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Subject: Ide + docking package

Posted by [unodgs](#) on Wed, 15 Oct 2008 20:36:30 GMT

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Just wanted to inform you that together with James (mrjt) we've started work on adding docking package to the ide. I merged mrjt changes done to nv branch with the trunk (localy for now). The current progress so far presents a screenshot below. There is of course a lot of work to do - like saving/loading layouts, additional menu that allows to switch on/off any window, editor tabbar integration - but it should be done in reasonable time

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## File Attachments

1) [idedc.jpg](#), downloaded 883 times

Packages (Workspace)

- DirectXTest
  - CtrlLib
  - DXCtrl
  - CtrlCore
  - RichText
  - PdfDraw
  - Draw
  - plugin\bmp
  - Core
  - plugin\z
  - plugin\png
  - <prj-aux>
  - <ide-aux>
  - <temp-aux>
  - <meta>

# Files (Workspace)

# Core.h	# Diag.h
# Defs.h	Log.cpp
Cpu.cpp	Debug.cpp
Mt.h	Util.h
Mt.cpp	Util.cpp
OL_Set.cpp	mathutil.cpp
Global.h	<b>Containers</b>
HeapImp.h	# Algo.h
heaputil.cpp	# Topt.h
sheap.cpp	# Vcont.h
lheap.cpp	# BiCont.h
heap.cpp	# Vcont.hpp
heapdbg.cpp	Util.cpp
String.h	# Index.h
AString.hpp	# Map.h
String.cpp	# Index.hpp
WString.cpp	# Other.h
StrUtil.cpp	Hash.cpp
CharSet.h	<b>Concretes</b>
CharSet.cpp	# Cbgen.h
Decimal.h	# Callback.h
Decimal.cpp	Callback.cpp
Kernel32W.dli	# TimeDate.h
Mpr32W.dli	TimeDate.cpp
Path.h	# Value.h
Path.cpp	Value.cpp
NetNode.cpp	# Format.h
App.h	Format.cpp
App.cpp	# Convert.h
Stream.h	Convert.cpp
Stream.cpp	# Color.h
BlockStream.cpp	Color.cpp
Profile.h	# Gtypes.h

```
};

#define D3DFVF_CUSTOMVERTEX (D3DFVF_XYZ|D3DFVF_DIFFUSE)

DirectXTest::DirectXTest ()
{
    CtrlLayout (*this, "DirectX Test");
    Sizeable().Zoomable();

    dx.WhenRender = THISBACK(Render);
    dx.WhenInit = THISBACK(InitGeometry);
    exit <<= THISBACK(Exit);

    vb = NULL;
}

DirectXTest::~DirectXTest ()
{
    if (vb)
        vb->Release();
}

void DirectXTest::Exit ()
{
    Close();
}

void DirectXTest::InitGeometry ()
{
    CUSTOMVERTEX g_Vertices[] =
    {
        { -1.0f, -1.0f, 0.0f, 0xffff0000, },
        { 1.0f, -1.0f, 0.0f, 0xff0000ff, },
        { 0.0f, 1.0f, 0.0f, 0xffffffff, },
    };
};
```

Console (Tools)

```
----- plugin\z ( MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC ) ( 1 / 3 )
----- Core ( MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC ) ( 2 / 3 )
----- BinarySearch ( MAIN MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC ) ( 3 / 3 )
C:\Dev\Upp.out\MSC90.Debug.Debug_full.Shared.So\BinarySearch.exe (826880)

OK. (0:00.17)
```

Subject: Re: Ide + docking package  
Posted by [captainc](#) on Wed, 15 Oct 2008 21:31:17 GMT  
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Very very cool

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Subject: Re: Ide + docking package  
Posted by [tojocky](#) on Thu, 16 Oct 2008 05:29:12 GMT  
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Nice work!  
This is in svn now?

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Subject: Re: Ide + docking package  
Posted by [unodgs](#) on Thu, 16 Oct 2008 08:26:25 GMT  
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tojocky wrote on Thu, 16 October 2008 01:29Nice work!  
This is in svn now?  
not yet - until it will get required functionality

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Subject: Re: Ide + docking package  
Posted by [Infausto](#) on Fri, 06 Mar 2009 19:55:25 GMT  
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when the dock package will be integrated in svn?

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Subject: Re: Ide + docking package  
Posted by [unodgs](#) on Fri, 06 Mar 2009 21:55:29 GMT  
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Infausto wrote on Fri, 06 March 2009 14:55when the dock package will be integrated in svn?  
I have it integrated. As soon as I finish modifying the ide I'll move it from bazaar to uppsrc.

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Subject: Re: Ide + docking package  
Posted by [Infausto](#) on Fri, 06 Mar 2009 22:07:11 GMT  
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great news. I'll be waiting...

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