
Subject: Re: Splitter: New Callback WhenEndResize
Posted by [tojocky](#) on Wed, 02 Jun 2010 17:10:08 GMT
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tojocky wrote on Mon, 31 May 2010 18:27Hello,

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 {

```

Mirek, I attached the plain files

File Attachments

1) [Splitter.7z](#), downloaded 446 times
