Subject: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by steffen on Mon, 19 Mar 2012 21:46:03 GMT
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I'm using Upp-4193 on Ubuntu 10.10 64-bit.

My program should run on embedded hardware with a VGA screen and I was trying to test it without zooming. I designed my program to fit the 640x480 pixel VGA resolution, but the zooming makes it larger.

I would expect NoLayoutZoom to turn off the zooming, is that correct?

NoLayoutZoom calls ReSkin which resets the zooming before calling Csizeinit. It ends up with the same scale as before.

On my system (laptop) my default StdFont gives another size than hardcoded: Dsize = Size(99, 13), giving me a somewhat larger program window than expected.

Tomorrow I will try it on the embedded hardware to see if it scales correctly there.

Regards,
Steffen

Edit:
This is strange. I tried to build my project on another workstation and then suddenly the NoLayoutZoom function works.
It is using a local copy of uppsrc and they are different:
// Woking:
```
void Ctrl::NoLayoutZoom()
{
 GuiLock __;
 Csize = Dsize = Size(1, 1);
}
```

// NOT working:
```
void Ctrl::NoLayoutZoom()
{
 GuiLock __;
 Csize = Dsize = Size(1, 1);
 ReSkin();
}
```
Both systems are Upp-4193 on Ubuntu 10.10 64-bit, but U++ has been installed and updated for several years on the workstation.

Is there a way to see what version of uppsrc is in my local copy?

Would it be better for me to use the latest from svn?

Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by steffen on Fri, 25 May 2012 05:47:32 GMT
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I have made a small change to Ctrl to make the NoLayoutZoom function work again.
Since I only have a vague idea of how the Chameleon/skinning system works internally, I have made a solution that doesn't change the flow of operations in the original code.

The problem lies in one line in the Reskin function, that eliminates the effect of the NoLayoutZoom call. I added an extra static int to solve this.

I have attached my modified Ctrl files.
Original files was from svn: 4979

File Attachments
1) CtrlCore.tar.bz2, downloaded 546 times

Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by mirek on Mon, 28 May 2012 15:44:58 GMT
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Patch applied, thank you.

Mirek

Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by steffen on Wed, 30 May 2012 12:19:06 GMT
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Hi Mirek,

Thank you for applying the patch. I just got the newest from svn and noticed you removed one line in NoLayoutZoom:

Csize = Dsize = Size(1, 1);

This unfortunately has the side effect of keeping the zoom functionality in the HorzLayoutZoom, VertLayoutZoom and LayoutZoom functions.
So calling TopPosZ, in my case resulted in a little more spacing than I hoped for.

Btw. Thank you and all contributors for the awesome work your have put into U++. It's hard to learn but what a wonderful sight it is to look through the code I have completed until now.

Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by mirek on Wed, 30 May 2012 15:27:59 GMT
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steffen wrote on Wed, 30 May 2012 08:19Hi Mirek,

Thank you for applying the patch. I just got the newest from svn and noticed you removed one line in NoLayoutZoom:

Csize = Dsize = Size(1, 1);

This unfortunately has the side effect of keeping the zoom functionality in the HorzLayoutZoom, VertLayoutZoom and LayoutZoom functions.
So calling TopPosZ, in my case resulted in a little more spacing than I hoped for.

I believe that immediate subseqent call to ReSkin should set it. Anyway, just to be sure, I have moved that line back.

Mirek

Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by koldo on Wed, 30 May 2012 19:24:01 GMT
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Sorry. Now the line is:
Csize = Dsize = 1;, that is a compiling error:error C2679: binary '=' : no operator found which takes a right-hand operand of type 'int'

Subject: Re: Bug: Ctrl::NoLayoutZoom() has no effect
Posted by mirek on Fri, 01 Jun 2012 07:00:37 GMT
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koldo wrote on Wed, 30 May 2012 15:24Sorry. Now the line is:
Csize = Dsize = 1;, that is a compiling error:error C2679: binary '=' : no operator found which takes a right-hand operand of type 'int'

Should be fixed.

Mirek