

Hi,

I am using Ubuntu 10.10 and UPP build 3211.

I am having a strange problem, FileSel.ExecuteOK dialog works ok when there is one ArrayCtrl element is declared.

File select works when only 'ArrayCtrl a' is declared. File select not working when 'ArrayCtrl a,c;' declared.

If I use FileSel.ExecuteOpen function then file select works OK as expected.

Also when I set ActiveDir files panel will not show files. It will show files when any other selection is done (sort type changed) will refresh the panel and show files.

Deepak.

With FileSel.ExecuteOK()

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    ArrayCtrl a , c ;  
    Splitter h1 ;  
    FileSel fs1;  
    FileIn fin1 ;
```

```
    fs1.Type("Text file", "*.txt;*.log");
```

```
    // if(!fs1.ExecuteOpen("Choose the file"))  
    // return;
```

```
    if(!fs1.ExecuteOK())  
        return;
```

```
    fin1.Open(~fs1);
```

```
    a.AddColumn("Text").Ctrls<EditString>();
```

```
    while (!fin1.IsEof() && fin1.IsOK())  
    {  
        a.Add(fin1.GetLine());
```

```

}
a.SetLineCy(Draw::GetStdFontCy() + 8);

fin1.Close();

/*
c.AddColumn("Text").Ctrls<EditString>();
for(int i = 0; i < 300; i++)
    c.Add(FormatIntRoman(i));
c.SetLineCy(Draw::GetStdFontCy() + 8);

h1 << a << c ;

h1.Horz();
h1.SizePos();

*/
TopWindow app;
// app.Add(h1.SizePos());
app.Add(a.SizePos());
app.Sizeable();
app.Run();
}

```

Code with FileSel.ExecuteOpen

```

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
    ArrayCtrl a , c ;
    Splitter h1 ;
    FileSel fs1;
    FileIn fin1 ;

    fs1.Type("Text file", "*.txt;*.log");

    if(!fs1.ExecuteOpen("Choose the file"))
        return;

    // if(!fs1.ExecuteOK())
    // return;

```

```

fin1.Open(~fs1);

a.AddColumn("Text").Ctrls<EditString>();

while (!fin1.IsEof() && fin1.IsOK())
{
    a.Add(fin1.GetLine());
}
a.SetLineCy(Draw::GetStdFontCy() + 8);

fin1.Close();

c.AddColumn("Text").Ctrls<EditString>();
for(int i = 0; i < 10; i++)
    c.Add(FormatIntRoman(i));
c.SetLineCy(Draw::GetStdFontCy() + 8);

h1 << a << c ;

h1.Horz();
h1.SizePos();

