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Subject: DropList color is the same when editable or not

Posted by [koldo](#) on Thu, 07 Apr 2011 16:33:12 GMT

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Hello Mirek

Now when DropList is not editable it has the same background color as if it is editable.

To solve this a possible way could be in method void MultiButton::Paint(Draw& w) to put this in line 412:

```
if(HasFocus()) {
    paper = SColorHighlight();
    text = SColorHighlightText();
} else if (!IsEditable()) // Added
    paper = SColorFace(); // Added
else
    paper = SColorPaper();
```

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Subject: Re: DropList color is the same when editable or not

Posted by [mirek](#) on Sun, 17 Apr 2011 19:59:23 GMT

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Fixed, using consistent coloring with EditField.

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Subject: Re: DropList color is the same when editable or not

Posted by [rylek](#) on Wed, 20 Apr 2011 11:56:00 GMT

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Hi there!

After analyzing the the situation I agreed with Mirek to rewrite MultiButton coloring code using style information. I added the following style member variables in analogy to EditField:

```
Color paper;
Color hot_paper;
Color pressed_paper;
Color focus_paper;
Color readonly_paper;
Color disabled_paper;
Color text;
Color focus_text;
Color disabled_text;
Color readonly_text;
```

Thus no color constants are hardcoded anymore in MultiButton and all can be fully customized.

Regards

Tomas

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Subject: Re: DropList color is the same when editable or not

Posted by [mirek](#) on Thu, 21 Apr 2011 18:32:22 GMT

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Unfortunately, I had to revert these changes, as they are fundamentally incompatible with Win7 and most Linux styles, where MultiButton background is painted by system, so paper has to be Null...

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Subject: Re: DropList color is the same when editable or not

Posted by [jfranks](#) on Wed, 10 Feb 2016 00:05:52 GMT

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Mirek,

We just ran into this same issue with snapshot 9251 running on Linux Mint distro.

We have migrated an app based on Upp 2007.1 into 9251 and have found behavioral issue in DropList as described in this topic.

We've had to resort to not only making the control not editable, but now we have to disable it also in order for it to have the look-and-feel that matches the behavior of the older library. However, there are over 500 more places where this change needs to be made in our code.

We hope that the DropList behavior can be changed so that we don't have this large edit to make in our app code.

Please let us know what you think.

-- Jeff

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Subject: Re: DropList color is the same when editable or not

Posted by [mirek](#) on Wed, 10 Feb 2016 17:11:12 GMT

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Please tell me more, as "same issue" can be interpreted multiple ways here. Maybe screenshot of what you see and description what is wrong with it with perhaps a code snippet...

Also, Mint version and theme used.

(Mind you, this thread is 5 years old...)

Mirek

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Subject: Re: DropList color is the same when editable or not

Posted by [Klugier](#) on Wed, 10 Feb 2016 18:46:39 GMT

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Hello,

I have notice some problems with Standard theme. I attached screenshot:

This is the problem? In this case "Platform version", "Build tools version", "Toolchain" and "C++ runtime" should be gray when they are disabled.

