## Subject: Patch request for SplitterFrame Posted by mrit on Fri, 05 Oct 2007 10:19:29 GMT

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I have modified my SplitterFrame to allow Hide/Show behaviour. Previously it was impossible to prevent the user from dragging a SplitterFrame (even with SetSize(0) the resize bar would be available) and the methods were hidden by private inheritance.

I've tested the changes quite thoroughly and I would be grateful if they could be added to CtrlLib.

Cheers, James

## File Attachments

- 1) Splitter.h, downloaded 733 times
- 2) FrameSplitter.cpp, downloaded 993 times

Subject: Re: Patch request for SplitterFrame Posted by mirek on Sat, 06 Oct 2007 16:13:18 GMT

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mrjt wrote on Fri, 05 October 2007 06:19I have modified my SplitterFrame to allow Hide/Show behaviour. Previously it was impossible to prevent the user from dragging a SplitterFrame (even with SetSize(0) the resize bar would be available) and the methods were hidden by private inheritance.

I've tested the changes guite thoroughly and I would be grateful if they could be added to CtrlLib.

Cheers, James

Thank you, patch applied.

Mirek

Subject: New Patch request for SplitterFrame Posted by benoite on Wed, 17 Oct 2007 09:17:54 GMT

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Hi,

Funny, I did the same kind of patch 3 weeks ago.

I updated the Serialize function as well because it was a little bit broken (i.e. the layout was not refreshed if you loaded a size different than the original one).

I added the serialization of a new visibility flag to be able to restart the application with a Splitter that was previously hidden.

```
void SplitterFrame::Serialize(Stream& s)
{
  int version = 1;
  bool visible = IsShown();

s / version;
  s % size;
  if(version > 0)
    s % visible;

if(s.IsLoading()) {
    Show(visible);
    RefreshParentLayout();
  }
}
```

Regards, Benoit

Subject: Re: New Patch request for SplitterFrame Posted by mirek on Wed, 17 Oct 2007 17:20:59 GMT

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Good point, thanks

Mirek