Subject: Re: User configurable menu system - XMLMenu - Help requested !
Posted by koldo on Mon, 17 Oct 2011 19:40:59 GMT

Hello Massimo

It is almost finished.

There is a division by zero problem here, easily solved with added code:

```
void XMLBarsEditor::Layout(void)
{
 if (GetSize().cx == 0) //Added to avoid division between zero
  return;
 horzSplitter.SetPos(10000 * selectorSize.cx / GetSize().cx);
}
```

In window 3, the "Separator" creates a second level in the tree. However IMHO it would have to be just a separator:

Now the commands can be moved in window 3, but they cannot be moved from 1 to 3 or from 3 to 1 (or to "trash bin").

File Attachments
1) d.PNG, downloaded 890 times