Subject: Collapsable/Expandable Frame
Posted by mrjt on Mon, 08 Oct 2007 09:56:13 GMT
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This package provides two controls that give to ability to have dynamically expandable/collapsable layouts, similar to MS Outlook (in function, if not appearance).

The style shown is the default, but can be redefined using a Chameleon.

ExpandFrame: A frame that can be applied to any Upp Ctrl and allows the user to hide/show it's child ctrl. A simple example:

```
TopWindow wnd;
ExpandFrame frame;
DocEdit editor;

frame.Left(editor, 300).SetTitle("Left-aligned editor").Expand();
wnd.AddFrame(frame);
wnd.Run();
```

ExpanderCtrl: This is container ctrl that allows the grouping of ExpanderFrames with minimal effort from the programmer. A scollbar is automatically provided when necessary.

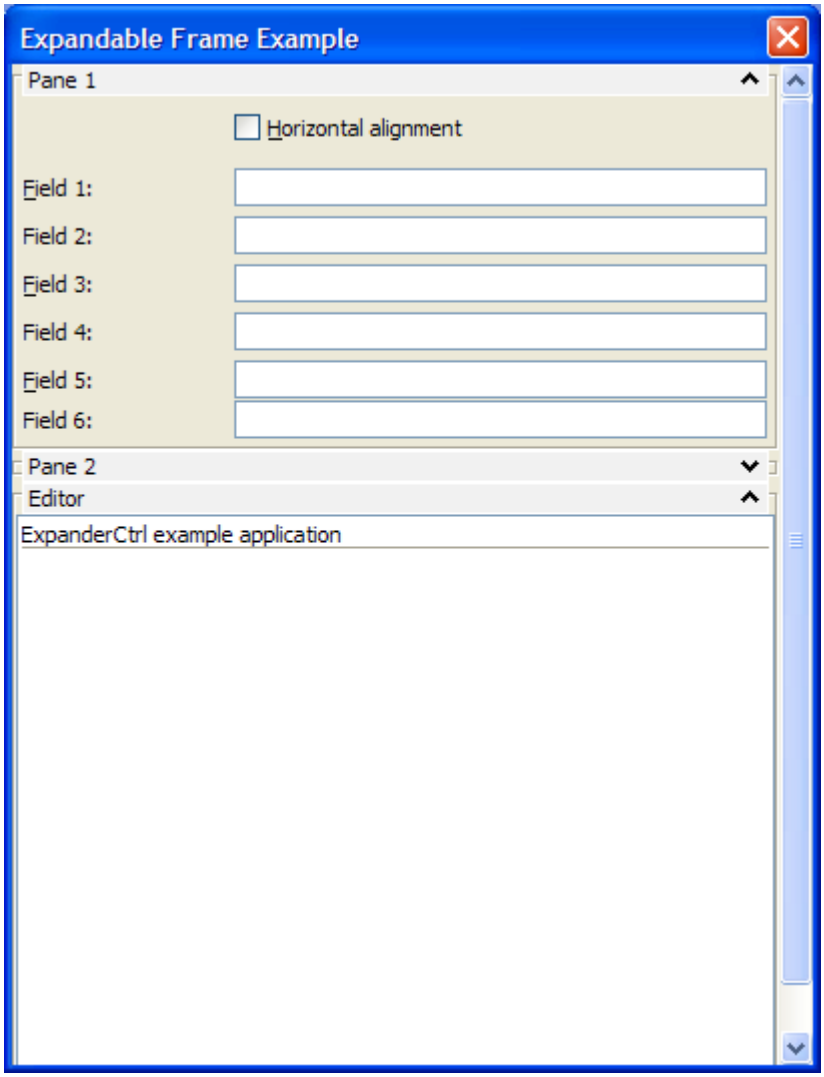
```
TopWindow wnd;
ExpanderCtrl expand;
DocEdit editor;

expand.AddExpander(editor, true, 300).SetTitle("Vertical frame container");
wnd.Add(expand.SizePos());
wnd.Run();
```

See the ExpandFrameExample package for a further example.

