

Wt - Bug #3904

wt-3.3.4-rc2: WDialog::positionAt() position scheme should be fixed

03/19/2015 11:39 AM - Stefan Ruppert

Status:	Closed	Start date:	03/19/2015
Priority:	Normal	Due date:	
Assignee:	Benoit Daccache	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	3.3.4		
Description			
Hi,			
I use a WDialog to let the user select some values from a list and I want to position the dialog next to a widget by using positionAt() method. The dialog is positioned correctly regarding the coordinates but some parts of the dialog is not shown. The position scheme is set to absolute within the positionAt() method. But it should be fixed.			
For now I use an own positionAt() method using a WMouseEvent object. Maybe you can include this method into the WPopupWidget class as well.			
<pre>void MyDialog::positionAt(const Wt::WMouseEvent& ev) { setPositionScheme(Fixed); setOffsets(ev.window().x, Left); setOffsets(ev.window().y, Top); }</pre>			

History

#1 - 03/20/2015 04:20 PM - Koen Deforche

- Status changed from *New* to *InProgress*
- Assignee set to *Benoit Daccache*

#2 - 03/23/2015 11:13 AM - Benoit Daccache

- Status changed from *InProgress* to *Resolved*

#3 - 03/26/2015 09:39 PM - Koen Deforche

- Status changed from *Resolved* to *Closed*

Files

WDialog-absolute-position.png	28.1 KB	03/19/2015	Stefan Ruppert
WDialog-Mouse-Position-Fixed.png	29.4 KB	03/19/2015	Stefan Ruppert