
Subject: Splitter: New Callback WhenEndResize
Posted by [tojocky](#) on Mon, 31 May 2010 15:27:12 GMT
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Hello,

I propose to add new callback in Splitter class: WhenEndResize.

This callback is very important when i have a ImageCtrl or other control that takes time on refreshing data by resizing (raster size by ctrl size to a big image).

The patch is:

Index: uppsrc/CtrlLib/Splitter.cpp

```
=====
--- uppsrc/CtrlLib/Splitter.cpp (revision 2445)
+++ uppsrc/CtrlLib/Splitter.cpp (working copy)
@@ -85,6 +85,10 @@
     if(HasCapture() && mouseindex >= 0 && mouseindex < pos.GetCount()) {
         SetPos(ClientToPos(p), mouseindex);
         WhenAction();
+
+ if(!is_captured){
+ is_captured = true;
+ }
     }
 }

@@ -108,6 +112,11 @@
 }

void Splitter::LeftUp(Point p, dword keyflags) {
+ if(is_captured){
+ is_captured = false;
+ if(WhenEndResize)
+ WhenEndResize();
+ }
    Refresh();
}

@@ -249,6 +258,7 @@
}

Splitter::Splitter() {
+ is_captured = false;
    style = -1;
    pos.Add(5000);
    width = 4;
Index: uppsrc/CtrlLib/Splitter.h
```

```
=====
--- uppsrc/CtrlLib/Splitter.h (revision 2445)
+++ uppsrc/CtrlLib/Splitter.h (working copy)
@@ -7,7 +7,7 @@
 virtual void LeftUp(Point p, dword keyflags);
 virtual Image CursorImage(Point p, dword keyflags);
 virtual void Serialize(Stream& s);
-
+ Callback WhenEndResize;
public:
 struct Style : ChStyle<Style> {
 Value vert[2], horz[2];
@@ -66,6 +66,8 @@

 Splitter();
 virtual ~Splitter();
+private:
+ bool is_captured;
};

class SplitterFrame : public CtrlFrame, private Ctrl {
```

File Attachments

- 1) [splitter_when_end_resize_patch.patch](#), downloaded 613 times
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