1. Inconsistent scroll area in Fl_Help_View

Fl_File_Browser

Fl_Help_View
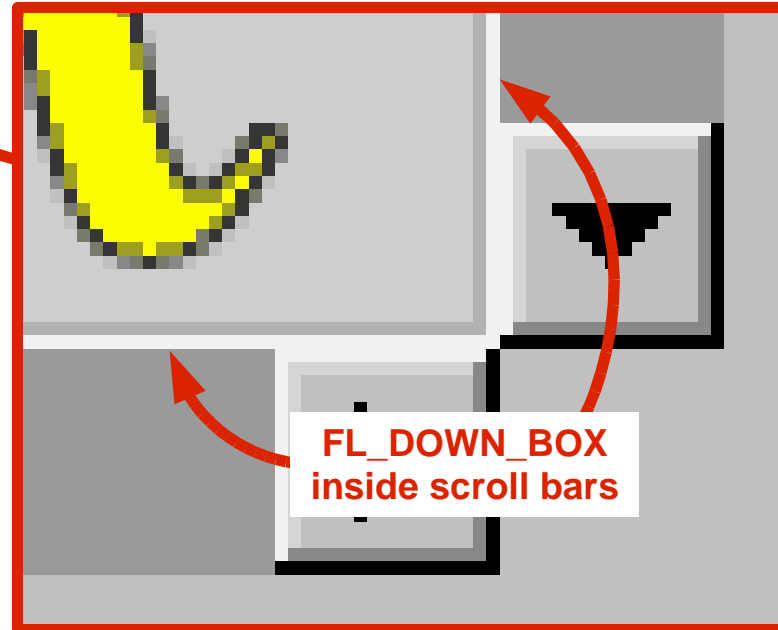
**FL_DOWN_BOX
inside scroll bars**
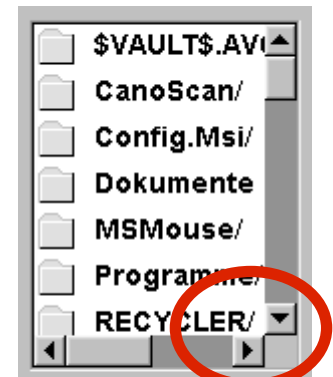
There are at least three different situations where scrollbars appear: Fl_Browser_, Fl_Text_Display and Fl_Help_View.

All of these have a FL_DOWN_BOX border around the scroll area. Fl_Browser_ and Fl_Text_Display have the scroll bars inside the border, while Fl_Help_View has the scroll bars outside the borders. The first variant looks better IMHO and seems to be the standard also in other GUI toolkits.

2. Jumping submenu item (plastic scheme)

Unselected   Selected
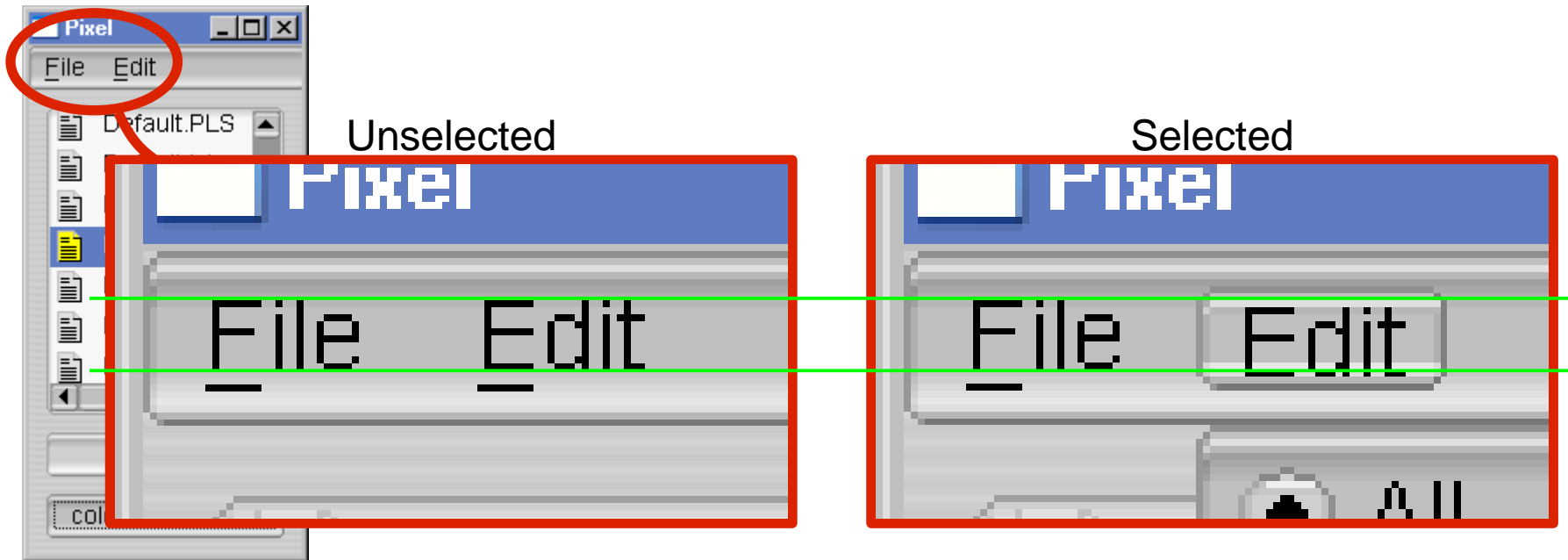
If with the pastic scheme a menubar has a certain height, the selected menuitem jumps down one pixel and loses its underscore.

