
Subject: Docking: Future request!

Posted by [tojocky](#) on Thu, 15 Jul 2010 12:15:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello All,

I propose to add new future in docking visualization process like in Visual Studio. I like this realization and seems to be more intuitive!

The process like this:

1. On margins of the main window paints the dock icon options (seems to be in the image package)
2. In the middle of the window where mouse over paint all the docking options and tabbing.
3. When mouse over to a docking/tabbing option do not resize the controls but only paint the transparent blue window.

The image is attached:

Thank you, Ion Lupascu (tojocky)

File Attachments

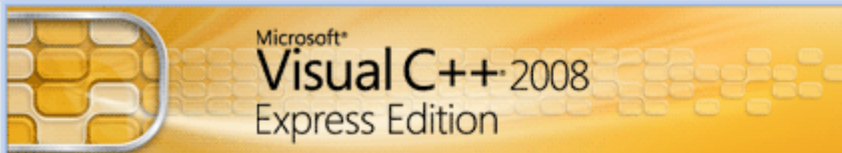
1) [docking.PNG](#), downloaded 1273 times

Start Page - Visual C++ 2008 Express Edition

File Edit View Tools Window Help

buildoci

Start Page



Recent Projects

- ocilib_dll_vs2008
- Gurtle
- example
- PluginFramework
- PluginFramework
- xml_validator

Open: Project...
Create: Project...

Getting Started

Create Your First Application

- Video Feature Tour
- Learn Visual C++
- Develop Native Windows Applications
- Develop Games
- Download Additional Content

Microsoft Visual C++ Express

Expression 4 just launched! Download the ultimate companion to Visual Studio today!

Mon, 7 Jun 2010 15:00:00 GMT - Visit the Microsoft Expression Web site to find out more.

Microsoft® Silverlight® 4 Tools for Visual Studio 2010 and WCF RIA Services 1.0 have

Mon, 17 May 2010 21:00:00 GMT - Visit the Microsoft Silverlight Web site to download them.

Microsoft® Visual Studio® 2010 Express is now available!

Mon, 12 Apr 2010 17:00:00 GMT - On April 12, 2010, Microsoft released the next version of Visual Studio. Among the many enhancements and new features, the Visual Studio 2010 Express products offer new features and support for .NET Framework 4. Visit the Microsoft Express Web site for more details and to download.

Visual Studio 2010 launches in Vegas on April 12th!

Wed, 17 Feb 2010 21:00:00 GMT - The Visual Studio 2010 Launch is the event of the year! Join Bob D'Amico in Vegas!

Visual Studio 2010 Express Beta 2 is now available

Wed, 21 Oct 2009 19:00:00 GMT - Unleash your creativity with the newest version of Visual Studio. Beta 2 offers you an exciting experience with the new integrated development environment, a new user interface (WPF) and support for the new .NET Framework. Download and get started today!

Attention Visual Studio 2005 Express Edition Users

Mon, 10 Oct 2009 19:00:00 GMT - A new Visual Studio 2005 Express Edition is now available. Download and get started today!

Output

Show output from:



Code Definition Window Call Browser Output Find Results 1

Use the guide diamond to choose a docking location. To prevent docking, hold down CTRL.



Subject: Re: Docking: Future request!
Posted by [mrjt](#) on Thu, 15 Jul 2010 12:42:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well this one's easy because it's already included

Just inherit from PopUpDockWindow instead of DockWindow. There is one bug with the 'Dock-as-tab' indicator that prevents correct resizing after the user aborts docking, but it's very minor and I don't have time to fix it now.

It also differs slightly from VS because it will do the resizing animation. This is partly because it's really, really hard to draw the blue semi-transparent square correctly in Upp. Maybe I'll have another go sometime.

Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Thu, 15 Jul 2010 14:10:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrjt wrote on Thu, 15 July 2010 15:42Well this one's easy because it's already included

Just inherit from PopUpDockWindow instead of DockWindow. There is one bug with the 'Dock-as-tab' indicator that prevents correct resizing after the user aborts docking, but it's very minor and I don't have time to fix it now.

