

U++ - Bug #1959

RGBACtrl doesn't scale well (no UHD support)

05/05/2019 09:57 PM - Zbigniew Rebacz

Status:	Approved	Start date:	05/05/2019
Priority:	Normal	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	IconDes	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Insert color dialog from TheIDE on my full hd monitor is cutted. Probably the problem is related to this method: <pre>void RGBACtrl::Layout() { Size sz = GetSize(); int ah = IconDesImg::Alpha().GetHeight() + 20; int th = text.GetStdHeight(text.GetFont()); int eh = 4 - 20 - ah - th - 4; int rh = min(sz.cx - (sz.cx >> 3), sz.cy - eh); ramp.BottomPos(0, rh).HSizePos(); int y = sz.cy - rh - 4 - ah; alpha.TopPos(y, ah).HSizePos(1, 0); text.TopPos((y -= 4 + th), th).HSizePos(1, 0); cbox.cx = (sz.cx - 3) / 18; cbox.cy = minmax(cbox.cx, 4, Zy(16)); int ch = 14 * cbox.cy; cs.x = (sz.cx - 18 * cbox.cx) / 2 + 1; cs.y = (y -= ch + 4); if(subctrl) subctrl->TopPos(0, y - 4).HSizePos(1, 0); }</pre> // or this one: <pre>void RGBACtrl::Paint(Draw& w) { w.DrawRect(GetSize(), SColorFace); if(alpha.IsMask()) return; for(int x = 0; x <= 18; x++) w.DrawRect(x * cbox.cx + cs.x, cs.y, 1, cbox.cy * 14, SColorText()); int i = 0; int my = cs.y + 1; w.DrawRect(cs.x, cs.y + 14 * cbox.cy, cbox.cx * 18 + 1, 1, SColorText()); Point pp = Null; for(int y = 0; y < 14; y++) { w.DrawRect(cs.x, my - 1, cbox.cx * 18 + 1, 1, SColorText()); int mx = cs.x + 1; for(int x = 0; x < 18; x++) { Color c = GetColor(i++); w.DrawRect(mx, my, cbox.cx - 1, cbox.cy - 1, c); if(c == color) </pre>			

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        pp = Point(mx, my);
        mx += cbox.cx;
    }
    my += cbox.cy;
}
if(!IsNull(pp)) {
    Size isz = CtrlImg::wheel_cursor().GetSize();
    pp = pp + (cbox - isz) / 2;
    w.DrawImage(pp.x, pp.y, CtrlImg::wheel_cursor(),
        Grayscale(color) < 120 ? White() : Black());
}
}

```

History

#1 - 05/05/2019 09:57 PM - Zbigniew Rebacz

- Subject changed from *RGBACtrl doesn't scale well* to *RGBACtrl doesn't scale well (no UHD support)*

#2 - 05/05/2019 09:58 PM - Zbigniew Rebacz

- Description updated

#3 - 06/23/2019 08:52 PM - Miroslav Fidler

- Status changed from *New* to *Ready for QA*

- Assignee changed from *Miroslav Fidler* to *Zbigniew Rebacz*

#4 - 06/23/2019 11:24 PM - Zbigniew Rebacz

- Status changed from *Ready for QA* to *Approved*

Files

RGBACtrlRenderingProblem.png	84.1 KB	05/05/2019	Zbigniew Rebacz
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