James

File Attachments

1) ExpandFrame.png, downloaded 2019 times



Subject: Re: Collapsable/Expandable Frame
Posted by Oblivion on Mon, 08 Oct 2007 12:02:22 GMT
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Nice Job!.

Quote:I only really use it once and I thought it was a bit of a waste
I don't agree. As far as I see the TestFrame code is also a good tutorial for some undocumented/rareley used features of U++. You've alredy stated that it's free to use, but still I would like to ask for your permission to use this in DockCtrl. (I'm sure that it'll work fine for the AutoHide feature -- my implementation is a bit awkward (thus disabled), but yours is really good .

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Mon, 08 Oct 2007 13:04:32 GMT
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Thank you, it would make me very happy if you used it It was quite easy to write really, since almost all of the code is based on code from other places (SplitterFrame, FlatButton and some of my own). That's the beauty of open source.

I've also just updated the zip to include some extra clipping that I had forgotten about so that the text/image doesn't show through the button when they overlap.

Subject: Re: Collapsable/Expandable Frame
Posted by mirek on Tue, 09 Oct 2007 21:25:07 GMT
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mrjt wrote on Mon, 08 October 2007 09:04Thank you, it would make me very happy if you used it

Well, I think we perhaps need some "uppext" or maybe "upp3dparty" (or something like that) package for the next release, what you think?

Mirek

Subject: Re: Collapsable/Expandable Frame
Posted by Oblivion on Tue, 09 Oct 2007 21:56:45 GMT
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Well, seriously, it would be a good idea
You could at the same time maintain the original upp framework and expand it by selecting/eliminating through and standardizing "3rd-party" widgets?
What would you you think about this, you are the main developer?

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Wed, 10 Oct 2007 08:45:03 GMT
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It's a very good idea.

Not only would it give you a place to put all of the code that has already been contributed by the community, but I expect people would be more likely to produce/release code if it had somewhere to go. Hopefully there will be a lot more of this, the forum certainly seems to be a bit busier than when I started using Upp.

The difficult question is one of maintenance. If there is code contributed by lots of people managing the updates could be a problem.

Also, I've re-uploaded the zip file above as I fixed a minor bug with the Hide/Show behaviour.

Subject: Re: Collapsable/Expandable Frame
Posted by Mindtraveller on Wed, 10 Oct 2007 16:27:33 GMT
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I think it`s a good idea. Even more, new "U++: 3rd party" subforum sould be added for user feedback.

Subject: Re: Collapsable/Expandable Frame
Posted by mirek on Wed, 10 Oct 2007 16:31:18 GMT
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Mindtraveller wrote on Wed, 10 October 2007 12:27I think it`s a good idea. Even more, new "U++: 3rd party" subforum sould be added for user feedback.

Well, "Bazaar" is meant for this... Maybe it should have a better name or description...

Mirek

Subject: Re: Collapsable/Expandable Frame
Posted by mirek on Wed, 10 Oct 2007 16:33:34 GMT
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Oblivion wrote on Tue, 09 October 2007 17:56Well, seriously, it would be a good idea
You could at the same time maintain the original upp framework and expand it by selecting/eliminating through and standardizing "3rd-party" widgets?
What would you you think about this, you are the main developer?

Well, that is the point I guess

Mirek

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Thu, 15 Nov 2007 08:41:00 GMT
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I really like your Frame. I needed some simple collapsable panel a while ago and I threw some stuff together to make it, but it has nowhere near the functionality of your's, so I'm going to use it (after I change the skin).

But there is a little bug with the right pane. After the mouse enters the collapse/expand button, when it leaves, the button becomes completely black, unlike the top frame's buttons. This is under Windows Vista.

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Sun, 18 Nov 2007 20:43:05 GMT
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Can confirm that it happens under XP too.

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Tue, 20 Nov 2007 11:59:21 GMT
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Hmm. Strange bug that, for me it only seems to effect vertical frames and I can't see any reason why this should be the case.

