
Subject: [Bug] Menus in TheIDE not drawn properly
Posted by [temp565](#) on Tue, 09 Oct 2012 23:00:58 GMT
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Greetings, U++ folks!

I've just built `upp-x11-src-5418.tar.gz` on Tiny Core Linux. Unfortunately, it is unusable, since menus did not seem to work in TheIDE.

However, after reducing the window size, I found that the menus seem to be drawn behind the main window. This affects pop-up menus (with right mouse click) and the normal menus from the menu bar. See also the screenshot (note that the artefact at the bottom is unrelated to the menu bug in TheIDE).

I am still new to Linux. Could I have done anything wrong when building? I also noticed the same behaviour earlier with 5406, which was my first try. However, with that latter one, there were some dependencies missing that I had to install after the make process failed, and so it was essentially a piecewise build process and I thought that that might have caused the misbehaviour. For 5418 though, I had installed that missing dependencies that I remembered prior to building and it worked without interruption. So now I think it could be a bug.

File Attachments

1) [theidemenubug.png](#), downloaded 397 times

```

Terminal
tc@box:~$ ./theide

(theide:20934): Gtk-WARNING **: Could not find the icon 'gnome-fs-regular'. The
'hicolor' theme
was not found either, perhaps you need to install it.
You can get a copy from:
    http://icon-theme.freedesktop.org/releases
rm

```

AESStreamTest - - TheIDE - [/home/tc/upp/bazaar/AESStreamTest/AESStreamTest.cpp U

File Edit Project Build Debug Assist Setup

GCC Debug

AESStreamTest.cpp x AString.hpp x

Find (Ctrl+Q)

<AESStream/Sha.cpp>
<AESStream/src.tpp>
<AESStreamTest/AES>

CONSOLE_APP_MAIN

```

#include <Core
#include <AES
using namespace
CONSOLE_APP_MA
{
// Generat
String key
// Encrypt
String sIn
sIn = "qwe
AESEncoder
aesEncoder
sOut << ae
aesEncoder

```

```

Terminal
-rw-r--r-- 1 tc staff 425144 0
drwxr-sr-x 10 tc staff 1080 0
-rw-r--r-- 1 tc staff 767241 0
drwxr-sr-x 6 tc staff 740 0
-rw-r--r-- 1 tc staff 288303 0
-rw-r--r-- 1 tc staff 97069 0
ng
-rw-r--r-- 1 tc staff 124478 0
ng
-rwxr-xr-x 1 tc staff 8356352 0
drwxr-sr-x 7 tc staff 140 0
drwxr-sr-x 7 tc staff 320 0
-rw-r--r-- 1 tc staff 36580223 0
drwxr-sr-x 2 tc staff 40 0
tc@box:~$ rm screenshot_1010055442.png
rm: remove 'screenshot_1010055442.png'? y
tc@box:~$ rm screenshot_1010063544.png
rm: remove 'screenshot_1010063544.png'? y
tc@box:~$ sleep 5; screenshot.sh
tc@box:~$ rm screenshot_1010063544.png
rm: can't remove 'screenshot_1010063544.png':
tc@box:~$ rm screenshot_1010064004.png -f
tc@box:~$ sleep 5; screenshot.sh

```

- Compile AESStreamTest.cpp Ctrl+F7
- Preprocess AESStreamTest.cpp Alt+F7
- Show assembler code for AESStreamTest.cpp Ctrl+Alt+F7
- Rename...
- Remove Alt+Delete
- Delete
- Open File Directory
- Copy File Path
- Move up Ctrl+Shift+Up
- Move down Ctrl+Shift+Down
- Optimize for speed
- File properties..
- Convert to encoding..
- Compare with file..
- Patch/diff..

Set

Subject: Re: [Bug] Menus in TheIDE not drawn properly

Posted by [mirek](#) on Wed, 10 Oct 2012 20:08:26 GMT

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temp565 wrote on Tue, 09 October 2012 19:00

I am still new to Linux. Could I have done anything wrong when building?

Rather something wrong when choosing distro

Well, the thing with Linux is that it is using a variety of windows managers, each with its own set of implementation specifics and bugs. Add to that somewhat ambiguous documentation of X11 and sometimes the result is menu behind the window...

At this point all we can do is to make sure that U++ works on major distros... So my position is that if it works fine with Ubuntu, it is Tiny Core Linux bug (until they point us out what we are doing wrong).
