Hi there!

After analyzing the the situation I agreed with Mirek to rewrite MultiButton coloring code using style information. I added the following style member variables in analogy to EditField:

```
 Color paper;
 Color hot_paper;
 Color pressed_paper;
 Color focus_paper;
 Color readonly_paper;
 Color disabled_paper;
 Color text;
 Color focus_text;
 Color disabled_text;
 Color readonly_text;
```

Thus no color constants are hardcoded anymore in MultiButton and all can be fully customized.

Regards

Tomas

Subject: Re: DropList color is the same when editable or not
Posted by mirek on Thu, 21 Apr 2011 18:32:22 GMT
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Unfortunately, I had to revert these changes, as they are fundamentally incompatible with Win7 and most Linux styles, where MultiButton background is painted by system, so paper has to be Null...

Subject: Re: DropList color is the same when editable or not
Posted by jfranks on Wed, 10 Feb 2016 00:05:52 GMT
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Mirek,

We just ran into this same issue with snapshot 9251 running
on Linux Mint distro.

We have migrated an app based on Upp 2007.1 into 9251 and have
found behavioral issue in DropList as described in this topic.

We've had to resort to not only making the control not editable,
but now we have to disable it also in order for it to have the
look-and-feel that matches the behavior of the older library.
However, there are over 500 more places where this change needs
to be made in our code.

We hope that the DropList behavior can be changed so that we
don't have this large edit to make in our app code.

Please let us know what you think.

-- Jeff

Subject: Re: DropList color is the same when editable or not

Posted by mirek on Wed, 10 Feb 2016 17:11:12 GMT
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Please tell me more, as "same issue" can be interpreted multiple ways here. Maybe screenshot of what you see and description what is wrong with it with perhaps a code snippet...

Also, Mint version and theme used.

(Mind you, this thread is 5 years old...)

Mirek

Subject: Re: DropList color is the same when editable or not
Posted by Klugier on Wed, 10 Feb 2016 18:46:39 GMT
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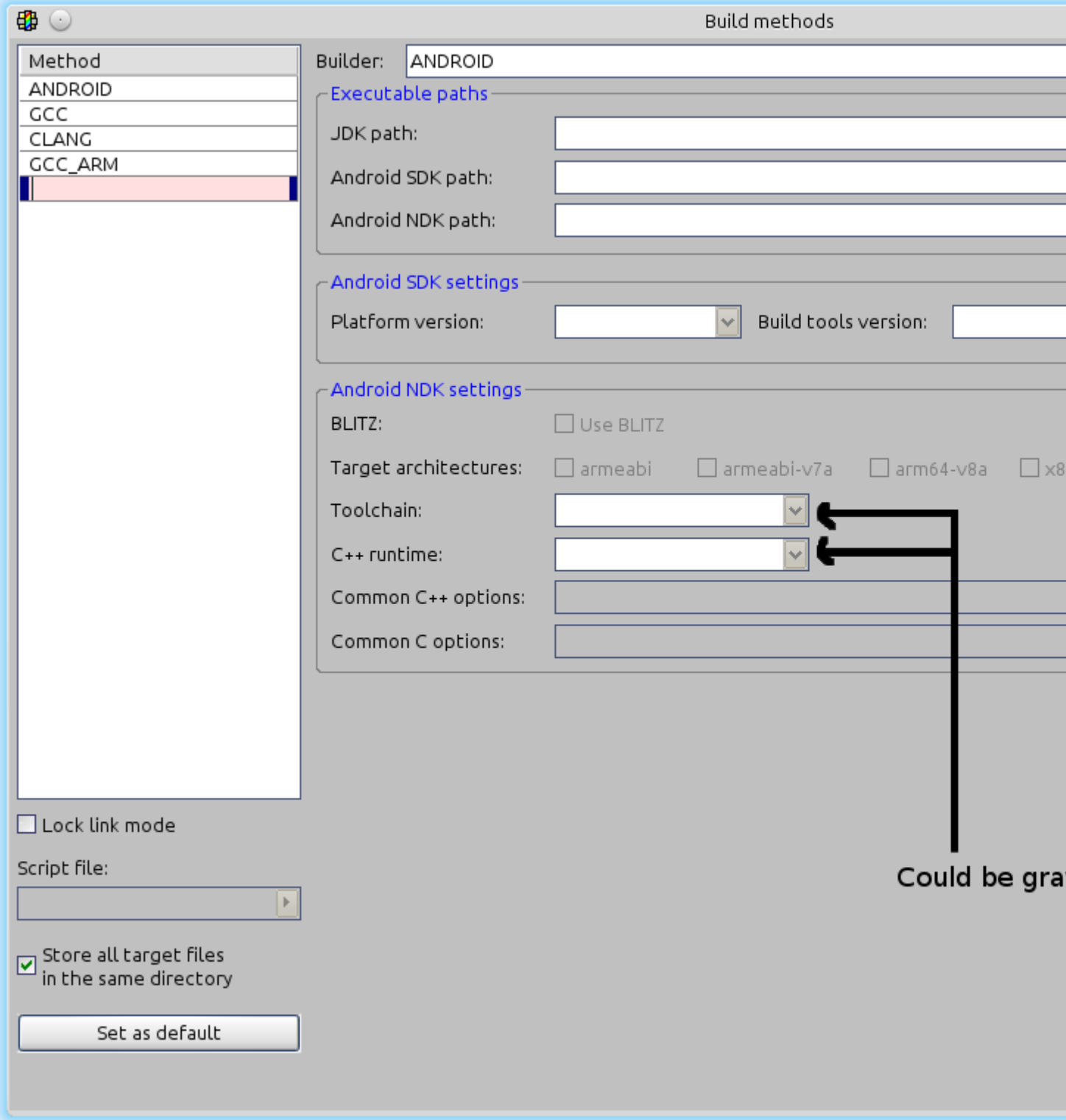
Hello,