TopWindow app;
app.Add(h1.SizePos());
// app.Add(a.SizePos());
app.Sizeable();
app.Run();
}

```

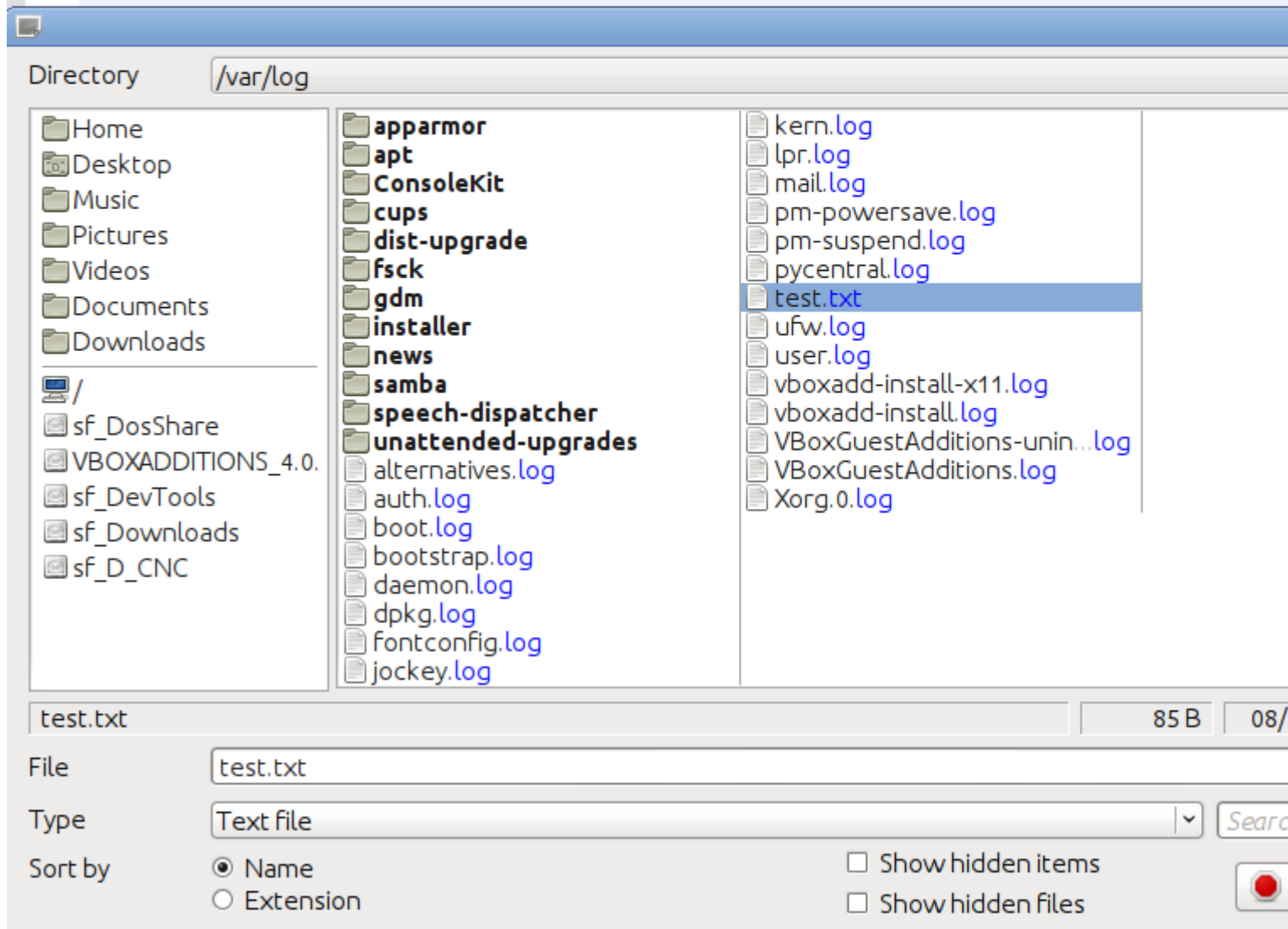
File Attachments

1) [FileSel-ok.png](#), downloaded 593 times