That height is the default menu height which FLUID sets for a new menuitem. The jumping is even visible in FLUIDs menu itself.
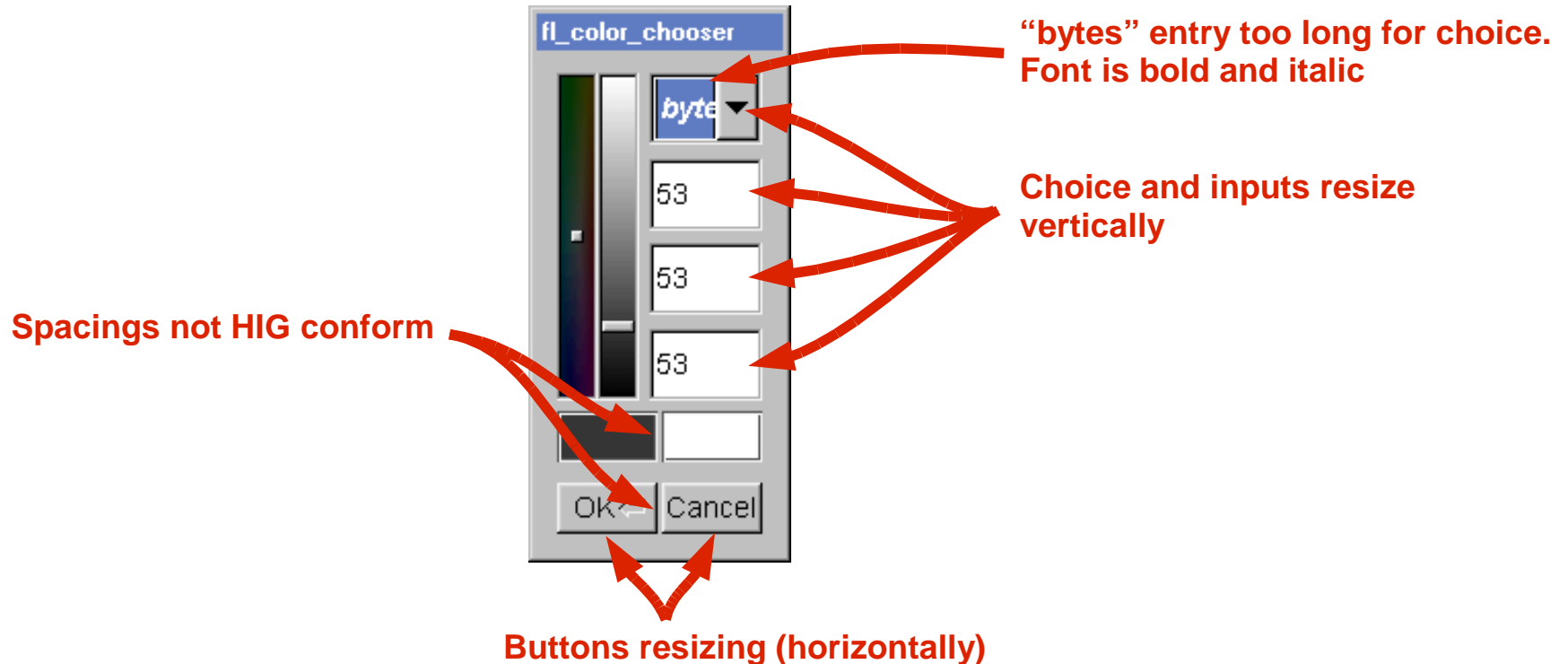
3. Buttons' focus 1 pixel too flat and narrow (plastic)

