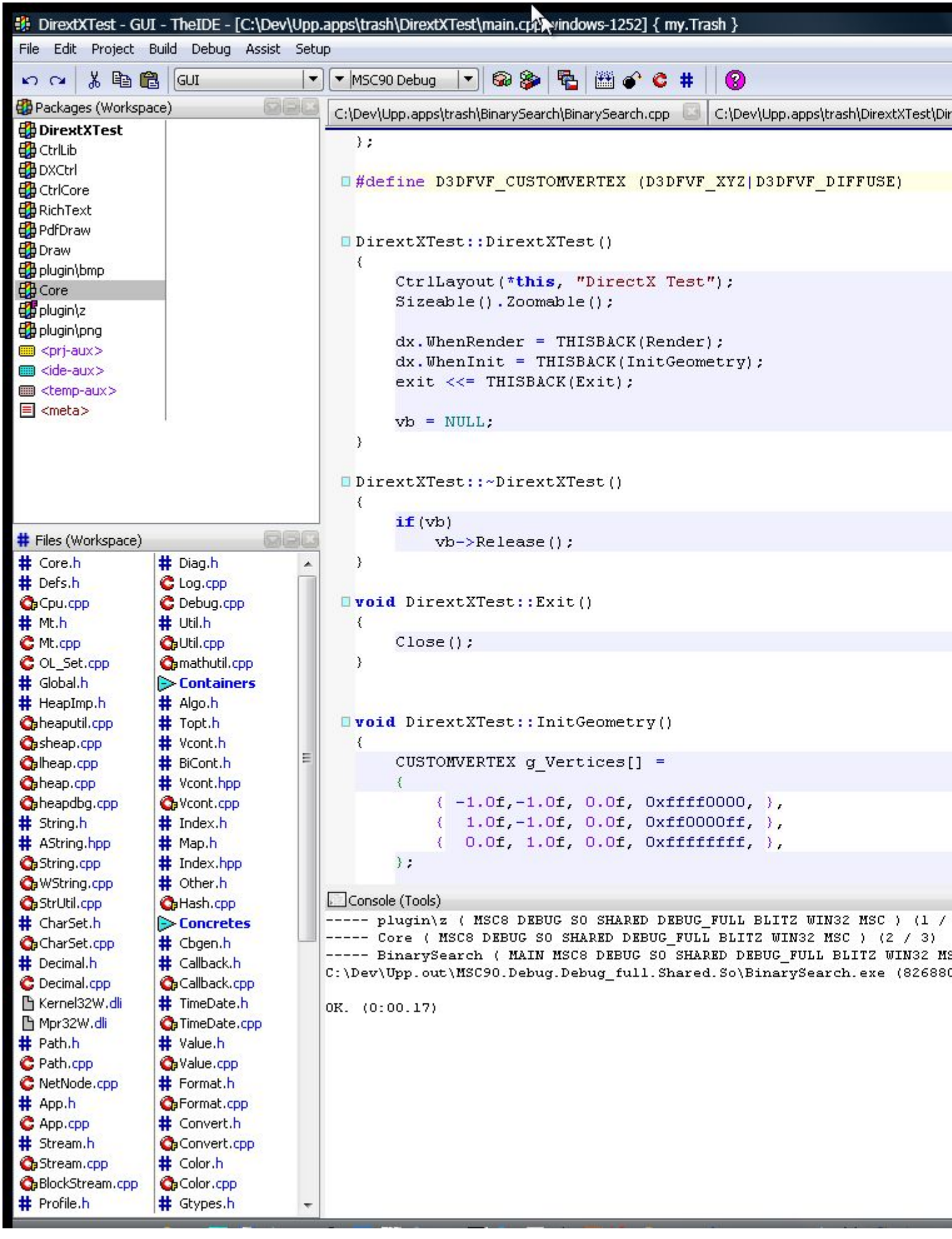
Subject: Ide + docking package
Posted by unodgs on Wed, 15 Oct 2008 20:36:30 GMT
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Just wanted to inform you that together with James (mrjt) we've started work on adding docking package to the ide. I merged mrjt changes done to nv branch with the trunk (localy for now). The current progress so far presents a screenshot below. There is of course a lot of work to do - like saving/loading layouts, additional menu that allows to switch on/off any window, editor tabbar integration - but it should be done in reasonable time

