Subject: Re: Help needed to program an array ctrl.
Posted by dolik.rce on Thu, 02 Sep 2010 11:02:56 GMT
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Hi Javier,

Since no one more skilled answered yet, it looks like I will have to do it

1) I assume you already has the struct ready, it is really simple.

2) You should decide wheather you want to use the ArrayCtrl just for displaying the state of
Layers, or if you actually want to use it to modify them as well. I guess it is more user friendly to
have the actual controls in the ArrayCtrl, similar to e.g. Layers dialog in photoshop.
a,e) This is simple, just have a look to reference/ArrayCtrl*
b,d) I would use a Button, changing image in the WhenAction callback, possible also set same
color as background and no frame, to make it look better.
c) I think you don't need separate switch, you can use the layer that is currently selected in
ArrayCtrl as the active one.

3) You can choose many strategies... In some cases it is enough to have the informations in
ArrayCtrl alone and access them when necessary. In other cases, especially when you need to
pass the layers list somewhere etc., you have to either re-create (part of) the ArrayCtrl everytime
the underlaying Vector<Layer> changes, or you can make a function that gathers all the values
from ArrayCtrl and creates the Vector<Layer> which can be done worked with further. This
depends a lot on your actual needs...

I will try to put together some basic code and post it up here for you later if I have some spare
time...

Best regards,
Honza