Anyway, it seems to to do with Upp backpainting and the fix is quite simple. I've uploaded the package again, and incase you've made changes yourself here is the fix:

```
ExpandFrame::ExpandFrame()
{
 style = NULL;
 child_size = 0;
 childfocus = false;
 ignorefocus = false;
 expand = false;
 type = 0;
 btn.Transparent(); // Bugfix
 Add(btn);
}
```

All this is for dev-11, as I think it was a new bug from this release, but this should not break nay older version.

And to Mirek: I'm hoping to improve the Chameleon skin for this, but I'm having problems accessing the correct theme settings. Is it possible to expose/access theme settings for window titlebars? I think the settings are available (in Win32 at least), but not currently used by Upp.

James

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Wed, 05 Dec 2007 11:40:03 GMT
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Hi!

I've been working on creating a new skin for you ExpandFrame. I'm not quite done yet, because obtaining a look that is not ugly is hard.

But I've noticed a bug in your code. If you set a frame to bottom position, the Image will disappear

once you expand the frame and appear again when you collapse it.

And vertical frames don't display text unless you also set an image, while horizontal ones do.

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Wed, 05 Dec 2007 15:36:34 GMT
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Sorry, both of those were really stupid bugs that I should have found (one was as simple as a misplaced bracket). I've fixed both issues.

Quote:I'm not quite done yet, because obtaining a look that is not ugly is hard.
I agree, which is part of the reason I didn't release a very good one. I've got one that looks ok in that my app but a general one is difficult.

I'll be happy to change chameleon interface if it would help, and add your skin if possible.

James

File Attachments
1) FrameTest.zip, downloaded 763 times

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Thu, 06 Dec 2007 11:40:07 GMT
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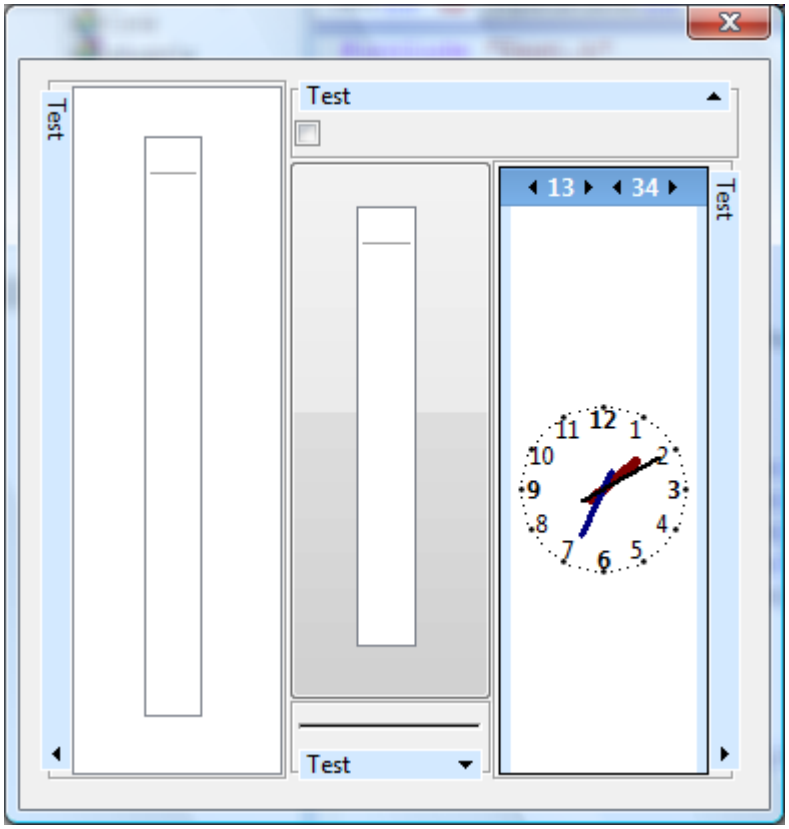
I don't really know how a general good design should be, so I adapted you component to have a skin similar to my old collapsible panel. The Button still need some work, but I'll use as it is for now. Maybe I'll add a Windows Explorer panel skin too.

Here's a screenshot with four panels attached to the same control.