I have notice some problems with Standard theme. I attached screenshot:

This is the problem? In this case "Platform version", "Build tools version", "Toolchain" and "C++ runtime" should be gray when they are disabled.

Sincerely,
Klugier

File Attachments
1) StandardTheme.png, downloaded 1155 times


Build methods
Method
ANDROID
GCC
CLANG
GCC_ARM
Builder:
ANDROID
Executable paths
JDK path:
Android SDK path:
Android NDK path:
Android SDK settings
Platform version:
Build tools version:
Android NDK settings
BLITZ:
Use BLITZ
Target architectures:
armeabi
armeabi-v7a
arm64-v8a
Toolchain:
C++ runtime:
Common C++ options:
Common C options:
Lock link mode
Script file:
Store all target files
in the same directory
Set as default
Could be gra

Subject: Re: DropList color is the same when editable or not
Posted by jfranks on Wed, 10 Feb 2016 19:11:23 GMT
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Mirek,

Thank you for responding so quickly.

Attaced are two screen shots of the DropList issue we are experiencing.

Exhibit-1 is a screen shot of our application that uses Upp library 2007.1
running on a older Ubuntu 10.4 LTS distribution.

Note that the DropList controls that are set editable = false provide
feedback to the user because of the different darker color.
The DropList control that are set editable = true are the "normal" color
and indicate that the control can be changed by the user.

Exhibit-2 is a screen shot of our application that uses Upp library snapshot
9251 running on Linux Mint Mate 17.3.

The behavior of DropList controls is different from Exhibit-1 in that those
controls set to editable = false provide no feedback to the user that the
control cannot be changed by the user, i.e., they all look the same whether
they can be edited or not.

The expectation is that when the control is set editable = false, that the
color would be darker to indicate it cannot be selected.

One work-around is that we have found is to set the DropList control disabled = true,
then the control has the proper visual look that indicates it cannot be edited, and that works.
These exhibits are from one of many pages in our application that have DropList controls.
There are roughly ~500 occurances in our code where we would have to modify our application to make the control
have the proper behavior.

