Subject: Borderless TopWindow
Posted by WebChaot on Mon, 20 Nov 2006 12:22:35 GMT
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Hi all!

I tried to create a borderless, fullsized TopWindow. It should stay in front - and also hide the taskbar from windows. There should be no possibility to close that window (no title bar - no Alt F4) - except with the application close button.

I tried something with popup - but i was unable to popup the main window (task button in task bar appears - but no visible window).

I think, the solution could be the style property of TopWindows - but I didnt find any documentation about the possible values.

Would be nice if someone can help me.

Thanks,

WebChaot

Subject: Re: Borderless TopWindow
Posted by mirek on Mon, 20 Nov 2006 20:55:19 GMT
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Well, TheIDE splash-screen would classify, would not it?

Relevant parts of code are:

```
struct Splash : Ctrl {
 Splash() {
  SetRect(GetWorkArea().CenterRect(size)));
 }
};

void HideSplash()
{
 if(Single<Splash>().IsOpen())
  Single<Splash>().Close();
}

void ShowSplash()
{
 Single<Splash>().PopUp(NULL, false, false);
}
```

Mirek

Subject: Re: Borderless TopWindow
Posted by WebChaot on Tue, 21 Nov 2006 08:41:15 GMT
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Hi Mirek!

>>> Well, TheIDE splash-screen would classify, would not it?

Not exactly. I still have a Splash Screen. But I want the applications main window (!) to stay in front off all others. Now I found a solution with popup (and protect it from closing with "WhenClose") - but no way to get the real screen resolution - because GetWorkArea() does exclude the windows task bar. But I want to place the window over the taskbar too.

norbert

Subject: Re: Borderless TopWindow
Posted by fallingdutch on Tue, 21 Nov 2006 08:44:04 GMT
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maybee a TopWindow::SetFullscreen() would be a nice idea (if it not yet exists)

Bas

Subject: Re: Borderless TopWindow
Posted by mirek on Tue, 21 Nov 2006 08:48:11 GMT
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fallingdutch wrote on Tue, 21 November 2006 03:44maybee a TopWindow::SetFullscreen() would be a nice idea (if it not yet exists)

Bas

Sorry, but this is too platform specific, I do not like to introduce features that are rarely used and work only on single platform.

But I guess that you should solve the problem simply with Win32 API. You can GetHWND for Ctrl and do anything you want...

Mirek

Subject: Re: Borderless TopWindow
Posted by WebChaot on Tue, 21 Nov 2006 09:05:10 GMT
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Hi Mirek!

>>> Sorry, but this is too platform specific

Maybe its too platform specific - but not only needed on windows. We want to create some touch-screen applications - for windows and linux (and when ultimate is available on mac too). On every system we have to put the window in "FullSize()".

We do not need it now - we can set the width and height with an cfg-file - but maybe a useful extension.

Thanks a lot - also for that superb development platform

norbert

Subject: Re: Borderless TopWindow
Posted by guido on Tue, 21 Nov 2006 09:42:56 GMT
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luzr wrote on Tue, 21 November 2006 09:48fallingdutch wrote on Tue, 21 November 2006 03:44maybee a TopWindow::SetFullscreen() would be a nice idea (if it not yet exists)

Bas

Sorry, but this is too platform specific, I do not like to introduce features that are rarely used and work only on single platform.

Is that so?
On X11 it's trivial.
And why is that rarely used? full-screen videos, photos, slides...

Guido

Subject: Re: Borderless TopWindow
Posted by yeohhs on Tue, 21 Nov 2006 09:51:47 GMT
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A "TopWindow::SetFullscreen()" would be nice for kiosk applications.

I've seen a vehicle GPS touchscreen application built using wxWidgets. So it is possible for both Windows and Linux.

Best Regards,
Yeoh

Subject: Re: Borderless TopWindow
Posted by mirek on Tue, 21 Nov 2006 21:07:29 GMT
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On the second thought, you are right. Adding to ToDo list... (remind me please if it is not done soon

Mirek

Subject: Re: Borderless TopWindow
Posted by fallingdutch on Tue, 21 Nov 2006 22:04:32 GMT
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luzr wrote on Tue, 21 November 2006 22:07On the second thought, you are right. Adding to ToDo list...

That is why i like Ultimate++

Bas

Subject: Re: Borderless TopWindow
Posted by atmks on Tue, 13 Feb 2007 15:10:58 GMT
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luzr wrote on Mon, 20 November 2006 21:55Well, TheIDE splash-screen ...
Mirek

hi

i created(loaded) a image with JpgEncoder...

```
Size MakeLogo(Ctrl &parent, Array<Ctrl>& ctrl) {
  ImageCtrl& l = ctrl.Create<ImageCtrl>();
  Image logo = jpegencoder.LoadImageFile( "logo.jpg",0 );
  l.SetImage(logo);

  parent.Add(.....);
}
```

but i dont know, how can i resize a image(logo)
can someone help me?

thx

edit:
i finded a solution

```
...
Size scale = Size(100,100);
PixelArray x = jpegencoder.LoadArrayFile( "logo.jpg",0).pixel;
PixelArray dest(sz);
PixelCopyAntiAlias(dest,scale,x,x.GetSize();
Image logo = PixelArrayToImage(dest)
l.SetImage(logo);
....
```

Subject: Re: Borderless TopWindow
Posted by mirek on Wed, 14 Feb 2007 11:33:33 GMT
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Image Rescale(const Image& src, int cx, int cy);

Subject: Re: Borderless TopWindow
Posted by atmks on Wed, 14 Feb 2007 14:12:24 GMT
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hi
luzr wrote on Wed, 14 February 2007 12:33
Image Rescale(const Image& src, int cx, int cy);

thx, but this function not exists in release 605

Subject: Re: Borderless TopWindow
Posted by mirek on Wed, 14 Feb 2007 21:26:59 GMT
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Yes. Refactoring Image infrastructure was major focus of last year's development....

I recommend new U++.

Mirek

Subject: Re: Borderless TopWindow
Posted by atmks on Thu, 15 Feb 2007 05:53:46 GMT
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ok, i see

thx
