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Subject: Re: [PROPOSAL] Redesigned Assembly Setup Dialog

Posted by [Oblivion](#) on Wed, 06 Jun 2018 17:17:31 GMT

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Hello Sender Ghost,

Quote:

I think, that this may depend from experience of concrete person. There is maybe some purpose for current design. For example, possibility to copy/paste needed string(s).

Fair point. Its aesthetics certainly has a personal aspect. But the proposed design, I believe, is also functionally better.

It is functionally a drop-in replacement.

Allow me to explain this step by step:

The current "Assembly setup" dialog allows to configure "Package nests" with using a single `EditString`.

The ">" button is multi-functional for "Package nests", which allows to:

- Add path for new nest, if cursor after last ";" character or nests are empty
- Change path for selected nest (e.g. between ";" character(s)) otherwise

So does the proposed design.

Instead of using a single `EditString`, it uses an array with per-row directory selectors. Namely, ">" buttons.

This gives us some advantages:

- 1) Nests can be easily edited and selected. Editing, selecting, or changing the order of the nests in the original design can become tedious if you have, say, 10 nests in an assembly.
- 2) Since the order of nests are important, `arrayctrl` allows them to be arranged, rearranged, inserted, deleted, multiselected easily, using both control keys and context menu.
- 3) Nest selector dialog (the ">" button that appears when a row is edited, is also able to show existing nests on its Places (bookmarks) panel, which makes the new design even more practical.

Quote:

I think, that possible to implement what you proposed for "Package nests" in a separate window, which invoked on some `FrameRight<Button>` click (e.g. near ">" button). Attached some patch as example (based on 11983 revision).

But this is how the new design works :) Did you see the first screenshot, or applied the patches?

The second screenshot is simply the directory selector for selecting nests, when the ">" button of an array row is clicked. And it shows how it automatically displays the existing nests.

You can find the latest version of the patched files below.

Best regards,  
Oblivion

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#### File Attachments

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- 1) [Ide-Patche-Files.zip](#), downloaded 320 times

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