File Attachments
1) Expand.png, downloaded 2276 times



Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Fri, 07 Dec 2007 09:27:12 GMT
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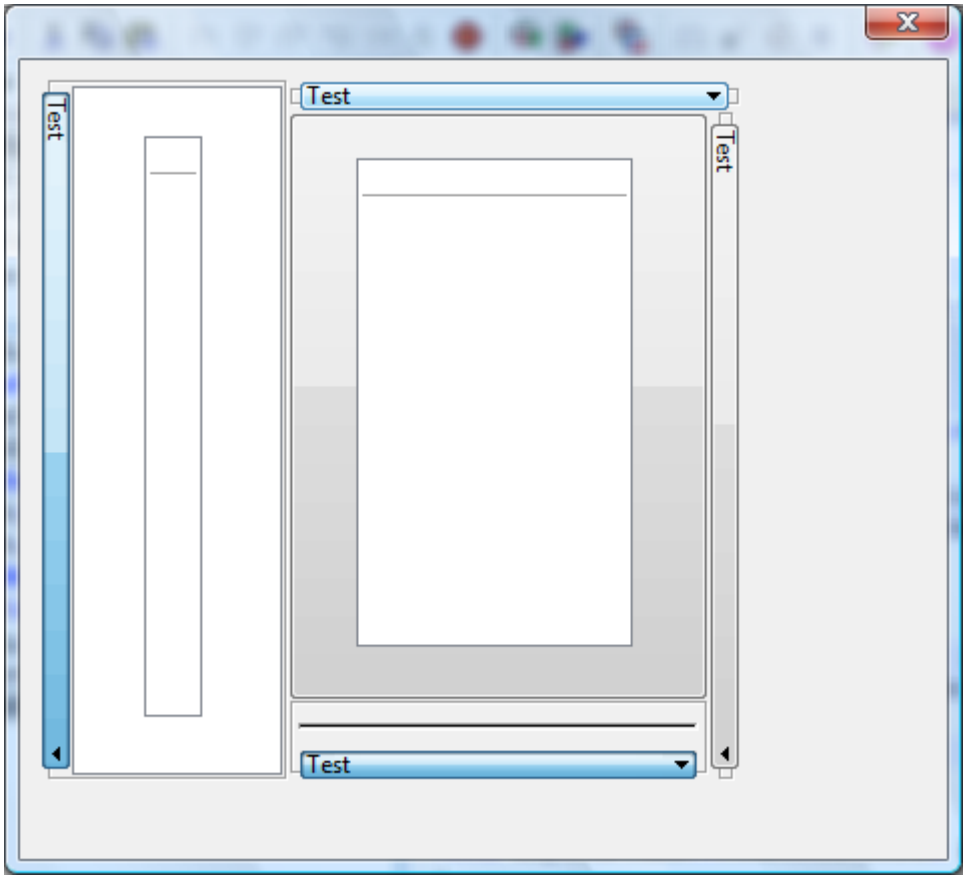
And this is how it looks with OS defined Button skin (it looks better under XP).

Which do you think looks better?

File Attachments

1) Expand2.png, downloaded 2215 times



Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Thu, 13 Dec 2007 09:57:00 GMT
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Sorry for the delayed reply. Very nice.

I personally think the second verion is both prettier and clearer, partly due to the 3D effect.

I noticed the problem with the background image on the vertical bars, so I've attached a new version with seperate values for vertical and horizontal bars. If you set it like this:

background[2] = RotateClockwise(/*Image from background[0]*/)
background[3] = RotateClockwise(/*Image from background[1]*/)
It should look better.

And you getting the theme information from the OS for that look? If you are I would love see the code, I could use it for a number of other things I'm working on.

James

File Attachments
1) FrameTest.zip, downloaded 1048 times

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Sun, 16 Dec 2007 01:51:07 GMT
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Sorry for the delayed reply too.

Anyway, I cleaned up my code and made some minor visual improvements. It has your skin (StyleDefault), the skin similar to yours but with wide buttons (StyleWide) and a style with a OS determined skin for buttons (StyleButton).

I uploaded the sources if you wish to look over them. I'm using StyleButton, with Arrow(false), so it doesn't draw the arrow and it looks almost 100% as my old panel, only a lot more powerful, so I'm very happy with it.