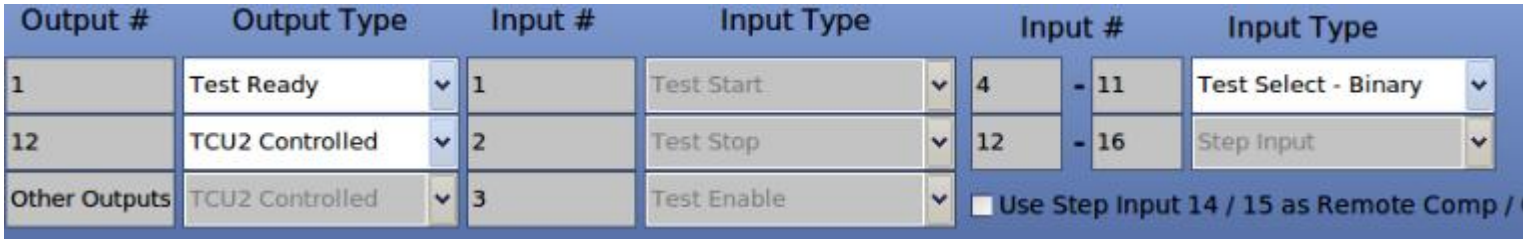
And so . . .
We are looking for remediation of this issue in the Upp library itself so that we are
not faced with all those edits in our application.

BTW: I used this old thread because it is identical to what we are seeing now.

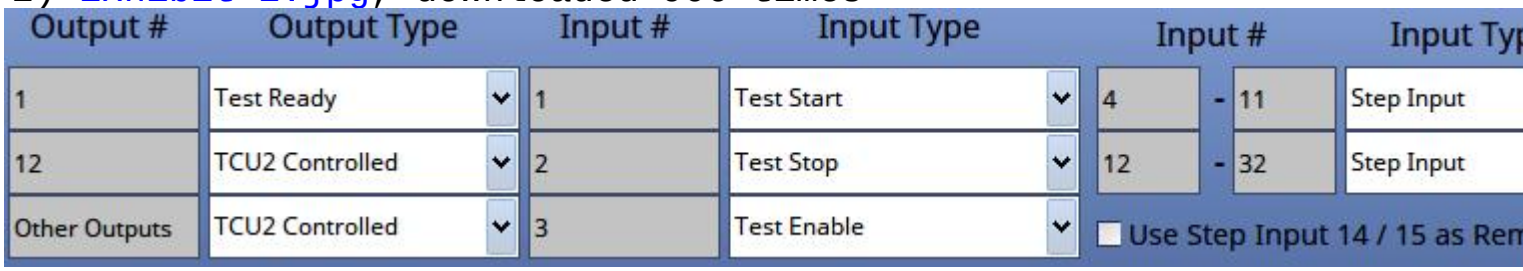
-- Jeff

File Attachments

1) Exhibit-1.jpg, downloaded 894 times



2) Exhibit-2.jpg, downloaded 906 times



Subject: Re: DropList color is the same when editable or not
Posted by mirek on Fri, 26 Feb 2016 12:24:40 GMT
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It looks like you have the application in "Standard" theme (not the one that picks appearance from the host platform). Is that correct?

If so, I can certainly fix the "Standard". Just need to know whether I am chasing the right thing.

Mirek

Subject: Re: DropList color is the same when editable or not
Posted by jfranks on Fri, 26 Feb 2016 20:31:02 GMT
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Mirek,

