Subject: Toolbox inside a TopWindow
Posted by indiocolifa on Thu, 31 Jan 2008 01:47:25 GMT
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Hi, i'm getting my first U++ steps and it blows away another cumbersome frameworks! i don't understand why U++ isn't promoted much, it's better than other famous frameworks.

Well what i'm trying to do is to open a TopWindow but inside it I want a toolbox window (that is, this toolbox will be restricted into the top window frame).

This is what I've done (and of course does not work):

```
/* Main Window Header */
#include "Toolbox.h"
#include <CtrlLib/CtrlLib.h>

using namespace Upp;
//------------------ mainwindow.h ----------------------
class MainWindow : public TopWindow
{
 Toolbox toolWnd;

 public:
 MainWindow();
};

//------------------ mainwindow.cpp ----------------------
MainWindow::MainWindow()
{
 Sizeable();
 toolWnd.ToolWindow();
 toolWnd.SetRect(0,0,200,200);
 toolWnd.Open(this);
}

//--------------------------- toolbox.h-------------------
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
class Toolbox : public TopWindow
{

 public:

 Toolbox();
};

// ------------------toolbox.cpp-------------------
```

```
#include "Toolbox.h"

Toolbox::Toolbox()
{
 Title("Toolbox");

}
```

Any help? thank you in advance, and keep up the good work !

Subject: Re: Toolbox inside a TopWindow
Posted by mrjt on Thu, 31 Jan 2008 10:25:15 GMT
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The major problem with the code you posted is that you are trying to open the tool window in the constructor of the main window. This doesn't work because at that point the main window hasn't been opened yet.

A better solution is to add this function to the main window:
Quote:virtual void State(int reason) {
 if (reason == Ctrl::OPEN) {
  toolWnd.SetRect(Rect(0, 0, 140, 200));
  toolWnd.ToolWindow().Open(this);
  toolWmd.CenterOwner();
 }
}

However, if you want the window to be resticted to the borders of the main window it is a different problem, more like MDI. There is no intrinsic way of doing this in Upp, though you can imitate it using a normal ctrl with a 'fake' window frame.

Subject: Re: Toolbox inside a TopWindow
Posted by indiocolifa on Thu, 31 Jan 2008 19:04:50 GMT
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I'm interested in the "fake frame" approximation. Can you give me more details?

Subject: Re: Toolbox inside a TopWindow
Posted by mrjt on Fri, 01 Feb 2008 14:59:58 GMT
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I've got something similar to what you need already written for something else. You are free to use

it, though I offer no guarantee as to it's quality. See attached zip.

What you do is create a ctrl that is added to a window as normal, but pretends to be a Window by implementing dynamic sizing and trying to match the appearance of a native window. My version behaves correctly, though the appearance is not particularly good.

File Attachments

1) MDITest.zip, downloaded 611 times

Subject: Re: Toolbox inside a TopWindow
Posted by indiocolifa on Fri, 01 Feb 2008 21:07:54 GMT
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Does not look bad!!!

Maybe in the future we need MDI in U++ (altough I don't know if it's easy to implement under X11).
