
Subject: how can I draw on the top of a dockwindow?

Posted by [aftershock](#) on Sun, 06 Jan 2019 14:18:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

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](#)

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

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.

Hi,

not exactly sure if that is supported at the moment, BUT the obvious quirk in above code is that DockWindow::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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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](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 422 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
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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 165 times