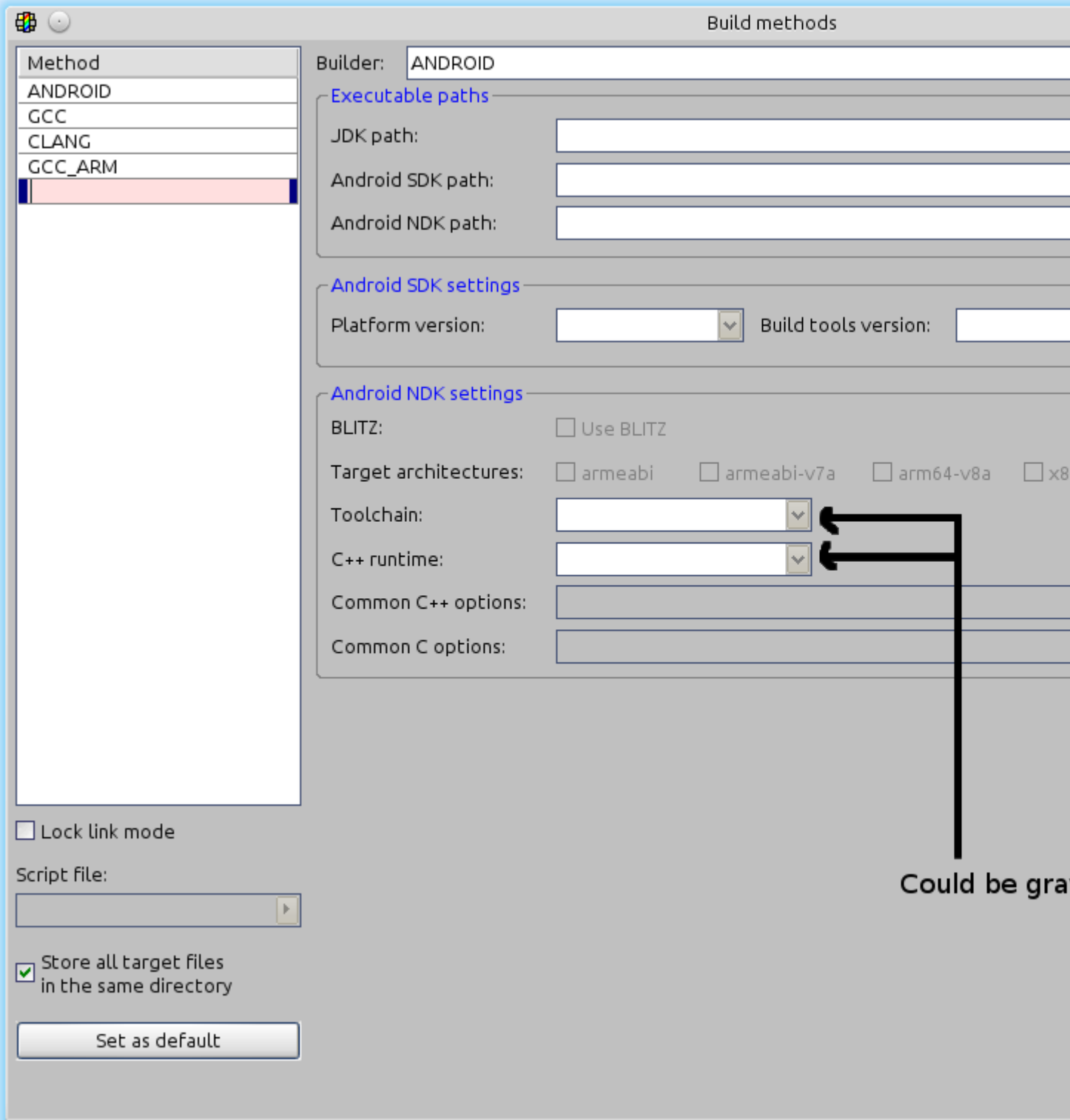
Sincerely,  
Klugier

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### File Attachments

1) [StandardTheme.png](#), downloaded 913 times

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Subject: Re: DropList color is the same when editable or not  
Posted by [jfranks](#) on Wed, 10 Feb 2016 19:11:23 GMT  
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Mirek,

Thank you for responding so quickly.

Attached are two screen shots of the DropList issue we are experiencing.

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Exhibit-1 is a screen shot of our application that uses Upp library 2007.1 running on a older Ubuntu 10.4 LTS distribution.

Note that the DropList controls that are set `editable = false` provide feedback to the user because of the different darker color.

The DropList control that are set `editable = true` are the "normal" color and indicate that the control can be changed by the user.

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Exhibit-2 is a screen shot of our application that uses Upp library snapshot 9251 running on Linux Mint Mate 17.3.

The behavior of DropList controls is different from Exhibit-1 in that those controls set to `editable = false` provide no feedback to the user that the control cannot be changed by the user, i.e., they all look the same whether they can be edited or not.

The expectation is that when the control is set `editable = false`, that the color would be darker to indicate it cannot be selected.

One work-around is that we have found is to set the DropList control `disabled = true`, then the control has the proper visual look that indicates it cannot be edited, and that works. These exhibits are from one of many pages in our application that have DropList controls. There are roughly ~500 occurrences in our code where we would have to modify our application to make the control have the proper behavior.

And so . . .

We are looking for remediation of this issue in the Upp library itself so that we are not faced with all those edits in our application.

BTW: I used this old thread because it is identical to what we are seeing now.

-- Jeff

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## File Attachments

1) [Exhibit-1.jpg](#), downloaded 550 times

Output #	Output Type	Input #	Input Type	Input #	Input Type
1	Test Ready	1	Test Start	4 - 11	Test Select - Binary
12	TCU2 Controlled	2	Test Stop	12 - 16	Step Input
Other Outputs	TCU2 Controlled	3	Test Enable	<input type="checkbox"/> Use Step Input 14 / 15 as Remote Comp /	

2) [Exhibit-2.jpg](#), downloaded 550 times

Output #	Output Type	Input #	Input Type	Input #	Input Type
1	Test Ready	1	Test Start	4 - 11	Step Input
12	TCU2 Controlled	2	Test Stop	12 - 32	Step Input
Other Outputs	TCU2 Controlled	3	Test Enable	<input type="checkbox"/> Use Step Input 14 / 15 as Rem	

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Subject: Re: DropDownList color is the same when editable or not

Posted by [mirek](#) on Fri, 26 Feb 2016 12:24:40 GMT

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It looks like you have the application in "Standard" theme (not the one that picks appearance from the host platform). Is that correct?

If so, I can certainly fix the "Standard". Just need to know whether I am chasing the right thing.