File Attachments
1) MyFrameTest.rar, downloaded 741 times

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Sun, 16 Dec 2007 01:54:15 GMT
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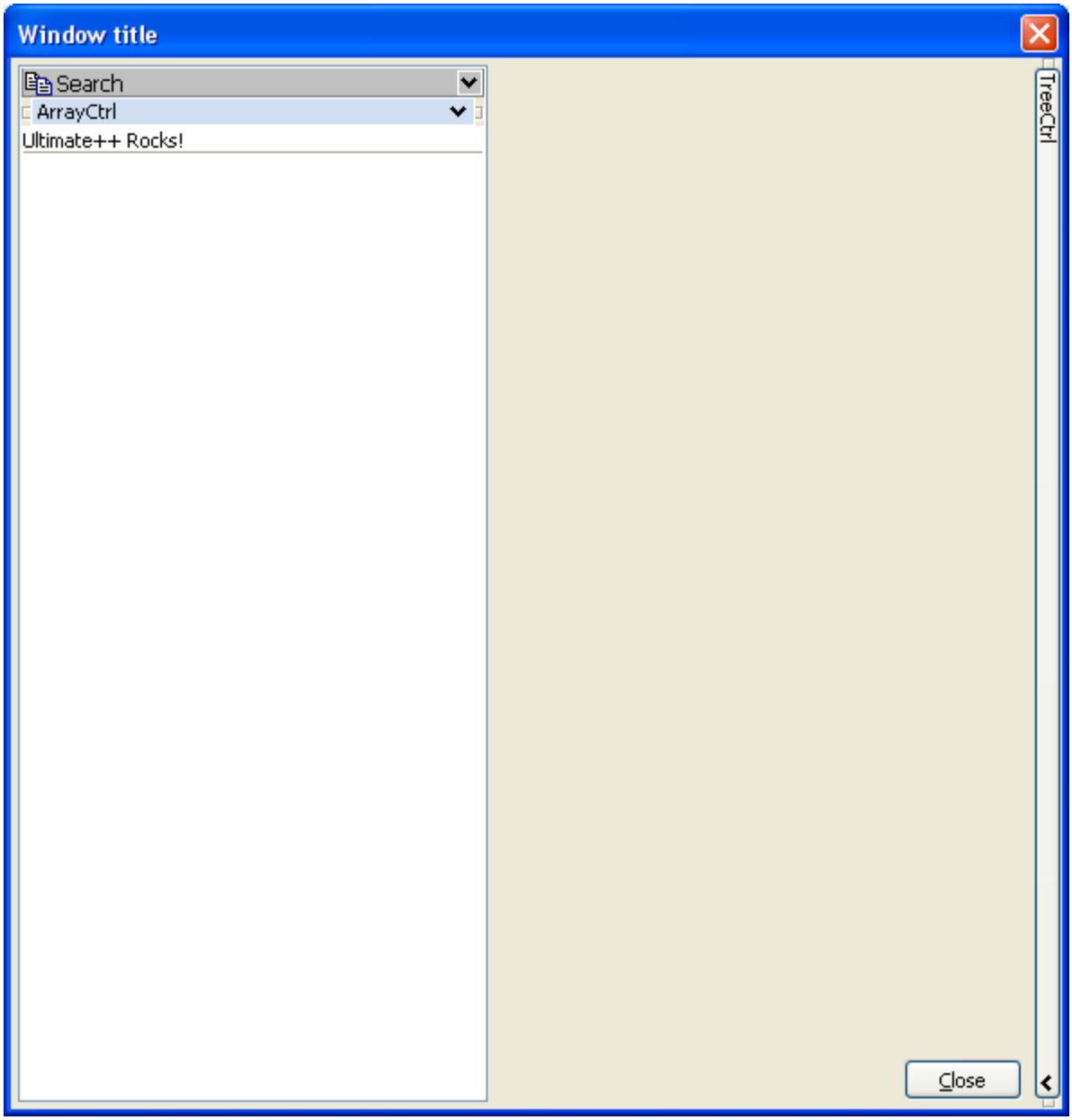
Here is a screenshot with all three styles. They don't look too good together, but when used only one at I time, I think they are quite versatile.

