Subject: How to contain frame inside an insetframe?
Posted by laurice on Wed, 20 Sep 2006 07:52:45 GMT
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I'd like to achieve this effect wherein in my TopWindow, I add an insetframe and then i want all my other windows will only move on the insetframe regions. How do I do this?

Subject: Re: How to contain frame inside an insetframe?
Posted by mirek on Wed, 20 Sep 2006 10:24:01 GMT
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laurice wrote on Wed, 20 September 2006 03:52I'd like to achieve this effect wherein in my TopWindow, I add an insetframe and then i want all my other windows will only move on the insetframe regions. How do I do this?

I am not really sure if I undestood the problem well...

Anyway, from this description, what you require is default behaviour.

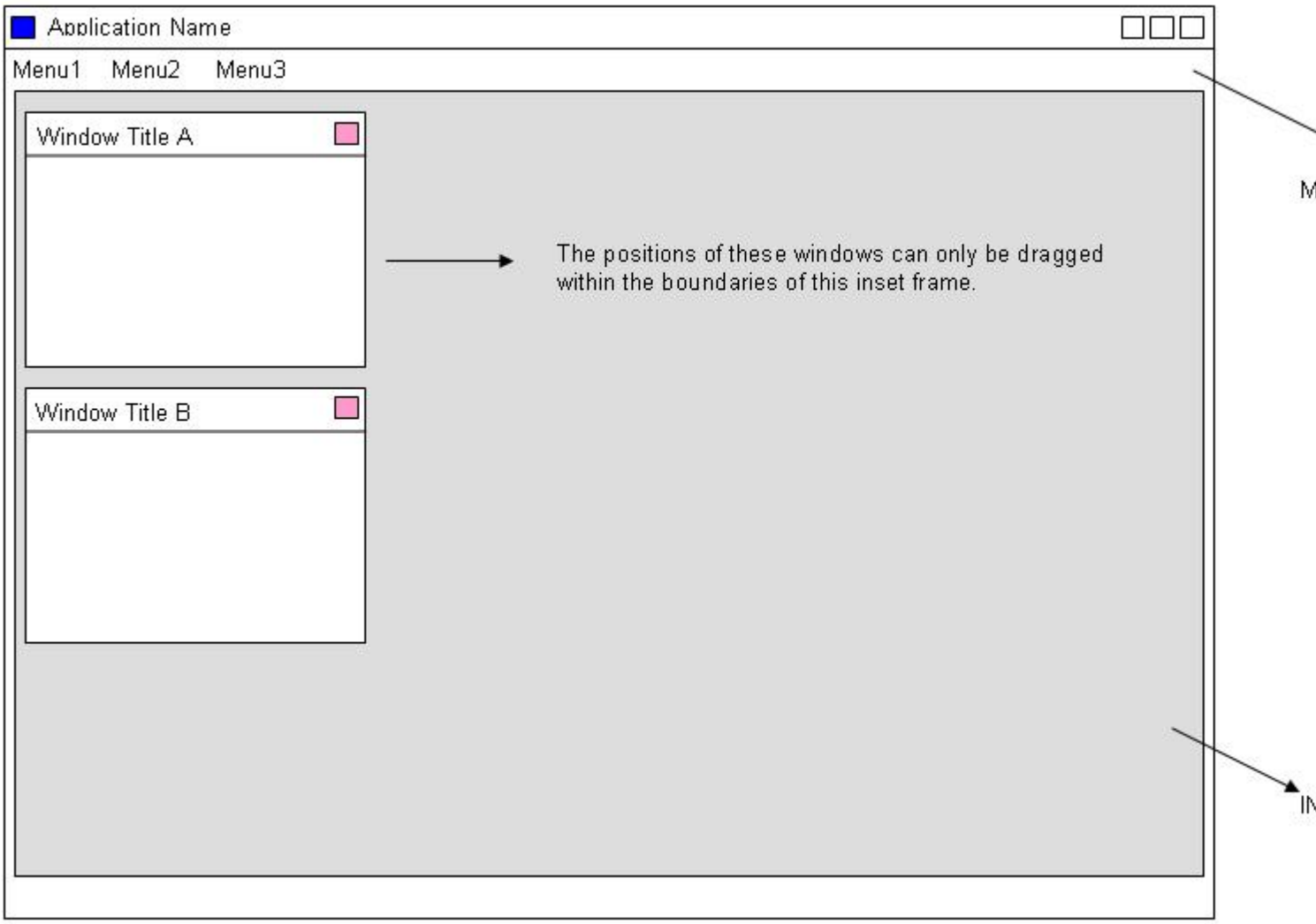
Subject: Re: How to contain frame inside an insetframe?
Posted by laurice on Thu, 21 Sep 2006 01:00:21 GMT
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Luzr,

Oh quite vague in my description there. Anyways, attached a file here of what I want my first U++ app to be.

As you can see I want those two small windows inside the insetframe to be moved within the boundaries of the insetframe only. Can you refer me to some docs, or snippets?

File Attachments
1) sample.jpg, downloaded 2479 times



Subject: Re: How to contain frame inside an insetframe?
Posted by zsolt on Thu, 21 Sep 2006 09:07:19 GMT
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This is MDI and it is not supported by Ultimate++, AS I know.

Subject: Re: How to contain frame inside an insetframe?
Posted by mirek on Thu, 21 Sep 2006 13:15:12 GMT
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Yes, it is MDI and is not directly supported.

You could however, with some non-trivial effort, achieve this by painting all frames yourself.

(I am sorry for not undestanding you at first, "frame" has a little bit different meaning in U++ terminology).

Subject: Re: How to contain frame inside an insetframe?
Posted by laurice on Sat, 23 Sep 2006 15:06:59 GMT
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Thanks Luzr and Zsolt.

So for now, I'll track the where the windows will be dragged on the screen and contain it on the rect/region of the mother frame? Right?

Subject: Re: How to contain frame inside an insetframe?
Posted by mirek on Sat, 23 Sep 2006 16:41:31 GMT
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laurice wrote on Sat, 23 September 2006 11:06Thanks Luzr and Zsolt.

So for now, I'll track the where the windows will be dragged on the screen and contain it on the rect/region of the mother frame? Right?

Actually, if you want to start implementing MDI, just make sub-"windows" based on Ctrls, that is the simplest solution.

In fact, the most complicated issue here is to paint proper frames for individual "windows" and teach them to react to resize/move events.

Mirek

Subject: Re: How to contain frame inside an insetframe?
Posted by laurice on Tue, 26 Sep 2006 09:06:20 GMT
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Luzr,

Yes I understand the intricate details on tracking the events relative to the sub-windows and it's parent as well and trigger the paint functions. This is a lot of work, and I've decided to reorganize the UI in splitter instead.

Thanks a lot for shedding light on this, hoping we can have MDI support next.

Subject: Re: How to contain frame inside an insetframe?
Posted by mirek on Tue, 26 Sep 2006 09:18:28 GMT
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laurice wrote on Tue, 26 September 2006 05:06Luzr,
Yes I understand the intricate details on tracking the events relative to the sub-windows and it's parent as well and trigger the paint functions. This is a lot of work, and I've decided to reorganize the UI in splitter instead.

Actually, it is not THAT lot of work. I think it could be done in 500 lines or so (more for generic solution, less for single application).