Mirek

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Subject: Re: DropDownList color is the same when editable or not

Posted by [jfranks](#) on Fri, 26 Feb 2016 20:31:02 GMT

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Mirek,

Attached is our setup for the IDE.

GUI theme is set to "Host Platform".

-- Jeff

### File Attachments

1) [ideSettings.png](#), downloaded 479 times

File Edit Project Build Debug Assist Setup Help

Debug GCC Debug

Source

- Core
- CtrlCore
- CtrlLib
- Draw
- PdfDraw
- Report
- RichEdit
- RichText
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

```
# Lib/DataBase/HardwareSetup.h
# Lib/DataBase/History.cpp
# Lib/DataBase/History.h
# Lib/DataBase/ModbusIOTypes.cpp
# Lib/DataBase/ModbusIOTypes.h
# Lib/DataBase/ModbusIOTypesDef.h
# Lib/DataBase/VTProgram.cpp
# Lib/DataBase/VTProgram.h
# Lib/DataBase/VTDatabase.cpp
# Lib/DataBase/VTDatabase.h
# Lib/DataBase/VTDBVersion.h
# Lib/DataBase/VTFactoryConfig.cpp
# Lib/DataBase/VTFactoryConfig.h
# Lib/DataBase/VTDeviceCatalog.cpp
# Lib/DataBase/VTDeviceCatalog.h
# Lib/DataBase/VTSensorBase.cpp
# Lib/DataBase/VTSensorBase.h
# Lib/DataBase/VTSensor.cpp
# Lib/DataBase/VTSensor.h
# Lib/DataBase/VTRegulatorBase.cpp
# Lib/DataBase/VTRegulatorBase.h
# Lib/DataBase/VTRegulator.cpp
# Lib/DataBase/VTRegulator.h
# Lib/DataBase/VTState.cpp
# Lib/DataBase/VTState.h
# Lib/DataBase/VTMathRegisterSet.cpp
# Lib/DataBase/VTMathRegisterSet.h
# Lib/DataBase/VTHardwareSetup.cpp
# Lib/DataBase/VTHardwareSetup.h
# Lib/DataBase/VTGradingTables.cpp
# Lib/DataBase/VTGradingTables.h
# Lib/DataBase/VTResults.cpp
# Lib/DataBase/VTResults.h
# Lib/DataBase/VTQDAS.cpp
```

FileMgrImp.cpp

XTRRevision.h

QdasFileMgr.cpp

VTQDAS.cpp

Symbol/lineno (Ctrl+G)

All

DataBase/VTQDAS.cpp

QDAS

DataBase/VTQDAS.cpp

DEBUG\_RESOURCE\_LOCKING\_W

\_mtxQdas[ 2 ] : static ThreadsPP::M

qdasItem[] : QDAS\_ITEMS\_STRUCT

DefaultDirs[] : String

QDAS

QDAS ()

QDAS:: ~QDAS (void)

PowerOnSetup(int progNum,int c

SetToFactoryDefaults () : void

GetProgBinFileName(int progNu

GetBinFileName(int chnum) : Stri

LoadFromFile (int progNum,int ch

StoreToFile(int progNum,int chnu

Serialize (Stream&amp; s) : void

GetQDASMaxCharacteristics () : i

GetTotalNumOfParts() : int

GetTotalNumOfOperators() : int

GetTotalNumOfTrials() : int

GetTotalNumOfRefMeas() : int

ReadCatalogFile() : void

GetCatalogEventStr() : String&amp;

GetCatalogProcessParmStr() : Str

GetCatalogEvent() : int QDAS::

GetCatalogProcessParmNum() : i

GetCatalogProcessParmValue() : int QDAS::

```
774 //=====
775 //
776 String&
777 {
778
779
780 if(
```

Fonts Syntax highlighting Editor

 Mute sounds Wrap console text Show status bar Menu and toolbar in a row Show splash screen Sort packages by names Underline recently changed files at

GUI theme Host platform

Use console in Linux /usr/bin/xterm

xterm

 Use unique output directory per as

In editor mode, path for .usc files

```
809 ..... return
810 }
811 //=====
812 //
813 int QDAS
814 {
815 if(_Ca
816 re
817 else
818 ..... re
819
820 }
821 //=====
822 //
```

Subject: Re: DropList color is the same when editable or not  
Posted by [mirek](#) on Sun, 13 Mar 2016 18:27:27 GMT  
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Hopefully fixed.

I have created a simple upptst/TestChStyle example to test this. Looks ok in Win32 and Linux, with Std/Classic/Host skins.

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Subject: Re: DropList color is the same when editable or not  
Posted by [jfranks](#) on Mon, 14 Mar 2016 15:11:27 GMT  
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Mirek,

Thank you so much.

Can I get the fix you made from a nightly build?

-- Jeff

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Subject: Re: DropList color is the same when editable or not  
Posted by [mirek](#) on Mon, 14 Mar 2016 18:26:52 GMT  
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Yes, it should be in latest one.

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