File Attachments
1) ExpandFrame.PNG, downloaded 2172 times



Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Tue, 02 Sep 2008 17:20:47 GMT
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I've added this package (ExpandFrame) to Bazaar. It now also contains a container Ctrl that allows vertical or horizontal stacking of the frames (with scrolling) and cbporter's much prettier style is now the default.

Subject: Re: Collapsable/Expandable Frame
Posted by cbpporter on Tue, 02 Sep 2008 17:28:55 GMT

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mrjt wrote on Tue, 02 September 2008 20:20cbporter's much prettier style is now the default.
Wow, I'm flattered. It's not that pretty anyway . Thinking about it, I think I do have somewhere a partially improved one, because my style did not support images (I was too lazy to hand place the images in my modified layout back then). I'm not sure it's done yet. Or did you already add the missing image support?

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Tue, 02 Sep 2008 20:57:35 GMT
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cbpporter wrote on Tue, 02 September 2008 18:28mrjt wrote on Tue, 02 September 2008 20:20cbporter's much prettier style is now the default.
Wow, I'm flattered. It's not that pretty anyway . Thinking about it, I think I do have somewhere a partially improved one, because my style did not support images (I was too lazy to hand place the images in my modified layout back then). I'm not sure it's done yet. Or did you already add the missing image support?

Yeah, but mine was seriously ugly .

I never tried it with images. If you can dig it out I'll add it in.

Subject: Re: Collapsable/Expandable Frame
Posted by forlano on Wed, 01 Oct 2008 20:36:47 GMT
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mrjt wrote on Tue, 02 September 2008 19:20I've added this package (ExpandFrame) to Bazaar. It now also contains a container Ctrl that allows vertical or horizontal stacking of the frames (with scrolling) and cbporter's much prettier style is now the default.

Hello,

I'm interested in this package, but I've not understood where to download the latest version. Is it in SVN?

EDIT: Yes, it is in SVN

Thanks,
Luigi

Subject: Re: Collapsable/Expandable Frame
Posted by forlano on Wed, 01 Oct 2008 21:02:45 GMT
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forlano wrote on Wed, 01 October 2008 22:36mrjt wrote on Tue, 02 September 2008 19:20I've added this package (ExpandFrame) to Bazaar. It now also contains a container Ctrl that allows vertical or horizontal stacking of the frames (with scrolling) and cbporter's much prettier style is now the default.

Hello,

I'm interested in this package, but I've not understood where to download the latest version. Is it in SVN?

EDIT: Yes, it is in SVN.

EDIT2: I've downloaded the .deb version but I do not see any test case .

Thanks,
Luigi

Subject: Re: Collapsable/Expandable Frame
Posted by forlano on Thu, 02 Oct 2008 05:25:04 GMT
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forlano wrote on Wed, 01 October 2008 23:02forlano wrote on Wed, 01 October 2008 22:36mrjt wrote on Tue, 02 September 2008 19:20I've added this package (ExpandFrame) to Bazaar. It now also contains a container Ctrl that allows vertical or horizontal stacking of the frames (with scrolling) and cbporter's much prettier style is now the default.

Hello,

I'm interested in this package, but I've not understood where to download the latest version. Is it in SVN?

EDIT: Yes, it is in SVN.

EDIT2: I've downloaded the .deb version but I do not see any test case .

Hoping to find the ExpandFrame package in the svn for windows I've downloaded it. Unfortunately the whole bazaar assembly is absent.
So, if I have not missed something, the windows and linux distro are not equivalent.
Anyway, where can I download the ExpandFrame package with a test case?

Thanks,
Luigi

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Tue, 14 Oct 2008 10:41:36 GMT
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forlano wrote:
Hoping to find the ExpandFrame package in the svn for windows I've downloaded it. Unfortunately the whole bazaar assembly is absent.
So, if I have not missed something, the windows and linux distro are not equivalent.
Anyway, where can I download the ExpandFrame package with a test case?
Thanks,
LuigiApologies for the delay. There never was a proper test-case before, so I've attached a zip containing both the source and an example (also added to SVN).