```

1 #include <CtrlLib/CtrlLib.h>
2
3 using namespace Upp;
4
5 GUI_APP_MAIN
6 {
7     ArrayCtrl a ;
8     Splitter h1 ;
9     FileSel fs1;
10    FileIn fin1 ;
11
12    fs1.Type("Text file", "*.txt;*.log");

```

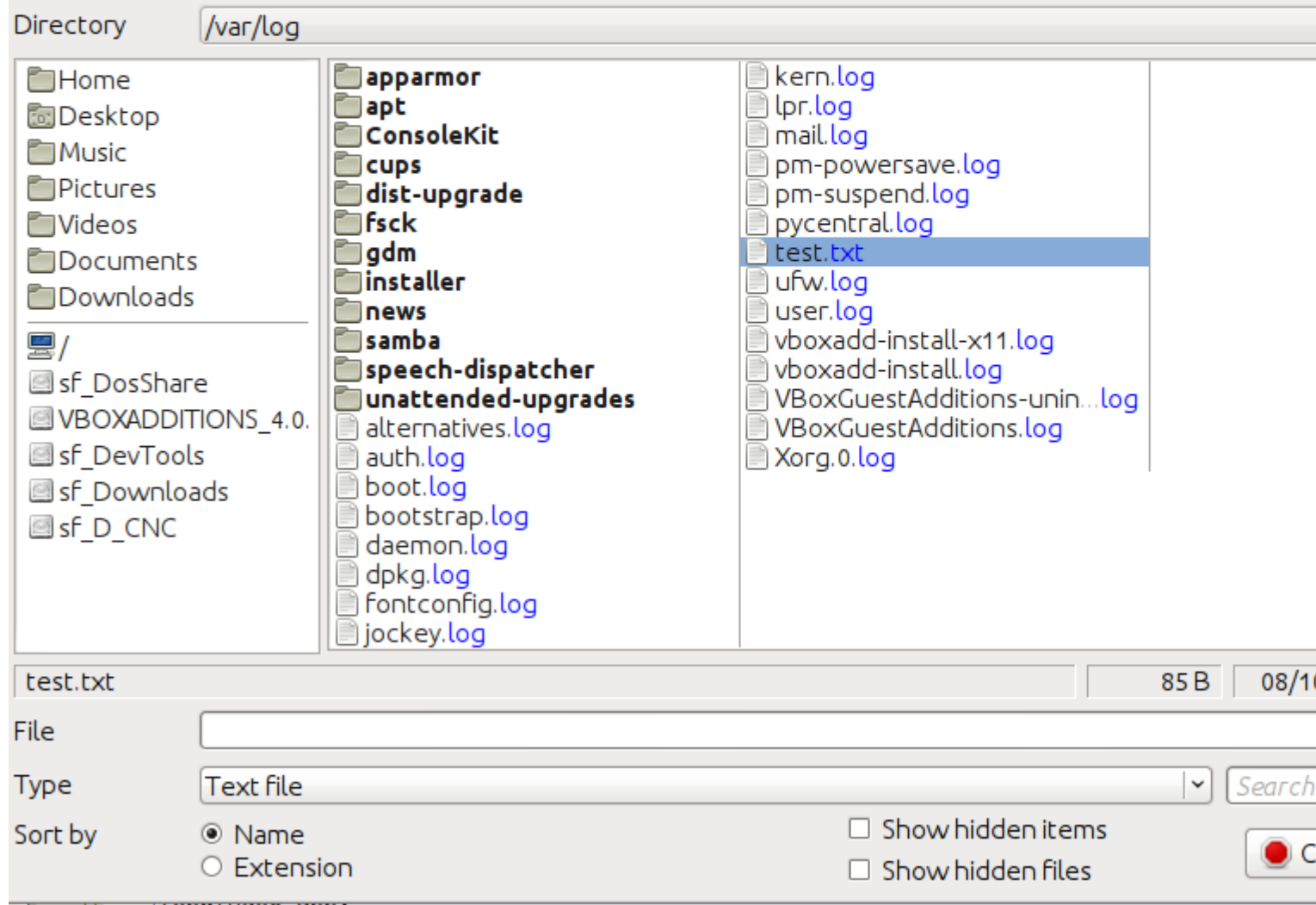


2) [FileSel-not-ok.png](#), downloaded 619 times

```

1 #include <CtrlLib/CtrlLib.h>
2
3 using namespace Upp;
4
5 GUI_APP_MAIN
6 {
7     ArrayCtrl a , c ;
8     Splitter h1 ;
9     FileSel fs1;
10    FileIn fin1 ;
11

```



Subject: Re: ArrayCtrl and FileSel.ExecuteOK
 Posted by [mirek](#) on Sat, 13 Aug 2011 01:54:21 GMT
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You should definitely use ExecuteOpen.

ExecuteOK is TopWindow method; perhaps it should be hidden in FileSel.