Plastic scheme, Button with focus

4 pixel

4px

color chooser

5px
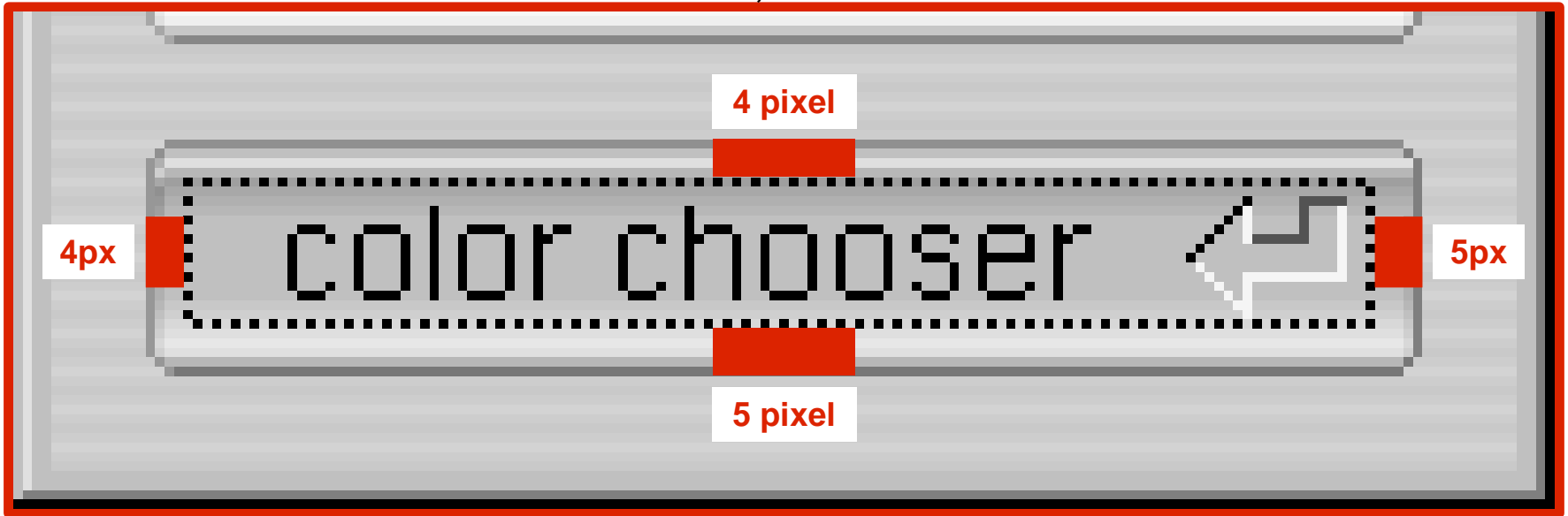
5 pixel

Buttons, Choices and maybe more items have a slightly unsymmetrical focus rectangle in the plastic scheme. Actually, the position of it looks good but the width and height should be increased by one pixel.

After the adjusting this, the font will apper to be vertically centerd in the focus rectangle. Now, it looks as if it is bottom aligned to the focus rect.

4. Color chooser not HIG conform

"bytes" entry too long for choice. Font is bold and italic

Choice and inputs resize vertically

Spacings not HIG conform

Buttons resizing (horizontally)

Some minor layout differences in the color chooser. Maybe also a minimum size should be set.

