Subject: Keyboard shortcut
Posted by darthspawn on Wed, 27 May 2009 16:31:55 GMT
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I need to create a keyboard shortcut like "ctrl + h", that hide the menu bar.. is possible do it? and is possible hide a button and cut the window to optimize space? thanks!

Subject: Re: Keyboard shortcut
Posted by mirek on Fri, 29 May 2009 09:34:54 GMT
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darthspawn wrote on Wed, 27 May 2009 12:31I need to create a keyboard shortcut like "ctrl + h", that hide the menu bar.. is possible do it? and is possible hide a button and cut the window to optimize space? thanks!

Sure.

To hide the menu, it depends on how the menu is incorporated, but in most cases you can just call Hide or Show(false). The same for the buttom.

To catch Ctrl+H: If it is a menu command, it would happen automatically (if you add Key) (but not if menu is hidden).

You can also override Key method and catch it yourself.

Mirek

Subject: Re: Keyboard shortcut
Posted by darthspawn on Fri, 29 May 2009 10:06:05 GMT
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I tried now to add a key accelerator to the menu' bar, but when menu is not showed is not possible call again CTRL_H for make visible the menu bar (I tried to put some breakpoint, the function is not called). The shortcut function works when the bar is visible.

Subject: Re: Keyboard shortcut
Posted by darthspawn on Thu, 04 Jun 2009 12:00:14 GMT
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It's my fault or I must user another way?
Sorry for the up!

Sam

Subject: Re: Keyboard shortcut
Posted by mrjt on Thu, 04 Jun 2009 13:09:07 GMT
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The accerator is being ignored because the menu is invisible. This is the correct behaviour.

You can pick up the event in your TopWindow's Key function instead.

Subject: Re: Keyboard shortcut
Posted by Sender Ghost on Thu, 04 Jun 2009 13:10:48 GMT
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Hello, Sam.

I can provide you some example.
HideMenuExample.h:

```
#ifndef _HideMenuExample_HideMenuExample_h
#define _HideMenuExample_HideMenuExample_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class HideMenuExample : public TopWindow {
public:
 typedef HideMenuExample CLASSNAME;
 HideMenuExample();

 FrameRight<Button> btn;
 MenuBar menu;
 // Bars
 void MainBar(Bar& bar);
 void FileBar(Bar& bar);
 // GUI Events
 void OnHideMenu();
 void OnHideButton();
 void OnButtonClick();
 // Input Events
 virtual bool Key(dword key, int count);
 // Methods
 String ShowButtonLabel(bool show) { if (show) return "Hide button"; else return "Show button"; }
};

#endif
```

HideMenuExample.cpp:

```
#include "HideMenuExample.h"

HideMenuExample::HideMenuExample()
{
 Title("Hide menu example");
 MaximizeBox().MinimizeBox().Sizeable().CenterScreen();

 btn.SetLabel("?");
 btn.WhenPush = THISBACK(OnButtonClick);

 AddFrame(menu);
 //AddFrame(TopSeparatorFrame());
 menu.Set(THISBACK(MainBar));
 menu.AddFrame(btn);

 SetRect(0, 0, 640, 480);
}

void HideMenuExample::MainBar(Bar& bar)
{
 bar.Add("File", THISBACK(FileBar));
}

void HideMenuExample::FileBar(Bar& bar)
{
 bar.Add("Hide this menu", THISBACK(OnHideMenu)).Key(K_CTRL_H);
 bar.Add(ShowButtonLabel(btn.IsVisible()), THISBACK(OnHideButton)).Key(K_CTRL_B);
 bar.MenuSeparator();
 bar.Add("Exit", THISBACK(Close)).Key(K_CTRL_Q);
}

void HideMenuExample::OnHideMenu()
{
 menu.Show(!menu.IsVisible());
}

void HideMenuExample::OnHideButton()
{
 btn.Show(!btn.IsVisible());
}

void HideMenuExample::OnButtonClick()
{
 PromptOK("Clicked");
}

bool HideMenuExample::Key(dword key, int count)
```

```
{
 if (!menu.IsVisible())
 {
  if (key == K_CTRL_H)
  {
   OnHideMenu();
   return true;
  }
  else if (key == K_CTRL_Q)
  {
   Close();
   //return true;
  }
 }

 return TopWindow::Key(key, count);
}

GUI_APP_MAIN
{
 HideMenuExample().Run();
}
```

Subject: Re: Keyboard shortcut
Posted by darthspawn on Thu, 04 Jun 2009 15:35:26 GMT
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Thank you very much! your example it was greatly appreciate!

Another little question: is possible to hide the blue bar?
it's not a great problem if I can't. I've searched some information about "SetSkin()", it's that the way?
Thank you again!

Sam

Subject: Re: Keyboard shortcut
Posted by Sender Ghost on Mon, 08 Jun 2009 01:26:55 GMT
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darthspawn wrote on Thu, 04 June 2009 17:35Thank you very much! your example it was greatly appreciate!

Another little question: is possible to hide the blue bar?

it's not a great problem if I can't. I've searched some information about "SetSkin()", it's that the way?
Thank you again!

Sam
This is another question and should be placed in appropriate topic.

Anyway, if I understood you correctly, yes it's possible to hide the main title bar of the window. For this purpose, e.g. in the Windows operating system, you can change Window Style to not include WS_CAPTION. In U++ we use TopWindow class. It have SyncCaption0 method that changes window styles. FrameLess method can be placed in window constructor. In my opinion, it is not very flexible, because you don't have system menu in this mode and must implement own areas for window placement, close, maximize, minimize buttons, etc.

SetSkin method changes how U++ widget(s) (inherited from Ctrl) looks.