I'm not sure why the Bazaar assembly is missing from the SVN, it's certainly in the one I use. Is the actual Bazaar sub-directory missing?

Subject: Re: Collapsable/Expandable Frame
Posted by forlano on Tue, 14 Oct 2008 11:17:43 GMT
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mrjt wrote on Tue, 14 October 2008 12:41Apologies for the delay. There never was a proper test-case before, so I've attached a zip containing both the source and an example (also added to SVN).

I'm not sure why the Bazaar assembly is missing from the SVN, it's certainly in the one I use. Is the actual Bazaar sub-directory missing?

Hi,

I have downloaded from http://www.ultimatepp.org/svnbuilds the latest svn (is that the place where to download the current distro with your last update? I am afraid not). I found the baazar folder but it didn't appeared in theide. I've added a bazaar.var file in the root directory and everything was OK. So seems that only this file is missing in SVN.

Thanks,
Luigi

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Tue, 14 Oct 2008 11:37:09 GMT

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To be honest, I'm a little confused about what happens with the SVN these days, I just update to wherever I'm told and generally only use the last proper release.

The downloads at svnbuilds are obviously somewhat out of date as the last update was on the 30th of September. If you want to get up-to-the minute updates you have to checkout directly from the repository.

There was some discussion about what to do about the Bazaar assembly, I don't know what conclusion was reached but having it completely missing doesn't seem right.

And I realised I forgot the .zip, so here you are.

File Attachments
1) ExpandFrameExample.zip, downloaded 673 times

Subject: Re: Collapsable/Expandable Frame
Posted by sergeynikitin on Tue, 16 Feb 2010 23:25:46 GMT
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If I do a lot of sections / frames so that the scrollbar appears, I try to navigate through the fields using Tab / Shift + Tab. When I move below the scrolling region, the frame does not scroll automatically, and further movement between the fields I can not see.
To see at what I field, and generally to see this field I have to help with the mouse, what is wrong.
I believe that this package is interesting primarily for editing large forms, which can not be placed entirely on the screen.

How to automatically move the scrollbar, using the Tab / Shift + Tab, the current field would be visible all the time?

Subject: Re: Collapsable/Expandable Frame
Posted by sergeynikitin on Thu, 18 Feb 2010 01:40:53 GMT
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SOLVED. I'll try to propose modifications of package "ExpandFrame".

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Wed, 03 Mar 2010 17:36:07 GMT
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Cool, I hadn't come across that problem I don't have time to do it myself, but it should be possible with something like ChildGotFocus?

Maybe also some custom focus shifting code that can automatically open closed frames?

Subject: Re: Collapsable/Expandable Frame
Posted by sergeynikitin on Wed, 03 Mar 2010 23:00:07 GMT
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The idea of opening / closing frame is interesting, but I did not really get what you suggest. If possible, tell me more how it should look like.

By the way I would have uploaded the current version, but it seemed wrong to upload the product, the author of which I am not.

PS
If you do not mind I put it up in SVN. (since I started its intensive use)

PSPS
Or I can upload it under a different name.

File Attachments
1) ExpandFrame-sv-changes.tar.gz, downloaded 627 times

Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Thu, 04 Mar 2010 14:11:48 GMT
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Please upload it to the SVN. And add your name as and Author/Contributor in the package comments if you like.

Subject: Re: Collapsable/Expandable Frame
Posted by sergeynikitin on Thu, 04 Mar 2010 15:33:08 GMT
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OK, thanx.

Subject: A small bug.
Posted by rxantos on Wed, 04 Sep 2013 07:09:19 GMT
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When using the Flat Style, the control crashes if the frame is expanded. This happens because the borders are set to NULL on the flat style.

to fix it change in ExpandFrame::BorderSz()

int sz = (int)(uintptr_t)(handle.style->border[0][0]);

to

int sz = (handle.style->border[0]) ? (int)(uintptr_t)(handle.style->border[0][0]) : 0;