5. File browser items text not centered vertically

Item labels in file browser: not vertically centered
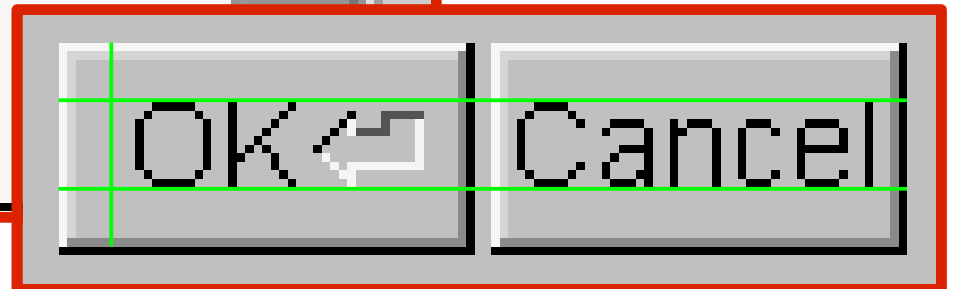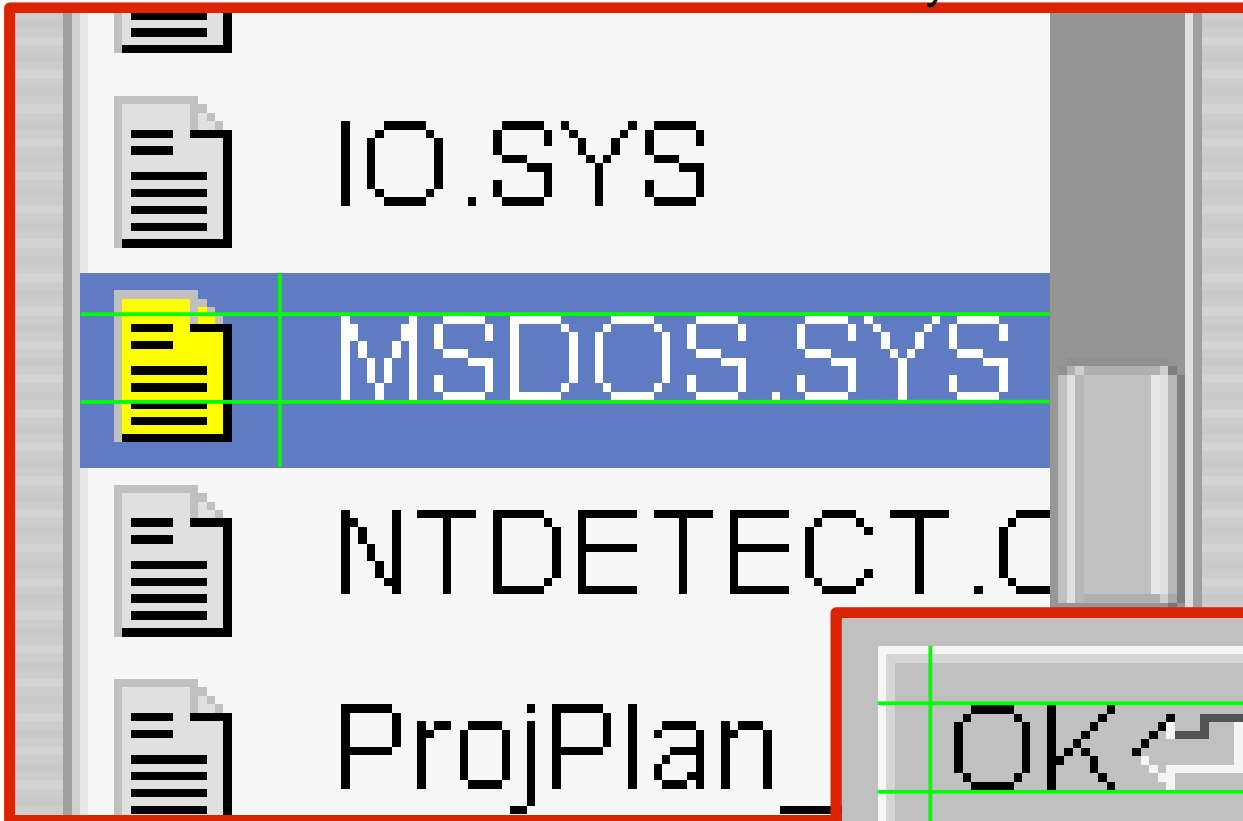
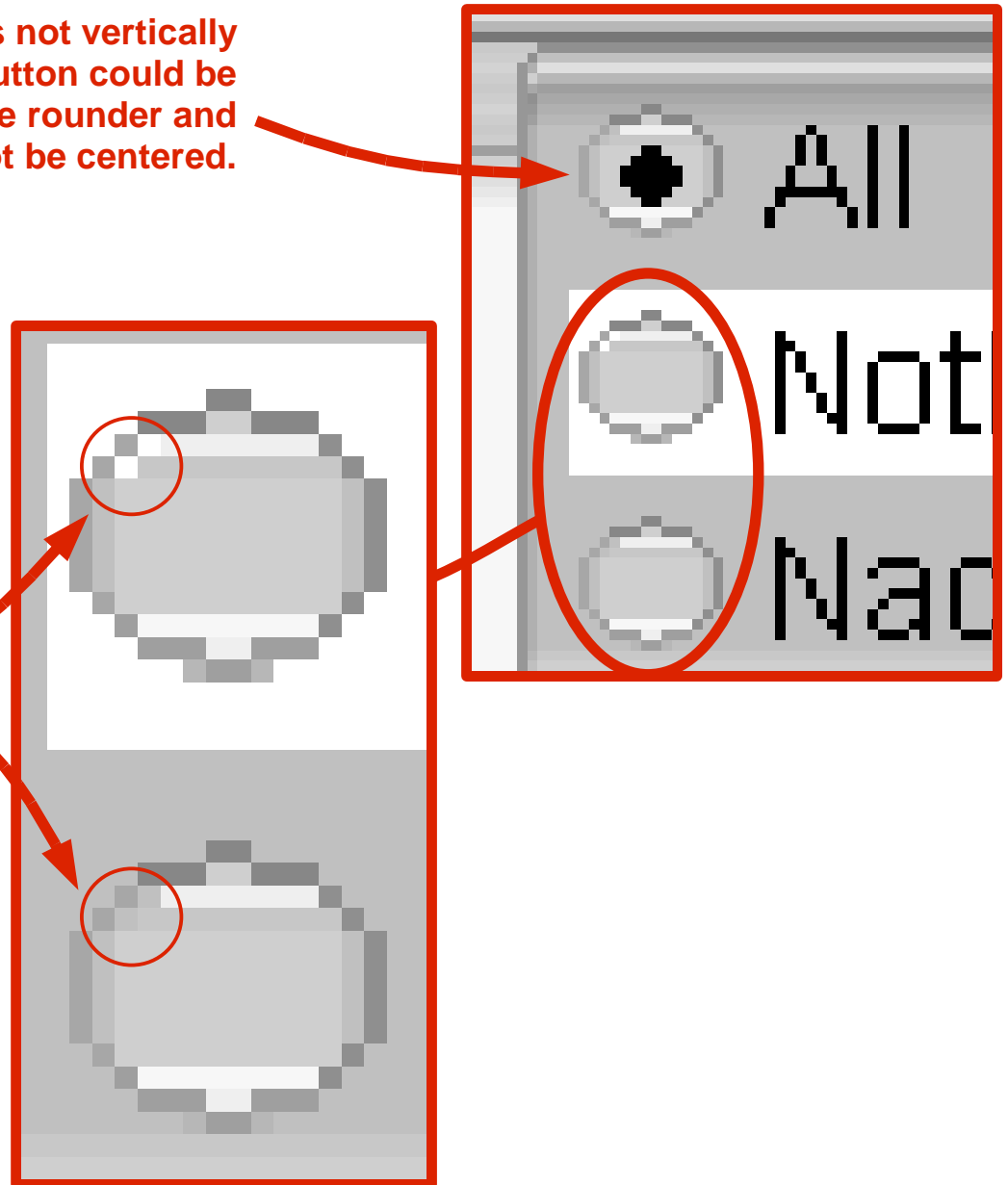Button labels: vertically centered

