Subject: howto add more InfoCtrl's to StatusBar?
Posted by fudadmin on Sat, 03 Dec 2005 17:29:33 GMT
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howto add more InfoCtrl's to StatusBar?

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by fudadmin on Sun, 04 Dec 2005 17:11:11 GMT
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ok, I did this way:

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

class MyStatusBar : public StatusBar {
 InfoCtrl  info2;
public:
 typedef MyStatusBar CLASSNAME;
 MyStatusBar();
};

MyStatusBar::MyStatusBar()
{
 AddFrame(info2.Width(250));
 info2="info2: Welcome to the Ultimate++ !";
}


class MyClassWindow : public TopWindow {
private:
 MyStatusBar  status1;
public:
 typedef MyClassWindow CLASSNAME;
 MyClassWindow();
};


MyClassWindow::MyClassWindow()
{
 AddFrame(status1.Height(25));  //can't have in MyStatusBar
}


GUI_APP_MAIN
{
  MyClassWindow().Title("MyClassWindow1").Zoomable().Sizeable().Run();
  MyClassWindow().SetRect(0, 0, 260, 80);
```

}

Now the 1. question is: howto change their appearance?
2. howto change default text?

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by mirek on Sun, 04 Dec 2005 17:25:13 GMT
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fudadmin wrote on Sat, 03 December 2005 12:29howto add more InfoCtrl's to StatusBar?

Well, to add more "fields" to your StatusBar, do not add InfoCtrl's, but use one of "Set" methods of InfoCtrl (StatusBar is derived from InfoCtrl).

To change the appearance, employ Set variant with PaintRect - you can specify the reference to Display and Value in PaintRect.

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by mirek on Sun, 04 Dec 2005 17:28:09 GMT
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fudadmin wrote on Sun, 04 December 2005 12:11ok, I did this way:

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

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 InfoCtrl  info2;
public:
 typedef MyStatusBar CLASSNAME;
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};

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private:
 MyStatusBar  status1;
public:
 typedef MyClassWindow CLASSNAME;
```

```
 MyClassWindow();
};


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}
```

Now the 1. question is: howto change their appearance?
2. howto change default text?

While this code is basically, I would like to use it to demonstrate one thing: MyStatusBar in unnecessary - you should rather place "info2" to MyClassWindow.

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by mirek on Sun, 04 Dec 2005 17:29:19 GMT
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Default text: use InfoCtrl::SetDefault

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by fudadmin on Sun, 04 Dec 2005 21:41:59 GMT
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Quote:
MyStatusBar in unnecessary - you should rather place "info2" to MyClassWindow.

I felt that... but I haven't been successful. What would be the correct way then?

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by mirek on Sun, 04 Dec 2005 22:07:34 GMT
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Quote:
I felt that... but I haven't been successful. What would be the correct way then?

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

class MyClassWindow : public TopWindow {
private:
 StatusBar  status1; //edited: was MyStatusBar
        InfoCtrl  info2;

public:
 typedef MyClassWindow CLASSNAME;
 MyClassWindow();
};


MyClassWindow::MyClassWindow()
{
 status1.AddFrame(info2.Width(250));
 info2="info2: Welcome to the Ultimate++ !";
 AddFrame(status1.Height(25));

}


GUI_APP_MAIN
{
  MyClassWindow().Title("MyClassWindow1").Zoomable().Sizeable().Run();
  MyClassWindow().SetRect(0, 0, 260, 80);
}
```

Note once again that this is basically the wrong code - I am just demonstrating that in similar situation, creating separate class is not necessarry - and not creating it is better, as you will have to access that "info2" from MyClassWindow anyway.

The lesson to learn is that in U++, class composition does not have to follow GUI hierarchy. It is not uncommon to e.g. have TopWindow as member variable and put "self" into it:

```
struct Foo : Button {
   TopWindow win;

