Subject: [Minor bug & patch] GridCtrl should use native resizing icons.
Posted by Klugier on Tue, 26 Mar 2013 15:02:18 GMT
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Hello,

I have noticed that GridCtrl uses custom "resizing icons". It is very important to change this state. I have written completed patch code (We need to change only few lines of code). Why this patch is so important? Since patched GridCtrl will be more natural on all X11 operating systems.

I have enclosed patch code that uses native system "vertical and horizontal resizing icons" (GridCtrl/GridCtrl.cpp - line 3263):

```
Image GridCtrl::HorzPosImage() {
 #ifdef PLATFORM_X11
  return Image::SizeHorz();
 #else
  return GridImg::HorzPos();
 #endif
}

Image GridCtrl::VertPosImage() {
 #ifdef PLATFORM_X11
  return Image::SizeVert();
 #else
  return GridImg::VertPos();
 #endif
}

Image GridCtrl::CursorImage(Point p, dword keyflags)
{
 if(!moving_header && !moving_body && HasCapture())
 {
  if(resizing_cols && curSplitCol >= 0) {
   return HorzPosImage();
  } if(resizing_rows && curSplitRow >= 0) {
   return VertPosImage ();
  } else
   return Image::Arrow();
 }

 if(moving_header)
 {
  curSplitCol = GetSplitCol(p, -1);
  curSplitRow = GetSplitRow(p, -1);

  if(resize_col_mode == 0 || resize_row_mode == 0)
```

```
  MouseAccel(p, fixed_top_click, fixed_left_click, keyflags);

 return Image::Arrow();
}
else if(moving_body)
{
 curSplitRow = GetSplitRow(Point(0, p.y), -1);
 return Image::Arrow();
}
else if(mouse_move)
{
 curSplitCol = GetSplitCol(p);
 curSplitRow = GetSplitRow(p);
 mouse_move = false;
}

curResizeCol = curResizeRow = false;

if(resizing_cols && curSplitCol >= 0 || resizeCol)
{
 if(curSplitCol >= 0 && hitems[curSplitCol].join > 0)
 {
  int idy = GetMouseRow(p, true, p.y < fixed_height, true);
  if(idy >= 0)
  {
   Item &it = items[vitems[idy].id][hitems[curSplitCol].id];
   if(it.isjoined && it.idx + it.cx != curSplitCol)
    return Image::Arrow();
  }
 }
 curResizeCol = true;
 return HorzPosImage();
}
else if(resizing_rows && curSplitRow >= 0 || resizeRow)
{
 if(curSplitRow >= 0 && vitems[curSplitRow].join > 0)
 {
  int idx = GetMouseCol(p, true, p.x < fixed_width, true);
  if(idx >= 0)
  {
   Item &it = items[vitems[curSplitRow].id][hitems[idx].id];
   if(it.isjoined && it.idy + it.cy != curSplitRow)
    return Image::Arrow();
  }
 }
 curResizeRow = true;
 return VertPosImage ();
}
```

```
 return Image::Arrow();
}
```

Added 04.04.2014:
Personally, I think that we need more multiplatform code, so I have added two following methods: HorzPosImage & VertPosImage.

Sincerely,
Klugier