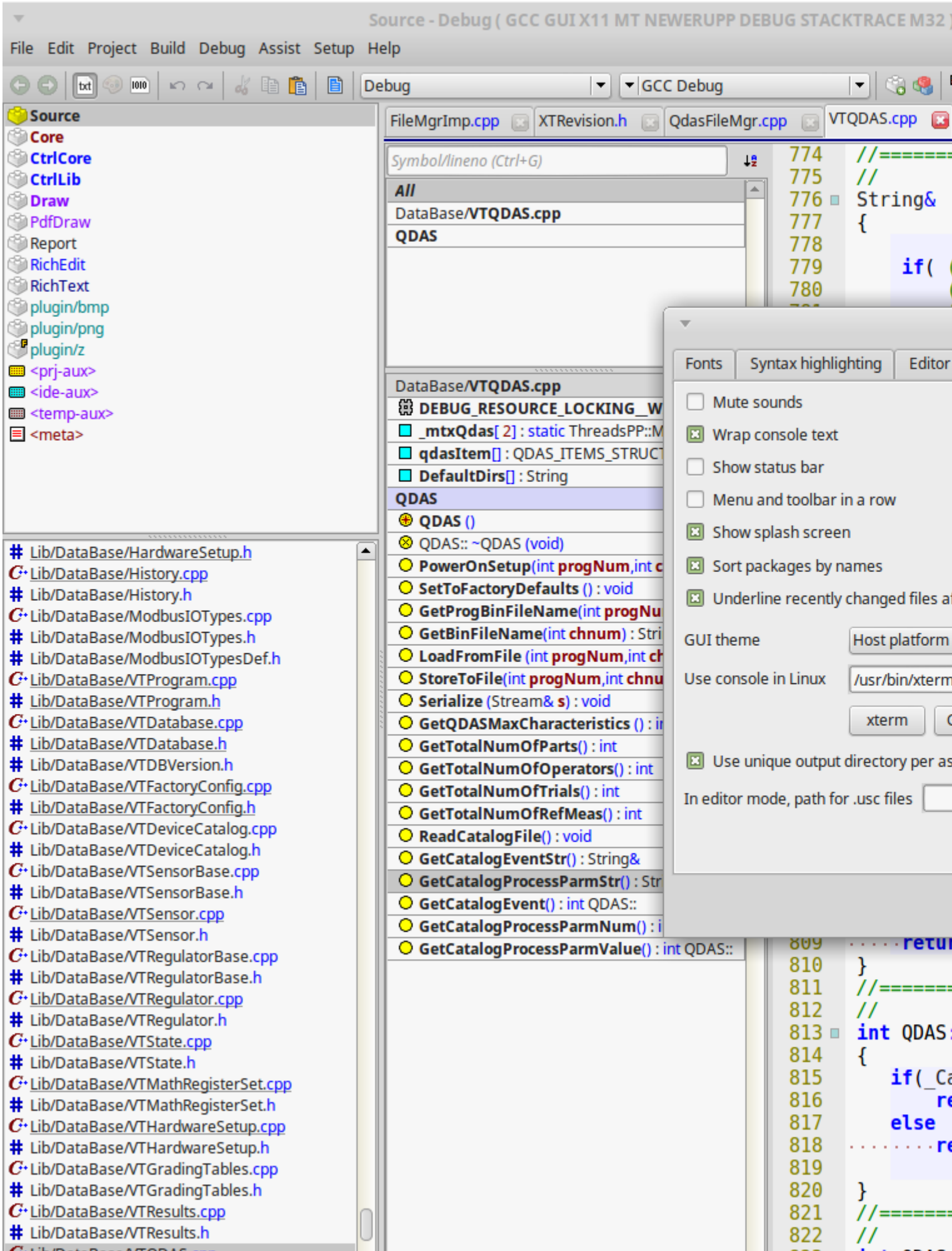
Attached is our setup for the IDE.

GUI theme is set to "Host Platform".