   void Perform() { win.Run(); }

   Foo() {
      win.Add(SizePos());
```

```
  }
};
```

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by mirek on Mon, 05 Dec 2005 21:51:45 GMT
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I have to apologize... this time you understood my code better than me "Set" is further level of division, you are really supposed to use AddFrame to add more "fields".

I have created this nice reference example to demonstrate StatusBar:

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

struct PosDisplay : Display {
 Color color;

 virtual void Paint(Draw& w, const Rect& r, const Value& q,
                    Color ink, Color paper, dword style) const {
  int i = q;
  w.DrawRect(0, 0, i, r.Height(), color);
  w.DrawRect(i, 0, r.Width() - i, r.Height(), SWhite);
 }
};

struct App : TopWindow {
 StatusBar   status;
 InfoCtrl    pos;
 InfoCtrl    x, y;
 PosDisplay  dx, dy;

 virtual void MouseMove(Point p, dword)
 {
  pos.Set(0, AsString(p.x), 40);
  pos.Set(1, AsString(p.y), 40);
  x.Set(PaintRect(dx, 100 * p.x / GetSize().cx));
  y.Set(PaintRect(dy, 100 * p.y / GetSize().cy));
 }

 virtual void LeftDown(Point, dword)
 {
  status.Temporary("Left mouse button pressed!");
```

```
 }

 App() {
  Sizeable();
  SetFrame(FieldFrame());
  AddFrame(status);
  status.AddFrame(pos.Right(100));
  status.AddFrame(x.Left(100));
  status.AddFrame(y.Left(100));
  dx.color = LtRed;
  dy.color = LtGreen;
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

Once again, sorry for misinformation, last time I visited StatusBar was two years ago and never used it above simple assigning text to it....

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by digodigo on Thu, 29 Nov 2007 14:29:10 GMT
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luzr wrote on Mon, 05 December 2005 22:51I have to apologize... this time you understood my code better than me "Set" is further level of division, you are really supposed to use AddFrame to add more "fields".

I have created this nice reference example to demonstrate StatusBar:

```
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struct App : TopWindow {
 StatusBar   status;
 InfoCtrl    pos;
 InfoCtrl    x, y;
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 virtual void MouseMove(Point p, dword)
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  dy.color = LtGreen;
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

Once again, sorry for misinformation, last time I visited StatusBar was two years ago and never used it above simple assigning text to it....

THANKS CHAMPZ !!!
it's did help me too !!!

Subject: Re: howto add more InfoCtrl's to StatusBar?

Hey Mirek,

Any chance you could add a couple of ProgressInfo items to your already crowded StatusBar please?

I use the Temporary space at the left plus two InfoCtrls embedded each one in its own InfoCtrl and added to the right then two more InfoCtrls to display other information also added to the right. Like this

```
// in header
...
 StatusBar     status;
 InfoCtrl      m_pos;
 InfoCtrl    m_val;
 InfoCtrl    m_progHolder1;
 InfoCtrl    m_progHolder2;
 ProgressInfo   m_prog1;
 ProgressInfo   m_prog2;

...

// in TopWindow-derived constructor
...
 AddFrame(status);

 Size sz = GetSize();

 m_prog1 = ProgressInfo(m_progHolder1);
 m_prog2 = ProgressInfo(m_progHolder2);
 m_prog1.Text("");
 m_prog1.Width(10);
 m_prog2.Text("");
 m_prog2.Width(10);
 status.AddFrame(m_progHolder2.Right((sz.cx-300)/2));
 status.AddFrame(m_progHolder1.Right((sz.cx-300)/2));

 status.AddFrame(m_val.Right(125));
 m_val.Set("No Value");

 status.AddFrame(m_pos.Right(125));
...
```

It all used to work but now I don't see m_pos or m_val until I've used at least one of the progress controls to load up a large file using multithreading and posting callbacks.

Is there a way to initialise all these controls so that they are all visible from the start please?

Nick

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by mirek on Tue, 26 Feb 2008 20:03:56 GMT
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I have to say I am confused. Testcase possible?

Mirek

Subject: Re: howto add more InfoCtrl's to StatusBar?
Posted by nixnixnix on Thu, 28 Feb 2008 16:09:49 GMT
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Yes I was too. A test case might be tricky to make as it only stopped working recenty. However, I do have some news which might help your confusion.

When I replace the term (sz.cx-300)/2) with the number 300 say, it all works fine. I thought this could be a number thing. However, when I replace it with this

```
int n = (sz.cx-300)/2;
status.AddFrame(m_progHolder2.Right(n));//(sz.cx-300)/2));
status.AddFrame(m_progHolder1.Right(n));//(sz.cx-300)/2));
```

it still doesn't work but when I do this

```
int n = max(200,(sz.cx-300)/2);
status.AddFrame(m_progHolder2.Right(n));//(sz.cx-300)/2));
status.AddFrame(m_progHolder1.Right(n));//(sz.cx-300)/2));
```

it works fine so I guess that using GetSize() in the TopWindow constructor is a bad idea and that it doesn't actually have a size till later. Thing is though this code used to work. I can live with it either way so if you think a bug has slipped in or not thats fine with me.

Nick
