
Subject: Toolbar clears after ESC key [solved, it's the bug in user code]

Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 16:33:57 GMT

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I have a toolbar on my topwindow and a simple test routine for adding icons for toolbar:

```
class MainWindow : public WithMainWindowLayout<TopWindow> {
public:
    typedef MainWindow CLASSNAME;
    MainWindow();

private:
    void SetToolBarState();
    void OnUpdateToolbar(Bar &bar);

    void OnLockUnlock();

    [COLOR=blue]ToolBar    toolbar;[/COLOR]
    ToolBarState toolbarState;
    bool    buttonClose;
};

MainWindow::MainWindow()
{
    ::CtrlLayout(*this);
    AddFrame(toolbar);
    toolbar.AddFrame(BottomSeparatorFrame());

    Icon(DispRVPFImages::DISP_RVPF);
    LargeIcon(DispRVPFImages::DISP_RVPF);

    //Zoomable().Sizeable().
    MinimizeBox(false).Sizeable(false).SetRect(0,0,1024,768);

    [COLOR=blue]SetToolBarState();[/COLOR]
}

void MainWindow::SetToolBarState()
{
    //...
    toolbar.Set(THISBACK(OnUpdateToolbar));
}
void MainWindow::OnUpdateToolbar(Bar &bar)
{
    toolbar.Clear();
    toolbar.Add(t_("*****"), DispRVPFImages::dailyReport, THISBACK(OnLockUnlock));
    toolbar.GapRight();
    toolbar.Add(t_("*****"), DispRVPFImages::unlock, THISBACK(OnLockUnlock));
}
```

```
toolbar.Separator();
toolbar.Add(t_("*****"), DispRVPFImages::report,THISBACK(OnLockUnlock));
toolbar.Add(t_("*****"), DispRVPFImages::archive,THISBACK(OnLockUnlock));
toolbar.Add(t_("*****"), DispRVPFImages::options,THISBACK(OnLockUnlock));
}
```

It works fine on executing the application. But pressing ESC key clears toolbar icons. Is it a bug, or I'm doing something wrong?

I tried not to use toolbar.Clear(); in MainWindow::OnUpdateToolbar, but in some repainting cases toolbar just copies it's icons twice or more times.

Subject: Re: Toolbar clears after ESC key [bug?]
Posted by [Oblivion](#) on Wed, 10 Oct 2007 17:03:36 GMT
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Quote;; in MainWindow::OnUpdateToolbar, but in some repainting cases toolbar just copies it's icons twice or more times.

Hmm, do you use a key hook (InstallKeyHook())? I've encountered the very same problem, and it was only because of the wrong return value. If you use a global keyhook, make sure that it returns true. and before it, make sure that your callback passes the variables to the default ctrl. Eg.

```
static bool CtrlKeyHook(Ctrl* ctrl, dword key, int count) { /* your code goes here... */
ctrl->Key(key, count); return true; }
```

As in the above snippet.

Subject: Re: Toolbar clears after ESC key [bug?]
Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 17:35:25 GMT
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No, I didn't use any keyhooks. The code I enlisted above is almost all the code that application has.

Subject: Re: Toolbar clears after ESC key [bug?]
Posted by [Oblivion](#) on Wed, 10 Oct 2007 18:21:31 GMT
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I've compiled your code (with small modifications, and got the same result, strange...). But i didn't have to examine the actual process that caused trouble

Fortunately, if you use OnUpdateToolbar solely for adding adding the toolbar for once and refreshing it afterwards, this should work (a temporary/application specific solution):

```

void MainWindow::OnUpdateToolbar(Bar &bar)
{
    if(toolbar.IsOpen() && toolbar.IsChild())
    {
        Refresh();
        return;
    }

    toolbar.Add(t_("*****"), DispRVPFImages::dailyReport,THISBACK(OnLockUnlock));
    toolbar.GapRight();
    toolbar.Add(t_("*****"), DispRVPFImages::unlock,THISBACK(OnLockUnlock));
    toolbar.Separator();
    toolbar.Add(t_("*****"), DispRVPFImages::report,THISBACK(OnLockUnlock));
    toolbar.Add(t_("*****"), DispRVPFImages::archive,THISBACK(OnLockUnlock));
    toolbar.Add(t_("*****"), DispRVPFImages::options,THISBACK(OnLockUnlock));

}

```

Subject: Re: Toolbar clears after ESC key [bug?]
 Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 18:49:04 GMT
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Thanks, this was just an inobvious solution. But I wonder if I can change states of toolbar, for the code after your condition is executed only once (I suppose).

Subject: Re: Toolbar clears after ESC key [bug?]
 Posted by [Oblivion](#) on Wed, 10 Oct 2007 19:06:23 GMT
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Oops sorry, it was my fault.
 It seems that you are adding the items to the wrong place.
 Since you use toolbar.Set() to add your items to the toolbar, You should add the items to the "bar." Not explicitly to the toolbar.
 Since OnUpdateToolbar is a callback, the argument passed as "bar" is implicitly the toolbar itself.
 That's why your code doubles the items whenever it refreshes.

```

void MainWindow::OnUpdateToolbar(Bar &bar)
{

bar.Add(t_("*****"), DispRVPFImages::dailyReport,THISBACK(OnLockUnlock));
bar.GapRight();
bar.Add(t_("*****"), DispRVPFImages::unlock,THISBACK(OnLockUnlock));
bar.Separator();
bar.Add(t_("*****"), DispRVPFImages::report,THISBACK(OnLockUnlock));

```

```
bar.Add(t_("*****"), DispRVPFImages::archive,THISBACK(OnLockUnlock));  
bar.Add(t_("*****"), DispRVPFImages::options,THISBACK(OnLockUnlock));  
  
}
```

Now you should be able to use it as you intended.

Subject: Re: Toolbar clears after ESC key [bug?]
Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 19:51:16 GMT
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Thanks very much, Oblivion!
It surely was my fault - I've forgotten about bar argument.)
