

darktable - Bug #11184

setting lua combobox values from unpack(table) doesn't work correctly

09/28/2016 07:28 PM - Bill Ferguson

Status:	Closed: won't fix	Start date:	09/28/2016
Priority:	Low	Due date:	
Assignee:	J�r�my Rosen	% Done:	0%
Category:	Lua	Estimated time:	0.00 hour
Target version:	2.6.0		
Affected Version:	2.0.6	bitness:	64-bit
System:	Ubuntu	hardware architecture:	amd64/x86

Description

Setting combobox values from a table of strings such as:

```
local choices = {"Option 1", "Option 2", "Option 3"}
local utwc = dt.new_widget("combobox"){
  label = "Unpack Table With Callback",
  tooltip = "Broke",
  value = 1, unpack(choices),
  changed_callback = function(self)
    dt.print(self.value)
  end
}
```

doesn't work correctly. The first value displays, but the drop down doesn't work. The drop down works correctly if the `changed_callback` isn't there.

I've included a script that demonstrates what works and what doesn't.

History

#1 - 09/28/2016 09:00 PM - Bill Ferguson

Tested against the dev version and it doesn't work there either.

Added some print statements to `src/luawidget/combobox.c` to see what was going on. `combobox_numindex` is only getting called once for the `unpack table with callback widget` so the first option is all that gets added.

```
LUA ERROR Loading test/combobox_error
* This is hard coded, no callback
in combobox_numindex
adding string Option 1
in combobox_numindex
adding string Option 2
in combobox_numindex
adding string Option 3
* This is unpack(table) no callback
in combobox_numindex
adding string Option 1
in combobox_numindex
adding string Option 2
in combobox_numindex
adding string Option 3
* This is hard coded with callback
in combobox_numindex
adding string Option 1
in combobox_numindex
adding string Option 2
in combobox_numindex
adding string Option 3
```

```
* This is unpack(table) with callback
in combobox_numindex
adding string Option 1
LUA ERROR Loaded test/combobox_error
```

Hope this helps...

#2 - 09/30/2016 05:14 AM - Bill Ferguson

Figured out a work around for this, so it's no longer a priority for me.

I did a little more debugging and the one difference that I saw was a call to `value_member` in `combobox.c` with a non existent value, prior to adding the options.

#3 - 05/25/2017 07:36 PM - Dominik Markiewicz

This is not a bug, this is how Lua works. Just make sure you `unpack` is at the end of call. An example:

```
> v={'a','b','c'}
> d={aa='aa', bb='bb', cc='cc', table.unpack(v)}
> for i,j in pairs(d) do print(i,j) end
1    a
2    b
3    c
cc   cc
bb   bb
aa   aa
```

but

```
> v={'a','b','c'}
> d={aa='aa', bb='bb', table.unpack(v), cc='cc'}
> for i,j in pairs(d) do print(i,j) end
1    a
cc   cc
bb   bb
aa   aa
```

For reference please go to <https://www.lua.org/manual/5.3/manual.html#3.4.9> and <https://www.lua.org/manual/5.3/manual.html#3.4.11>

In your case, you can simply switch parameters order and make sure `unpack` is at the end of args list:

```
local choices = {"Option 1", "Option 2", "Option 3"}
local utwc = dt.new_widget("combobox"){
    label = "Unpack Table With Callback",
    tooltip = "Broke",
    value = 1,
    changed_callback = function(self)
        dt.print(self.value)
    end
}
```

```
end,  
  unpack(choices)  
}
```

#4 - 09/11/2018 11:01 PM - Aurélien PIERRE

- Status changed from New to Closed: won't fix

#5 - 09/21/2018 09:54 PM - Roman Lebedev

- Target version changed from Candidate for next minor release to 2.6.0

Files

combobox_error.lua	1.37 KB	09/28/2016	Bill Ferguson
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