
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

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

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A.

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

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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

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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

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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

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Ok,
Something like this?

This is a modified version of `upp/reference/DockingExample:` (
[https://www.ultimatepp.org/reference\\$DockingExample1\\$en-us.h tml](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 680 times

Number	Roman numbers
0	
1	I
2	II
3	III
4	IV
5	V
6	VI
7	VII
8	VIII
9	IX
10	X
11	XI

Number	Roman numbers
0	
1	I
2	II
3	III
4	IV
5	V
6	VI
7	VII
8	VIII
9	IX
10	X
11	XI
12	XII
13	XIII
14	XIV

The Tree

- ⊕ I
- ⊕ XXXVI
- ⊕ XCVII
- ⊕ CDLV
- ⊕ MMMMMCCCXXVII
- ⊕ MMMMMMDI XXI



Subject: Re: how can I draw on the top of a dockwindow?
 Posted by [aftershock](#) on Tue, 08 Jan 2019 21:47:39 GMT
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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 275 times