It also differs slightly from VS because it will do the resizing animation. This is partly because it's really, really hard to draw the blue semi-transparent square correctly in Upp. Maybe I'll have another go sometime.

The problem seems to be solved a part. But Somethings is missing.

I can't reproduce this form like in the screenshot with PopUpDockWindow.
Sorry for abstracting.

Regards, Ion Lupascu(tojocky)

File Attachments

1) [dock1.PNG](#), downloaded 1223 times

Start Page - Visual C++ 2008 Express Edition

File Edit View Tools Window Help



buildoci

Start Page

Recent Projects

- locilib_dll_vs2008
- Gurtle
- example
- PluginFramework
- PluginFramework
- xml_validator

Open: Project...

Create: Project...

Getting Started

- Create Your First Application
- Video Feature Tour
- Learn Visual C++
- Develop Native Windows Applications
- Develop Games
- Download Additional Content
- MSDN Forums
- Visual C++ Team Blog
- Visual C++ Developer Center

Microsoft Visual C++ Express

Expression 4 just launched! Download the
Mon, 7 Jun 2010 15:00:00 GMT - Visit the Micros to find out more.

Microsoft® Silverlight® 4 Tools for Visual S
Mon, 17 May 2010 21:00:00 GMT - Visit the Micro site to download them.

Microsoft® Visual Studio® 2010 Express i
Mon, 12 Apr 2010 17:00:00 GMT - On April 12, 2 the next version of Visual Studio Express – Visua Among the many enhancements and new featur 2010 Express products offer multi-monitor capab editor and support for .NET Framework 4. Visit th Web site for more details and to download.

Visual Studio 2010 launches in Vegas on A
Wed, 17 Feb 2010 21:00:00 GMT - The Visual St event of the year! Join Bob Muglia, Scott Guthrie in Vegas!

Visual Studio 2010 Express Beta 2 is now a
Wed, 21 Oct 2009 19:00:00 GMT - Unleash your newest version of Visual Studio 2010 Express. Th Express Beta 2 offers you an exciting experience integrated development environment, a new edit Presentation Foundation (WPF) and support for Framework. Download and get started today!

Attention Visual Studio 2005 Express Editi

Output



Database Explorer



Data Connections

Code Definition Window

No definition selected



Use the guide diamond to choose a docking location. To prevent docking, hold down CTRL.

start



Subject: Re: Docking: Future request!
Posted by [mrjt](#) on Thu, 15 Jul 2010 14:19:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah I see. My Docking package is limited to a single row of items in each side dock. Some of the more complex arrangements from VS are unattainable with it. I originally had a more versatile approach but the complexity is overwhelming, plus it precludes other features like animation.

Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Thu, 15 Jul 2010 14:41:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrjt wrote on Thu, 15 July 2010 17:19Ah I see. My Docking package is limited to a single row of items in each side dock. Some of the more complex arrangements from VS are unattainable with it. I originally had a more versatile approach but the complexity is overwhelming, plus it precludes other features like animation.

Another nice future will be tabbing the main window!

Thank you for great tool!

I will try to test and if is need to contribute!

Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Sat, 08 Jan 2011 09:31:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrjt wrote on Thu, 15 July 2010 17:19Ah I see. My Docking package is limited to a single row of items in each side dock. Some of the more complex arrangements from VS are unattainable with it. I originally had a more versatile approach but the complexity is overwhelming, plus it precludes other features like animation.

Hello,

I'm ready to work for add the proposed functionality.

What do you think about this?

Do you have any ideas?

Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Sun, 16 Jan 2011 21:33:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK,
I have achieved my future request.

Now, I will add possibility to tabbing main screen view.

