
Subject: [Minor bug & patch] ArrayCtrl and HeaderCtrl should use native resizing icons on X11.

Posted by [Klugier](#) on Tue, 26 Mar 2013 16:29:59 GMT

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Hello,

It is very similar topic as my previous one (GridCtrl should use native resizing icons). In this case we have problem with ArrayCtrl and HeaderCtrl.

First of all, we need to modify CtrlLib/HeaderCtrl.cpp (line 515):

```
Image HeaderCtrl::CursorImage(Point p, dword) {
#ifdef PLATFORM_X11
    Image horzPosImg = Image::SizeHorz();
#else
    Image horzPosImg = CtrlImg::HorzPos();
#endif

    if(mode == FIXED)
        return Image::Arrow();
    if(HasCapture())
        return split >= 0 ? horzPosImg : Image::Arrow();
    int q = GetSplit(p.x);
    return q < 0 ? Image::Arrow()
        : GetTabWidth(q) < 4 ? CtrlImg::HorzSplit()
        : horzPosImg;
}
```

Next, let's modify CtrlLib/ArrayCtrl (line 1643):

```
Image ArrayCtrl::CursorImage(Point p, dword)
{
#ifdef PLATFORM_X11
    Image horzPosImg = Image::SizeHorz();
#else
    Image horzPosImg = CtrlImg::HorzPos();
#endif

    if(!IsNull(cursor_override))
        return cursor_override;
    return header.GetSplit(p.x) < 0 || header.GetMode() == HeaderCtrl::FIXED ? Image::Arrow()
        : horzPosImg;
}
```

Added 04.04.2013:

I have rewritten this patch to make it more multiplatform. Now, ArrayCtrl should work great on all X11 operating system.

Sincerely,
Klugier

Subject: Re: [Minor bug & patch] ArrayCtrl and HeaderCtrl should use native resizing icons on X11.

Posted by [mirek](#) on Thu, 18 Apr 2013 18:15:33 GMT

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I am not so sure about this. Problem is that CtrlImg::HorzSplit() is designed to visually match CtrlImg::HorzPos() and nothing like that seems to be available in stock cursors (?).

Mirek

Subject: Re: [Minor bug & patch] ArrayCtrl and HeaderCtrl should use native resizing icons on X11.

Posted by [Klugier](#) on Thu, 18 Apr 2013 19:56:14 GMT

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Hello Mirek,

I understand that most of Linux desktops environment don't offer real native CtrlImg::HorzPos () (*Only KDE4 has own images provided by QT). On the other hand, libraries such as: GTK (Upp trying to emulate it!), Lazarus, FLTK, Steam Api or wxWidgets are "using" Upp Image::SizeHorz() in ArrayCtrl (or GridCtrl) like widgets on X11 operating systems. In this way my solution is more native than this using custom cursor images.

I wrote multiplatform code, because CtrlImg::HorzPos() looks very good on newer Windows.

P.S.

Actually GridCtrl is using this solution on X11.

Sincerely,
Klugier

Subject: Re: [Minor bug & patch] ArrayCtrl and HeaderCtrl should use native resizing icons on X11.

Posted by [mirek](#) on Sun, 21 Apr 2013 06:24:59 GMT

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klugier wrote on Thu, 18 April 2013 15:56Hello Mirek,

I understand that most of Linux desktops enviroment don't offer real native CtrlImg::HorzPos ()
(*Only KDE4 has own images

That is not the problem. Problem is they do not have CtrlImg::HorzSplit() (which is displayed when cursor is over column collapsed to zero), so in that situation, it would look quite unmatched...

Mirek

Subject: Re: [Minor bug & patch] ArrayCtrl and HeaderCtrl should use native
resizing icons on X11.

Posted by [Klugier](#) on Sun, 21 Apr 2013 12:26:30 GMT

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Hello Mirek,

It looks like we don't have alternatives for CtrlImg::HorzSplit() in X11/cursorfont.h header file.

Thank you for answer.

Sincerely,
Klugier
