
Subject: LineEdit font bug

Posted by [iST1](#) on Mon, 23 Sep 2013 07:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

View state:

EditString cell:

LineEdit cell (error):

```
GUI_APP_MAIN
{
    LineEdit editCell;//uncomment for image3
        EditString editCell;//uncomment for image2

    editCell.SetFont(GetStdFont());

    TopWindow wnd;
    AppGrid grid;
    grid.Editing();
    wnd.Add(grid.SizePos());
    grid.AddColumn("Col").Edit(editCell);
    grid.Add();
    grid.Set(0, 0, "Hello World!");
    wnd.Sizeable();
    wnd.Run();
}
```

Subject: Re: LineEdit font bug

Posted by [dolik.rce](#) on Mon, 23 Sep 2013 08:14:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi iST1,

The problem is that you change the font. LineEdit is probably (I'm not sure) designed to work with monospace fonts only (anyone else knows more about this?). But GetStdFont returns non-monospace, e.g. `DUMP(editCell.GetFont());`

```
editCell.SetFont(GetStdFont());
DUMP(editCell.GetFont());
```

on my system logs

```
Quote:editCell.GetFont() = <monospace:16>
editCell.GetFont() = <FreeSans:12>
```

If you skip the SetFont line, it works as expected. If you really want to change the font, try using some monospaced one...

Best regards,
Honza

Subject: Re: LineEdit font bug
Posted by [iST1](#) on Tue, 24 Sep 2013 14:43:33 GMT
[View Forum Message](#) <> [Reply to Message](#)