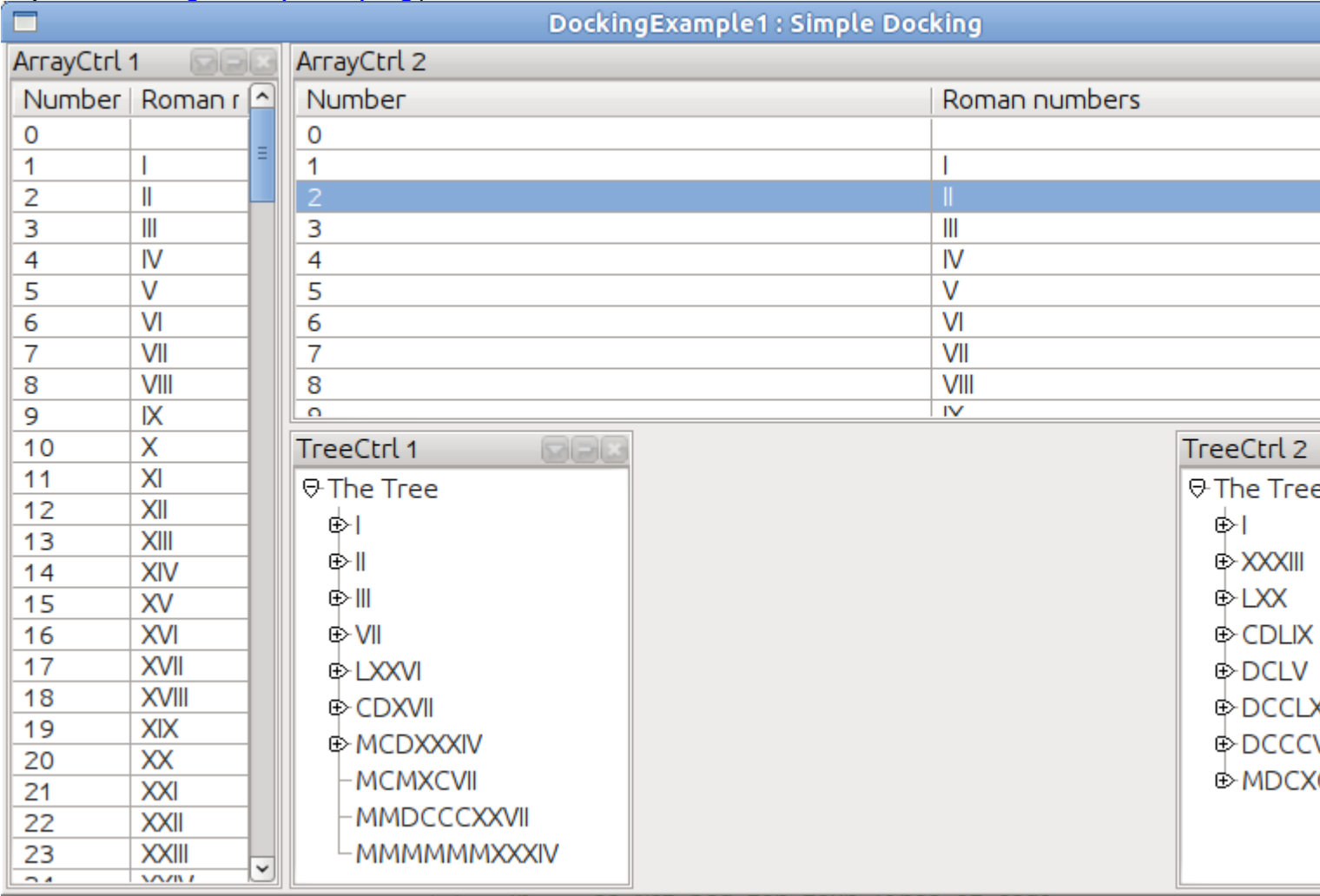
I have One problem.

How Can I paint a rectangle with alpha transparency over child controls (frames too)?

Thank you in advance!

File Attachments

1) [DockingExample.png](#), downloaded 1117 times



Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Sat, 22 Jan 2011 09:59:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok,

I have finished with tabbing and more flexible docking mechanism.

