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Subject: Problem displaying using TURTLE  
Posted by [Slade](#) on Sun, 06 Apr 2014 08:47:02 GMT  
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I have supplied a slightly modified version of Docking Example 1 to demonstrate some issues using TURTLE package configuration. It gives problems linking, crashing and displaying. I have some idea of how to solve some of the problems and I have added comments in main.cpp but have no idea how to get it to show the display correctly. I am using UPP version 7178 under Windows 7. Thank you.

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#### File Attachments

1) [DockingExample1.zip](#), downloaded 408 times

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Subject: Re: Problem displaying using TURTLE  
Posted by [Slade](#) on Thu, 24 Apr 2014 13:31:55 GMT  
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I found that adding the line StateH(OPEN) to the following method in package turtle file Top.cpp fixed the problem with docking control from not displaying.

I have also discovered another issue using either Chrome or Internet Explorer, whenever the back space key is pressed while editing a text field then the browser jumps back to a previous page. This does not seem to be a problem with FireFox. Does anyone know if something clever can be added to turtle.brc java script file that will tell the browser the back space key has been used so it does not try to jump back a page. Thank you.

```
void TopWindow::Open(Ctrl *owner)
{
    GuiLock __;
    LLOG("Open " << Upp::Name(owner));
    Rect r = GetRect();
    if(r.IsEmpty())
        SetRect(GetDefaultWindowRect());
    else
        if(r.left == 0 && r.top == 0)
            if(owner && center == 1)
                SetRect(owner->GetRect().CenterRect(r.GetSize()));
            else
                if(center)
                    SetRect(GetWorkArea().CenterRect(r.GetSize()));
    frame->SetClient(GetRect());
    frame->window = this;
    frame->PopUp(owner, false, true);
    PopUp(frame, false, true);
    popup = false;
    SetRect(frame->GetClient());
}
```

```
StateH(OPEN); // <<<<< Add this line
SyncCaption();
PlaceFocus();
if(state == MAXIMIZED)
    frame->Maximize();
}
```

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Subject: Re: Problem displaying using TURTLE  
Posted by [mirek](#) on Sat, 26 Apr 2014 18:13:33 GMT  
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Thanks, patch applied.

Mirek

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Subject: Re: Problem displaying using TURTLE  
Posted by [mirek](#) on Sun, 27 Apr 2014 07:51:16 GMT  
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Backspace problem should now be resolved too...

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Subject: Re: Problem displaying using TURTLE  
Posted by [Slade](#) on Sat, 17 May 2014 11:47:27 GMT  
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Thank you, the backspace problem is fix.

I found a similar issue pressing the tab, it would move focus up to the browser's (Internet Explore) tool bar. Clicking back onto the GUI edit control the cursor would flash there but the key presses would still go to the browsers tool bar. By pressing the tab a number of times I could get the key focus back to the GUI edit control. Applying the same fix you did for but for the tab character, stops the focus jumping to the tool bar. However similarly if you click on the tool bar then the GUI control again it will also take the focus away.

Another observation I found was that I had to add dummy routines for ViewDraw::ViewDraw(class Upp::Ctrl \*) and ViewDraw::~~ViewDraw() to prevent link error, however this is not needed with the WebWorld reference example.

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Subject: Re: Problem displaying using TURTLE  
Posted by [mirek](#) on Wed, 28 May 2014 13:30:12 GMT

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Tab issue hopefully fixed.

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Subject: Re: Problem displaying using TURTLE  
Posted by [Slade](#) on Fri, 30 May 2014 06:20:21 GMT

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Thank you Mirek,

If you do not mind, could you please just check the code you added to Turtle.cxx. How many '=' characters are used in the event.keyCode compare. The code I have got seems a bit odd. Thank you.

```
canvas.addEventListener("wheel", MouseWheel); // IE9 needs addEventListener...
```

```
document.onkeydown = function(event)
{
    event_queue += "K " + event.keyCode + " " + event.which + key_flags(event);
    ScheduleSend();
    if(event.ctrlKey || event.altKey || event.keyCode === 8 || event.keyCode == 9) {
        event.stopPropagation();
        event.preventDefault();
    }
}
```

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Subject: Re: Problem displaying using TURTLE  
Posted by [mirek](#) on Mon, 02 Jun 2014 06:44:44 GMT

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Thanks! In fact, it really does not affect the function ('===' stands for 'exact comparison', which would work fine here), but I have fixed that anyway.

Mirek

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