
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 865 times

Packages (Workspace)

- DirectXTest
 - CtrlLib
 - DXCtrl
 - CtrlCore
 - RichText
 - PdfDraw
 - Draw
 - plugin\bmp
 - Core
 - plugin\z
 - plugin\png
 - <prj-aux>
 - <ide-aux>
 - <temp-aux>
 - <meta>

Files (Workspace)

# Core.h	# Diag.h
# Defs.h	# Log.cpp
# Cpu.cpp	# Debug.cpp
# Mt.h	# Util.h
# Mt.cpp	# Util.cpp
# OL_Set.cpp	# mathutil.cpp
# Global.h	▶ Containers
# HeapImp.h	# Algo.h
# heaputil.cpp	# Topt.h
# sheap.cpp	# Vcont.h
# lheap.cpp	# BiCont.h
# heap.cpp	# Vcont.hpp
# heapdbg.cpp	# Vcont.cpp
# String.h	# Index.h
# AString.hpp	# Map.h
# String.cpp	# Index.hpp
# WString.cpp	# Other.h
# StrUtil.cpp	# Hash.cpp
# CharSet.h	▶ Concretes
# CharSet.cpp	# Cbgen.h
# Decimal.h	# Callback.h
# Decimal.cpp	# Callback.cpp
# Kernel32W.dli	# TimeDate.h
# Mpr32W.dli	# TimeDate.cpp
# Path.h	# Value.h
# Path.cpp	# Value.cpp
# NetNode.cpp	# Format.h
# App.h	# Format.cpp
# App.cpp	# Convert.h
# Stream.h	# Convert.cpp
# Stream.cpp	# Color.h
# BlockStream.cpp	# Color.cpp
# Profile.h	# Gtypes.h

```
};

#define D3DFVF_CUSTOMVERTEX (D3DFVF_XYZ|D3DFVF_DIFFUSE)

DirectXTest::DirectXTest ()
{
    CtrlLayout (*this, "DirectX Test");
    Sizeable().Zoomable();

    dx.WhenRender = THISBACK(Render);
    dx.WhenInit = THISBACK(InitGeometry);
    exit <<= THISBACK(Exit);

    vb = NULL;
}

DirectXTest::~DirectXTest ()
{
    if (vb)
        vb->Release();
}

void DirectXTest::Exit ()
{
    Close();
}

void DirectXTest::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 / 3 )
----- Core ( MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC ) ( 2 / 3 )
----- BinarySearch ( MAIN MSC8 DEBUG SO SHARED DEBUG_FULL BLITZ WIN32 MSC ) ( 3 / 3 )
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 modifying 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...