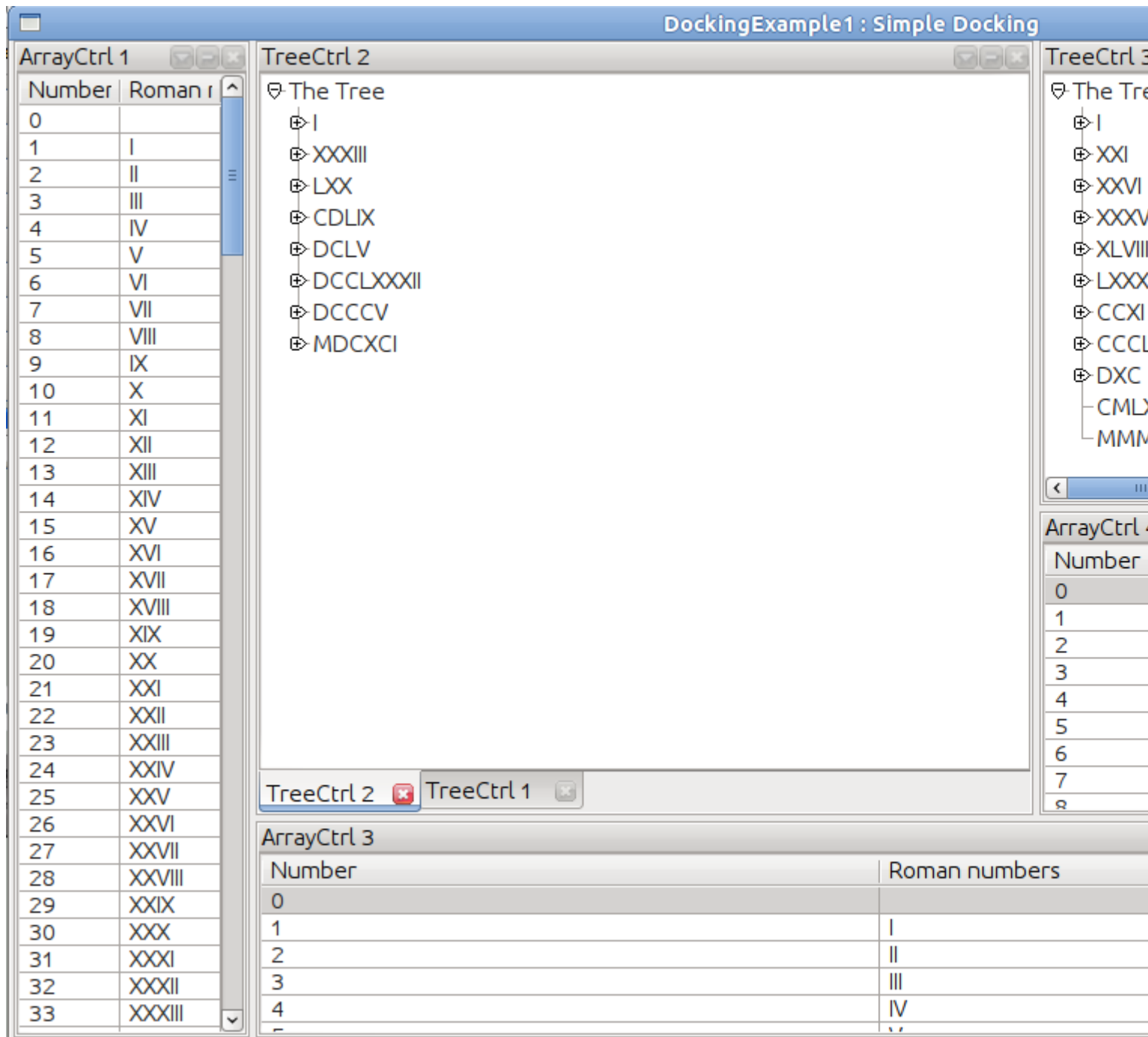
Remain to finish:

1. to Make nested docking for left, top, right, bottom docking, not only tabbed nested docking;
2. To make possibility for tabbing nested tabs not only bottom (left, top and right).
3. to Save and restore settings;
4. TO finish with highlight effect. (optional).
5. to optimize the code.