-- Jeff

File Attachments

1) ideSettings.png, downloaded 677 times


Source - Debug (GCC GUI X11 MT NEWERUPP DEBUG STACKTRACE M32)
File Edit Project Build Debug Assist Setup Help
Debug
GCC Debug
Source
Core
CtrlCore
CtrlLib
Draw
PdfDraw
Report
RichEdit
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
FileMgrImp.cpp
XTRevision.h
QdasFileMgr.cpp
VTQDAS.cpp
Symbol/lineno (Ctrl+G)
All
DataBase/VTQDAS.cpp
QDAS
774 //=======
775 //
776 String&
777 {
778
779 if(
780
DataBase/VTQDAS.cpp
DEBUG_RESOURCE_LOCKING_W
_mtxQdas[2] : static ThreadsPP::M
qdasItem[] : QDAS_ITEMS_STRUCT
DefaultDirs[] : String
QDAS
QDAS ()
QDAS:: ~QDAS (void)
PowerOnSetup(int progNum,int c
SetToFactoryDefaults () : void
GetProgBinFileName(int progNu
GetBinFileName(int chnum) : Stri
LoadFromFile (int progNum,int ch
StoreToFile(int progNum,int chnu
Serialize (Stream& s) : void
GetQDASMaxCharacteristics () : i
GetTotalNumOfParts() : int
GetTotalNumOfOperators() : int
GetTotalNumOfTrials() : int
GetTotalNumOfRefMeas() : int
ReadCatalogFile() : void
GetCatalogEventStr() : String&
GetCatalogProcessParmStr() : Str
GetCatalogEvent() : int QDAS::
GetCatalogProcessParmNum() : i
GetCatalogProcessParmValue() : int QDAS::
Fonts
Syntax highlighting
Editor
Mute sounds
Wrap console text
Show status bar
Menu and toolbar in a row
Show splash screen
Sort packages by names
Underline recently changed files a
GUI theme
Host platform
Use console in Linux
/usr/bin/xterm
xterm
Use unique output directory per as
In editor mode, path for .usc files
809 retu
810 }
811 //=======
812 //
813 int QDAS
814 {
815 if(_Ca
816 re
817 else
818 re
819
820 }
821 //=======
822 //
Lib/DataBase/HardwareSetup.h
Lib/DataBase/History.cpp
Lib/DataBase/History.h
Lib/DataBase/ModbusIOTypes.cpp
Lib/DataBase/ModbusIOTypes.h
Lib/DataBase/ModbusIOTypesDef.h
Lib/DataBase/VTProgram.cpp
Lib/DataBase/VTProgram.h
Lib/DataBase/VTDatabase.cpp
Lib/DataBase/VTDatabase.h
Lib/DataBase/VTDBVersion.h
Lib/DataBase/VTFactoryConfig.cpp
Lib/DataBase/VTFactoryConfig.h
Lib/DataBase/VTDeviceCatalog.cpp
Lib/DataBase/VTDeviceCatalog.h
Lib/DataBase/VTSensorBase.cpp
Lib/DataBase/VTSensorBase.h
Lib/DataBase/VTSensor.cpp
Lib/DataBase/VTSensor.h
Lib/DataBase/VTRegulatorBase.cpp
Lib/DataBase/VTRegulatorBase.h
Lib/DataBase/VTRegulator.cpp
Lib/DataBase/VTRegulator.h
Lib/DataBase/VTState.cpp
Lib/DataBase/VTState.h
Lib/DataBase/VTMathRegisterSet.cpp
Lib/DataBase/VTMathRegisterSet.h
Lib/DataBase/VTHardwareSetup.cpp
Lib/DataBase/VTHardwareSetup.h
Lib/DataBase/VTGradingTables.cpp
Lib/DataBase/VTGradingTables.h
Lib/DataBase/VTResults.cpp
Lib/DataBase/VTResults.h

Subject: Re: DropList color is the same when editable or not
Posted by mirek on Sun, 13 Mar 2016 18:27:27 GMT
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Hopefully fixed.

I have created a simple upptst/TestChStyle example to test this. Looks ok in Win32 and Linux, with Std/Classic/Host skins.

Subject: Re: DropList color is the same when editable or not
Posted by jfranks on Mon, 14 Mar 2016 15:11:27 GMT
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Mirek,

Thank you so much.

Can I get the fix you made from a nightly build?

-- Jeff

Subject: Re: DropList color is the same when editable or not
Posted by mirek on Mon, 14 Mar 2016 18:26:52 GMT
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Yes, it should be in latest one.