Subject: Form control boundaries link rules (springs)
Posted by tojocky on Thu, 01 May 2008 23:05:22 GMT

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I'd like to move my projects to u++ and contribute for develop and expand this product. It is easy to use.
For the start, I would like to modify (help me because i'm new in u++) link boundaries rules (springs) for form (layot) controls in this mode:
 Every form control need have this settings:
 1. Left border
  A. Snap by an {control|layer} to left|right|center
  B . Keep proportion if is snapping by an control|layer to left|right|center
 2. Right border
  A. Snap by an control|layer to left|right|center
  B . Keep proportion if is snapping by an control|layer to left|right|center
 3. Top border
  A. Snap by an control|layer to top|bottom|center
  B . Keep proportion if is snapping by an control|layer to top|bottom|center
 4. Bottom border
  A. Snap by an control|layer to top|bottom|center
  B . Keep proportion if is snapping by an control|layer to top|bottom|center

I post video with an example to
My Homepage

.

Maybe i do not know full functional of controls library and form editor (LayDes and CtrLib packages) from u++ and this opportunities is realized better.

John!

Subject: Re: Form control boundaries link rules (springs)
Posted by Mindtraveller on Fri, 02 May 2008 06:43:45 GMT

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tojocky wrote on Fri, 02 May 2008 03:05
 Every form control need have this settings:
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  A. Snap by an {control|layer} to left|right|center
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A. Snap by an control|layer to top|bottom|center
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Maybe i do not know full functional of controls library and form editor (LayDes and CtrLib packages) from u++ and this opportunities is realized better.

John! John, layouts do already have this functionality. And it is much simpler designed than one in your video. Just open TheIDE layout designer, add any control and look at four lines from this control towards 4 sides. They are clickable...

Subject: Re: Form control boundaries link rules (springs)
Posted by mrjt on Fri, 02 May 2008 09:27:48 GMT
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That's not entirely true. There is a currently unsolved problem in that you cannot (AFAIK) have two controls that resize in the same direction on a window, because they end up overlapping.

I'd like to see this resolved as it's a common scenario. You can do it easily enough by adding addition layers of containers, but then you lose some of the benefits of the layout designed.

Subject: Re: Form control boundaries link rules (springs)
Posted by tojocky on Sat, 03 May 2008 07:17:36 GMT
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//mrjt
Quote:That's not entirely true. There is a currently unsolved problem in that you cannot (AFAIK) have two controls that resize in the same direction on a window, because they end up overlapping.
To omit overlapping can set rules!
Quote:but then you lose some of the benefits of the layout designed
If is modify library then need modify layout designed too. Or is other benefits wich i do not know?
For the simplification we can set an wizard input form.

// Mindtraveller

Quote: John, layouts do already have this functionality. And it is much simpler designed than one in your video. Just open TheIDE layout designer, add any control and look at four lines from this control towards 4 sides. They are clickable...
I see that the simple boundary link (spring) is set!