I will share the code when the code will be finished.

File Attachments

1) [docking3.png](#), downloaded 1086 times



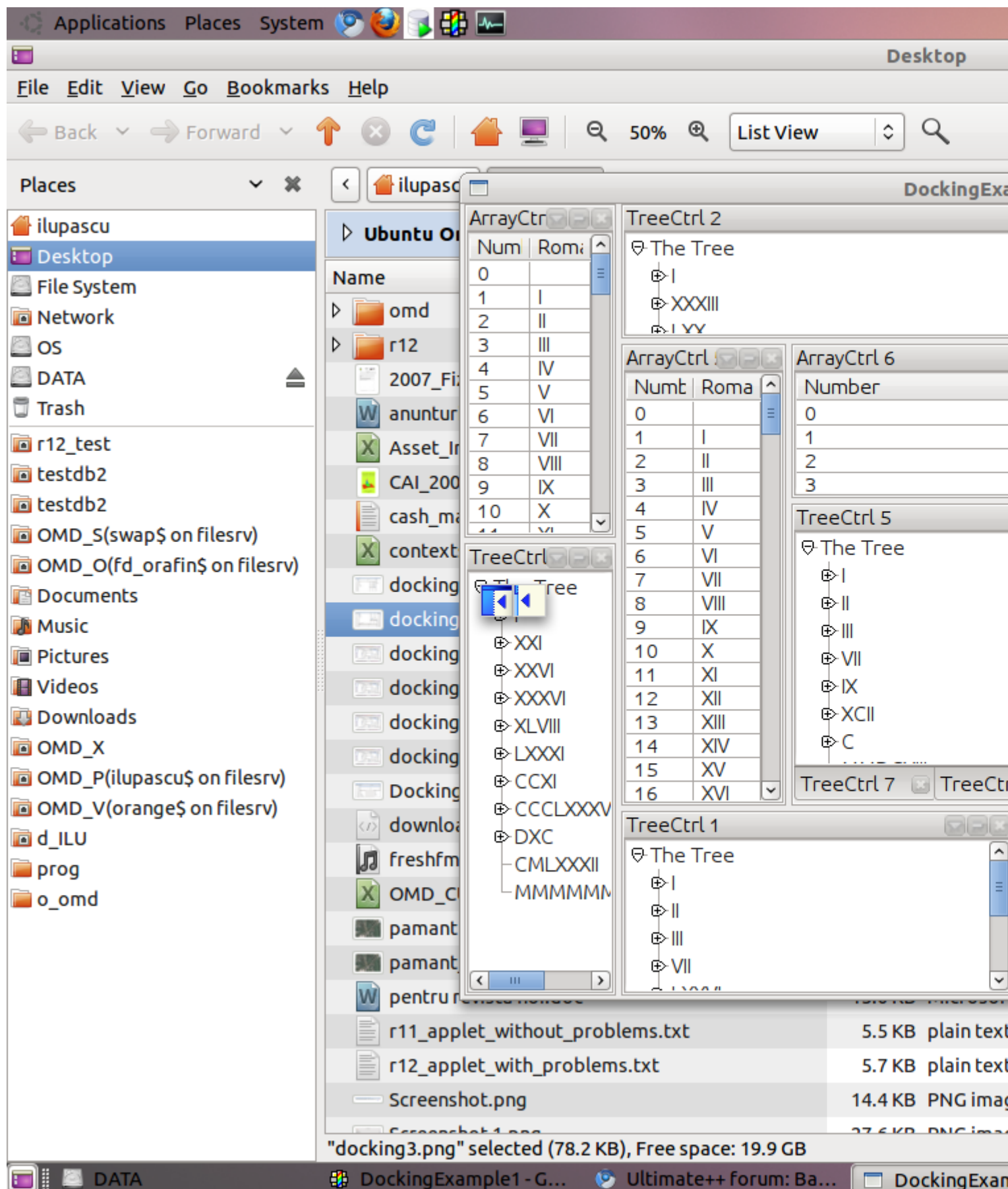
Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sat, 22 Jan 2011 10:26:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [docking10_1.png](#), downloaded 996 times



Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Sat, 22 Jan 2011 10:28:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [docking10_2.png](#), downloaded 1030 times

Applications Places System  Desktop

File Edit View Go Bookmarks Help

Back Forward Up Home Refresh Search 50% List View

Places

- ilupascu
- Desktop
- File System
- Network
- OS
- DATA
- Trash
- r12_test
- testdb2
- testdb2
- OMD_S(swap\$ on filesrv)
- OMD_O(fd_orafin\$ on filesrv)
- Documents
- Music
- Pictures
- Videos
- Downloads
- OMD_X
- OMD_P(ilupascu\$ on filesrv)
- OMD_V(orange\$ on filesrv)
- d_ILU
- prog
- o_omd

ilupascu

Ubuntu C

Name

- omd
- r12
- 2007_F
- anuntu
- Asset_
- CAI_20
- cash_m
- contex
- dockin
- dockin
- dockin
- dockin
- dockin
- Dockin
- downlo
- freshfr
- OMD_c
- paman
- paman
- pentru revista noi.doc
- r11_applet_without_problems.txt
- r12_applet_with_problems.txt
- Screenshot.png
- Screenshot1.png

ArrayCtrl

Num	Roma
0	
1	I
2	II
3	III
4	IV
5	V
6	VI
7	VII
8	VIII
9	IX
10	X

TreeCtrl 2

- The Tree
 - I
 - XXXIII
 - LXX
 - CDLIX
 - DCLV
 - DCCLXXXII
 - DCCCV

ArrayCtrl

Num	Roma
0	
1	I
2	II
3	III
4	IV
5	V
6	VI
7	VII
8	VIII
9	IX
10	X
11	XI

ArrayCtrl 6

Number
0
1
2
3

TreeCtrl 5

- The Tree
 - I
 - II
 - III

TreeCtrl 1

- The Tree
 - I
 - II
 - III
 - VII

"docking3.png" selected (78.2 KB), Free space: 19.9 GB

DATA DockingExample1 - G... Ultimate++ forum: Ba... DockingExan

Subject: Re: Docking: Future request!
Posted by [unodgs](#) on Sat, 22 Jan 2011 15:59:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool I like positioning windows this way. Previously I liked more animations but I changed my mind, especially that if content of the application is complex animation becomes slow. Could you put somewhere your code?

Subject: Re: Docking: Future request!
Posted by [tojocky](#) on Sat, 22 Jan 2011 21:52:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Sat, 22 January 2011 17:59Cool I like positioning windows this way. Previously I liked more animations but I changed my mind, especially that if content of the application is complex animation becomes slow. Could you put somewhere your code?
Of course,

But the code is still unfinished.

If you have another ideas, let me know.

Thanks to authors who created this package!

ADD:

Removed need to add docking registrations in separate method. Now it can be registrable in constructor!

File Attachments

1) [docking_src.7z](#), downloaded 384 times

Subject: Re: Docking: Future request!
Posted by [281264](#) on Tue, 01 Feb 2011 12:24:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Excellent!

Docking still does not work 100% correctly with OpenGL (U++-GLCtrl) when more than one mode provokes an incorrect assignment of the device context between the different GLCtrls and

It would be great if, forming part of this Docking upgrade, you could investigate and eventually fix this limitation.

Many thanks,

Javier

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Tue, 01 Feb 2011 18:51:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

281264 wrote on Tue, 01 February 2011 14:24Excellent!

Docking still does not work 100% correctly with OpenGL (U++-GLCtrl) when more than one mode provokes an incorrect assignment of the device context between the different GLCtrls and

It would be great if, forming part of this Docking upgrade, you could investigate and eventually fix this limitation.

Many thanks,

Javier

I will try to investigate this problem. I afraid that this is the OpenGL problem.