It seems that the text of a file browser item is not aligned well vertically with the selection and the icon. This seems only to happen with the FLTK file icons.

Compared to for example a label in a button, the text seems to be too close to the top of the selection
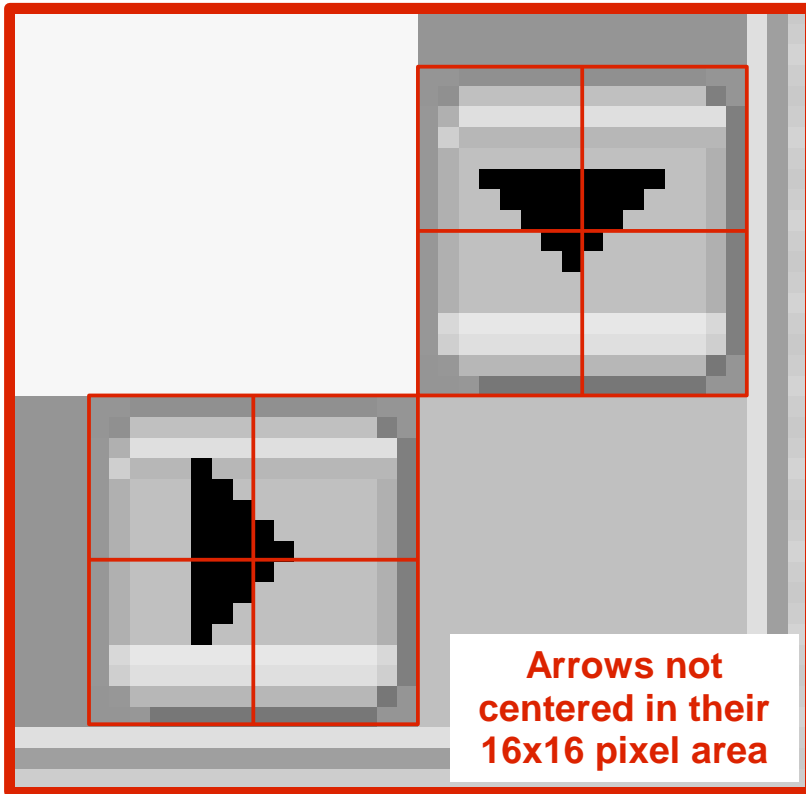
6. Plastic FL_RADIO_BUTTON observations

The inner black dot is not vertically centered. The whole radio button could be one pixel higher in order to be rounder and let the black dot be centered.

Some pixels inside the radio button are translucend and let the backgroud (in the upper example the white highlight) shine through.
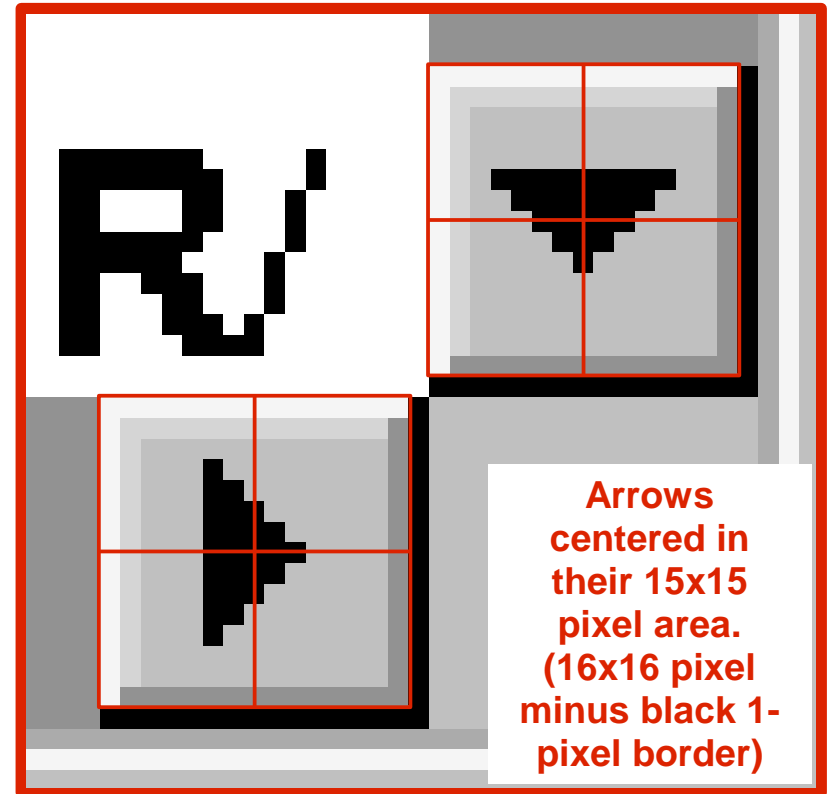
Bonus: Arrows in plastic scheme not centered

Plastic scheme

No scheme

Arrows not centered in their 16x16 pixel area

Arrows centered in their 15x15 pixel area. (16x16 pixel minus black 1-pixel border)

Scrollbars have often 16 pixel width, so have the arrowbuttons. A pixeled triangle must have an uneven width, so it is not possible to center it in a 16x16 pixel area.

The black shadow of non-schemed buttons reduces them by one pixel, so that the triangle can be well centered on the remaining 15x15 pixel area.

Not so in the plastic scheme. One (unrealistic) solution: make scrollbars 15 or 17 pixels wide in plastic scheme. Or better leave it as it is ;)