Subject: Re: Docking: How to dock to the entire portion of what remains?
Posted by mrjt on Sun, 30 May 2010 23:46:22 GMT
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Well, the idea with docking is that you shouldn't have to be worrying about such things, it is up to the user. That is kind of the whole point. If you don't want this flexibility there are simpler ways of doing things without Docking.

And with serialization you don't even have to make the initial/default layout with code, you can set it up in the app and save it.

However, if you care about such things it is supportted. The sizing of widgets is determined by their size hints (min, std, max) and the order in which they are docked can be controlled in two ways:
1- Add the widgets in order (left to right, top to bottom)
2- Use the Dock function that has the position/pos parameter (I don't have code access right now, but it's something like DockWindow::Dock(int align, int pos). Then you can dock them in any order you like.

Other things are taking up my time at the moment so big changes are unlikely but I'm open to suggestions for improvements. Incidentally I added comments to DockWindow.h in my last update to make things a bit clearer (I hope) so you may want to update from the SVN if you haven't already.

James