
Subject: Re: DockCtrl (A dockable window widget for U++)

Posted by [Oblivion](#) on Sun, 07 Oct 2007 16:58:35 GMT

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I have added a working TheIDE screenshot with DockCtrl. I couldn't post the modded TheIDE executable, the file limit is 2 MB and I don't know if it will be legal to do so. So if Mirek (I'm calling you Mirek, but hope you don't mind) or any other developers can confirm that it is legal, I will compress and upload a Win32 executable of TheIDE 709-Dev1 asap.

Here is the actual code:

in ide.h

```
// Splitter  pfsplit;
```

```
// Splitter  wesplit;
```

```
//=====
```

```
// DockCtrl declarations.
```

```
// -----
```

```
// DockCtrl dockctrl (main control)
```

```
//
```

```
// DockWindows are used instead of the splitters:
```

```
// pfsplit -> packagelistdock, filelistdock;
```

```
// bottom -> bottomdock
```

```
//=====
```

```
DockCtrl  dockctrl;
```

```
DockWindow packagelistdock, filelistdock, bottomdock;
```

in ide.cpp (Ide::SetMain())

```
//=====
```

```
// Actual DockCtrl code...
```

```
//=====
```

```
if(dockctrl.IsOpen() || dockctrl.IsChild()) dockctrl.Remove();
```

```
    Add(dockctrl.Base(this).SetPaneSize(180).Dock(packagelistdock k.SetLabel(
"Packages").Left().SShow().SetIcon(Idelmg::Package())));
```

```
    dockctrl.SetPaneSize(180).Dock(filelistdock.SetLabel("File
List").Left().SShow().SetIcon(Idelmg::Source()));
```

```
    dockctrl.SetPaneSize(260).Dock(bottomdock.SetLabel("Bottom
Pane").Bottom().SShow().SetIcon(Idelmg::console()));
```

```
//=====
```

```
//
```

```
//=====
```

(this is the actual and-will-be syntax of DockCtrl(SetIcon() is optional).

in idewin.cpp 9 lines of code commented out.

```
// editor_bottom.Vert(right_split, bottom);  
// editor_bottom.SetPos(8000);  
  
// pfsplit.SetPos(2000);  
// pfsplit.Vert(package, filelist);  
// wesplit.Vert(pfsplit, editor_bottom);  
// wesplit.SetPos(10);  
// Add(wesplit);  
// packagelistdock.Float();
```

and added:

```
packagelistdock << package.SizePos();  
filelistdock << filelist.SizePos();  
bottomdock << bottom.SizePos();
```

And, yes it is working and this easy. Hide bottom pane and hide workspace codes are broken, but the can be fixed by adding

```
dockctrl.ShowxxxPane()  
dockctrl.HidexxxPane()
```

codes at appropriate lines.

(here xxx is left,right, top, bottom (eg. ShowLeftPane()))

(probably there are more difficulties that I will encounter, but it's neither TheIDE's nor DockCtrl's fault).

Regards

File Attachments

- 1) [DockCtrlWrapped TheIDE.jpg](#), downloaded 450 times
 - 2) [DockCtrlWrapped TheIDE 2.jpg](#), downloaded 462 times
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