Subject: how can I draw on the top of a dockwindow? Posted by aftershock on Sun, 06 Jan 2019 14:18:18 GMT

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```
Hi,

I have tried to draw on the top of a dockwindow
I have something like this.
class main: public DockWindow
{

and
void main::Paint(Draw& w)
{

w.DrawEllipse(dot_x,dot_y,12,12,Black());
DockWindow::Paint(w);
}

but this does not work unless there is empty space between the docked windows..
the size of the Window tends to be zero....if everything is docked.
I would like to draw on the top of them.

A.
```

Subject: Re: how can I draw on the top of a dockwindow? Posted by mirek on Tue, 08 Jan 2019 08:34:48 GMT View Forum Message <> Reply to Message

Then I didni meedage with topiy to meedage

```
aftershock wrote on Sun, 06 January 2019 15:18Hi,

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```

Α.

Hi,

not exactly sure if that is supported at the moment, BUT the obvious quirk in above code is that DockWindo::Paint overpaints your ellipse. Try to swap those lines.

Mirek

Subject: Re: how can I draw on the top of a dockwindow? Posted by aftershock on Tue, 08 Jan 2019 14:38:52 GMT View Forum Message <> Reply to Message

That does not work.

Subject: Re: how can I draw on the top of a dockwindow? Posted by Oblivion on Tue, 08 Jan 2019 14:49:48 GMT View Forum Message <> Reply to Message

Hello aftershock,

DockWindow acts as a container. The way to go is adding a ctrl to dockwindow (not as DockableCtrl but using a plain ctrl. E.g. Ctrl::Add(myctrl.SizePos())), and overriding its Paint method. Have you tried that?

Best regards, Oblivion

Subject: Re: how can I draw on the top of a dockwindow? Posted by aftershock on Tue, 08 Jan 2019 16:06:02 GMT View Forum Message <> Reply to Message

Oblivion wrote on Tue, 08 January 2019 15:49Hello aftershock,

DockWindow acts as a container. The way to go is adding a ctrl to dockwindow (not as DockableCtrl but using a plain ctrl. E.g. Ctrl::Add(myctrl.SizePos())), and overriding its Paint method. Have you tried that?

Best regards, Oblivion

No...but I have just done so... Same result..

The window size is the remaining part of the full window where there are no docked windows...

Subject: Re: how can I draw on the top of a dockwindow? Posted by Oblivion on Tue, 08 Jan 2019 16:13:13 GMT

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Ok, did you use SizeHint() for dockable windows. You can specify min and max sizes for dockable windows so that they cannot cover the whole area.

And if you can post a basic example (prefeably zipped) I can examine it.

Best regards, Oblivion

Subject: Re: how can I draw on the top of a dockwindow? Posted by aftershock on Tue, 08 Jan 2019 16:18:54 GMT

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I would like to draw something on the top of the whole window... treating the whole window as one canvas..

I would draw on the docked window as well

Subject: Re: how can I draw on the top of a dockwindow? Posted by Oblivion on Tue, 08 Jan 2019 16:28:55 GMT View Forum Message <> Reply to Message

Ok, Something like this?

This is a modified version of upp/reference/DockingExample: (https://www.ultimatepp.org/reference\$DockingExample1\$en-us.h tml)

Add the below code (no any other alterations needed):

virtual void Paint(Draw& w)
{
 DockWindow::Paint(w);

```
w.DrawRect(GetSize(), Gray());
w.DrawImage(GetSize() / 2, CtrlImg::reporticon());
}
```

Is this what you need?

Best regards, Oblivion

File Attachments

1) dockwindow-paint.png, downloaded 594 times

Subject: Re: how can I draw on the top of a dockwindow? Posted by aftershock on Tue, 08 Jan 2019 21:47:39 GMT View Forum Message <> Reply to Message

This is what happens, yes.. but this is not what I would like to achieve but I would like to draw on the top of the docked windows as well your code should grey the whole window....it does not do that. R sign should dominate the whole window

You just drew on the remaining area as far as I can see,

Can you do it so...that the whole window is treated as one... E,g, your roman image would appear on the top of roman number table?

Subject: Re: how can I draw on the top of a dockwindow? Posted by Didier on Fri, 11 Jan 2019 15:43:02 GMT

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Hi,

Have you tried adding simply adding a static ctrl (which doesn't catch mouse events) over the dockwindow.

I think this should work.

Subject: Re: how can I draw on the top of a dockwindow? Posted by aftershock on Sat, 12 Jan 2019 12:46:25 GMT

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I think that was recommended earlier.

Subject: Re: how can I draw on the top of a dockwindow? Posted by Didier on Sun, 13 Jan 2019 12:43:16 GMT

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Hello aftershock,

rather than a long discussion, I think the following example, which illustrates my proposition, is what you need

File Attachments

1) DrawOVerApp_example.tar.gz, downloaded 253 times