
Subject: ColumnList void setFrame problem

Posted by [aa_dav](#) on Fri, 29 Nov 2024 02:26:01 GMT

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I met it in UltimatePP-win-17045 distro.

Steps to recreate:

1. Create MyApp package Test01 (CtrlLib application with main window)
2. Put ColumnList in layout
3. Change it's setFrame property from default to BlackFrame()
4. Compile

It will give error:

MyTest01.lay:2:59: error: member reference base type 'void' is not a structure or union

ITEM(Upp::ColumnList, dv___0, setFrame(Upp::BlackFrame()).LeftPosZ(96, 150).TopPosZ(68, 100))

AFAIU the reason is overloading of method Ctrl& setFrame(...) in ColumnList by void setFrame(...) which breaks chaining.

But moreover - overloaded setFrame doesn't call Ctrl::setFrame of base class and this breaks something in layout - ColumnList doesn't resize correctly (gets a little bit less size than it should on resize of window if anchored to both bounds). Latter example is more complex to recreate: place ColumnList and another widget side by side and set their vertical anchors in "Spring vertical size" mode. Then resize window - ColumnList will tend to be smaller in vertical size than reference widget. It's something about setFrame.

I fixed this by next code:

```
static_cast<Ctrl&>(deviceList).setFrame(upp::BlackFrame()); // fix
```