
Subject: How to contain frame inside an insetframe?
Posted by [laurice](#) on Wed, 20 Sep 2006 07:52:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

laurice wrote on Wed, 20 September 2006 03:52 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?

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

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 1908 times

Subject: Re: How to contain frame inside an insetframe?

Posted by [zsolt](#) on Thu, 21 Sep 2006 09:07:19 GMT

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

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

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

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 understanding 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

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

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

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

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 onCtrls, 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

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

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

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

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).
