Subject: Attempting to get a canvas to display...
Posted by ptkacz on Sun, 19 Mar 2017 02:44:02 GMT
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Hi All,

I'm attempting to create a simple application in order to begin learn how to make use of U++. The application consists of two panels, on the left, a button panel with three buttons labeled 'A', 'B', 'C', on the right, a canvas. Selection of any of the buttons is to result in some text displaying on the canvas. Unfortunately, the canvas does not display. Could some one please point out what needs to be done? Code an layout are listed below.

Peter

UppApp.lay:
==========
```
LAYOUT(UppAppLayout, 364, 192)
END_LAYOUT

LAYOUT(ButtonLayout, 80, 84)
 ITEM(Button, aBtn, SetLabel(t_("A")).LeftPosZ(12, 56).TopPosZ(8, 15))
 ITEM(Button, bBtn, SetLabel(t_("B")).LeftPosZ(12, 56).TopPosZ(32, 15))
 ITEM(Button, cBtn, SetLabel(t_("C")).LeftPosZ(12, 56).TopPosZ(56, 15))
END_LAYOUT
```

DrawCanvas.h:
==========
```
#ifndef _UppApp_DrawCanvas_h_
#define _UppApp_DrawCanvas_h_

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class DrawCanvas : public ParentCtrl {
typedef DrawCanvas CLASSNAME;

 public:
  DrawCanvas();
  virtual void Paint(Draw& d);
  void displayMessage(String s);

 private:
  String stringToDisplay = "Not Yet!";
```

```
};

#endif
```

DrawCanvas.cpp:

```
#include "UppApp.h"
#include "DrawCanvas.h"

DrawCanvas::DrawCanvas() {
}

void DrawCanvas::Paint(Draw& d) {
 Size(500, 500);
 d.DrawRect(GetSize(), SWhite);
 d.DrawText(5, 5, stringToDisplay, Arial(48), Black);
}

void DrawCanvas::displayMessage(String s) {
 stringToDisplay = s;
 Refresh();
}
```

UppApp.h:

```
#ifndef _UppApp_UppApp_h
#define _UppApp_UppApp_h

#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>
#include "DrawCanvas.h"

using namespace Upp;

#define LAYOUTFILE <UppApp/UppApp.lay>
#include <CtrlCore/lay.h>

class UppApp : public WithUppAppLayout<TopWindow> {
public:
 typedef UppApp CLASSNAME;
 UppApp();
 void displayMessage(String s);
```

```
private:
 DrawCanvas canvas;
 WithButtonLayout<ParentCtrl> buttonPanel;
};

#endif
```

main.cpp:

```
==========================================
#include "UppApp.h"

UppApp::UppApp()
{
 CtrlLayout(*this, "UppApp");

 CtrlLayout(buttonPanel);

 buttonPanel.aBtn << THISBACK1(displayMessage, "A");
 buttonPanel.bBtn << THISBACK1(displayMessage, "B");
 buttonPanel.cBtn << THISBACK1(displayMessage, "C");

 Add(buttonPanel);
 Add(canvas);
 BackPaint();
}

void UppApp::displayMessage(String s) {
 canvas.displayMessage(s);
}


GUI_APP_MAIN
{
 UppApp uppApp;
 uppApp.Run();
}
```

---

Subject: Re: Attempting to get a canvas to display...
Posted by omari on Sun, 19 Mar 2017 18:24:37 GMT

Hi,

You do not specify the size of canvas.

```
UppApp::UppApp()
{
 CtrlLayout ( *this, "UppApp" );

 canvas.SetRect(100,0, 500, 500 ); // <---- setting the canvas size here

 CtrlLayout ( buttonPanel );

 buttonPanel.aBtn << THISBACK1 ( displayMessage, "A" );
 buttonPanel.bBtn << THISBACK1 ( displayMessage, "B" );
 buttonPanel.cBtn << THISBACK1 ( displayMessage, "C" );

 Add ( buttonPanel );
 Add ( canvas );
 BackPaint();
}
```

Subject: Re: Attempting to get a canvas to display...
Posted by ptkacz on Mon, 20 Mar 2017 01:32:31 GMT


Thanks Omari.

Interesting how the canvas overwrites the displayed layout depending on what x (the first parameter) is set to.

Peter

Subject: Re: Attempting to get a canvas to display...
Posted by omari on Mon, 20 Mar 2017 21:59:44 GMT


the canvas overwrites the displayed layout because both are in the same frame.
if you want separate them, you can use Splitter:

```
class UppApp : public WithUppAppLayout<TopWindow>
```

```
{

 public:
  typedef UppApp CLASSNAME;
  UppApp();

  void displayMessage ( String s );

 private:
  DrawCanvas canvas;
  WithButtonLayout<ParentCtrl> buttonPanel;
  Splitter splitter;  // <------------------------
};


UppApp::UppApp()
{
 CtrlLayout ( *this, "UppApp" );

 CtrlLayout ( buttonPanel );

 buttonPanel.aBtn << THISBACK1 ( displayMessage, "A" );
 buttonPanel.bBtn << THISBACK1 ( displayMessage, "B" );
 buttonPanel.cBtn << THISBACK1 ( displayMessage, "C" );

 Add(splitter);  // <------------------------
 splitter.Horz(buttonPanel,canvas); // <------------------------
 BackPaint();
}
```

for more information, you can try this examples :
SplitterFrame
Splitter
Frame

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Subject: Re: Attempting to get a canvas to display...
Posted by ptkacz on Thu, 23 Mar 2017 02:08:38 GMT
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Thanks Omari.

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