File Attachments

1) idedc.jpg, downloaded 1277 times


DirextXTest - GUI - TheIDE - [C:\Dev\Upp.apps\trash\DirextXTest\main.cpp [windows-1252] { my.Trash }
File Edit Project Build Debug Assist Setup
GUI
MSC90 Debug
Packages (Workspace)
DirextXTest
CtrlLib
DXCtrl
CtrlCore
RichText
PdfDraw
Draw
plugin\bmp
Core
plugin\z
plugin\png
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
Files (Workspace)
Core.h
Defs.h
Cpu.cpp
Mt.h
Mt.cpp
OL_Set.cpp
Global.h
HeapImp.h
heaputil.cpp
sheap.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
String.h
AString.hpp
String.cpp
WString.cpp
StrUtil.cpp
CharSet.h
CharSet.cpp
Decimal.h
Decimal.cpp
Kernel32W.dli
Mpr32W.dli
Path.h
Path.cpp
NetNode.cpp
App.h
App.cpp
Stream.h
Stream.cpp
BlockStream.cpp
Profile.h
Diag.h
Log.cpp
Debug.cpp
Util.h
Util.cpp
mathutil.cpp
Containers
Algo.h
Topt.h
Vcont.h
BiCont.h
Vcont.hpp
Vcont.cpp
Index.h
Map.h
Index.hpp
Other.h
Hash.cpp
Concretes
Cbgen.h
Callback.h
Callback.cpp
TimeDate.h
TimeDate.cpp
Value.h
Value.cpp
Format.h
Format.cpp
Convert.h
Convert.cpp
Color.h
Color.cpp
Gtypes.h
C:\Dev\Upp.apps\trash\BinarySearch\BinarySearch.cpp
C:\Dev\Upp.apps\trash\DirextXTest\Dir
};
#define D3DFVF_CUSTOMVERTEX (D3DFVF_XYZ|D3DFVF_DIFFUSE)
DirextXTest::DirextXTest()
{
CtrlLayout(*this, "DirectX Test");
Sizeable().Zoomable();
dx.WhenRender = THISBACK(Render);
dx.WhenInit = THISBACK(InitGeometry);
exit <<= THISBACK(Exit);
vb = NULL;
}
DirextXTest::~DirextXTest()
{
if(vb)
vb->Release();
}
void DirextXTest::Exit()
{
Close();
}
void DirextXTest::InitGeometry()
{
CUSTOMVERTEX g_Vertices[] =
{
{ -1.0f,-1.0f, 0.0f, 0xffff0000, },
{ 1.0f,-1.0f, 0.0f, 0xff0000ff, },
{ 0.0f, 1.0f, 0.0f, 0xffffffff, },
};
Console (Tools)
----- plugin\z (MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC) (1 /
----- Core (MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC) (2 / 3)
----- BinarySearch (MAIN MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MS
C:\Dev\Upp.out\MSC90.Debug.Debug_full.Shared.So\BinarySearch.exe (826880
OK. (0:00.17)

Subject: Re: Ide + docking package
Posted by captainc on Wed, 15 Oct 2008 21:31:17 GMT
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Very very cool

Subject: Re: Ide + docking package
Posted by tojocky on Thu, 16 Oct 2008 05:29:12 GMT
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Nice work!
This is in svn now?

Subject: Re: Ide + docking package
Posted by unodgs on Thu, 16 Oct 2008 08:26:25 GMT
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tojocky wrote on Thu, 16 October 2008 01:29Nice work!
This is in svn now?
not yet - until it will get required functionality

Subject: Re: Ide + docking package
Posted by Infausto on Fri, 06 Mar 2009 19:55:25 GMT
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when the dock package will be integrated in svn?

Subject: Re: Ide + docking package
Posted by unodgs on Fri, 06 Mar 2009 21:55:29 GMT
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Infausto wrote on Fri, 06 March 2009 14:55when the dock package will be integrated in svn?
I have it integrated. As soon as I finish modifing the ide I'll move it from bazaar to uppsrc.

Subject: Re: Ide + docking package
Posted by Infausto on Fri, 06 Mar 2009 22:07:11 GMT
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great news. I'll be waiting...