
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 868 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 /
----- 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 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...
