Subject: Patch request for SplitterFrame
Posted by mrjt 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 626 times
2) FrameSplitter.cpp, downloaded 892 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 quite 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 benoitc 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
