
Subject: add controls to splitter bar, how? [NEEDS MORE IMPLEMENTATION...]

Posted by [fudadmin](#) on Fri, 24 Mar 2006 13:37:15 GMT

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I want to add some controls to splitter bar. Let's say button. What is the easy way?

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```
{ TopWindow w;  
  Button b;  
  Splitter horz;  
  LineEdit ed1,ed2;
```

```
  horz.Add(ed1);  
  horz.Add(ed2);
```

```
  w.Add(horz.Horz().VSizePos(35,35));  
  w.Run();  
}
```

Subject: Re: add controls to splitter bar, how?

Posted by [mirek](#) on Fri, 24 Mar 2006 13:57:18 GMT

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What is wrong with reference/Splitter?

Mirek

Subject: Re: add controls to splitter bar, how?

Posted by [fudadmin](#) on Fri, 24 Mar 2006 14:16:47 GMT

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luzr wrote on Fri, 24 March 2006 13:57 What is wrong with reference/Splitter?

Mirek

The buttons are not on the bar!

Subject: Re: add controls to splitter bar, how?

E.g.

```
#include <CtrlLib/CtrlLib.h>

class MySplitter : public Splitter {
// int lpos[3];
  Button btn;
public:
  typedef MySplitter CLASSNAME;
  void Move();
  Callback WhenLeftDouble;
  void LeftDouble(Point, dword);
  MySplitter();

};

void MySplitter::LeftDouble(Point, dword){
  WhenLeftDouble();
}

void MySplitter::Move(){
// PromptOK("test");
  SetPos(100);
}

MySplitter::MySplitter(){
//btn.SizePos().TopPos(10);
//Add(btn);
  WhenLeftDouble <<THISBACK(Move);
}

class App : public TopWindow {
  LineEdit ed1,ed2;
  MySplitter horz;
  StatusBar status;
public:
  typedef App CLASSNAME;
  void Show();
  App();
};

App::App(){

  horz.Add(ed1);
```

```

horz.Add(ed2);

Add(horz.Horz().VSizePos(35,35));
AddFrame(status);

Sizeable();
}

GUI_APP_MAIN
{
App().Run();
}

```

I want "move right" "move left" buttons on splitter bar...

Subject: Re: add controls to splitter bar, how?
Posted by [fudadmin](#) on Fri, 24 Mar 2006 16:58:03 GMT
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ok, in fact, semi-working example is this:

```

#include <CtrlLib/CtrlLib.h>

class App : public TopWindow {
LineEdit ed1,ed2;
Splitter horz;
Option btn;
public:
typedef App CLASSNAME;
void Move();
App();
};

void App::Move(){
if (btn.Get())
horz.SetPos(1000);
else horz.SetPos(5000);
btn.SetRectX(horz.GetPos()/13-10,10);
}

App::App(){
horz.Add(ed1);
horz.Add(ed2);
Add(horz.Horz().VSizePos(35,35));
}

```

```
btn.SetRectY(50,50);
btn.SetRectX(horz.GetPos()/13-10,10);
Add(btn);
```

```
btn.WhenAction=THISBACK(Move);
```

```
Sizeable().Zoomable();
}
```

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

First problem is that position returned from splitter is in different units than from other controls...
Second problem is that in this case I need to catch splitter bar events and update button position...

What I wanted was the same like for HeaderCtrl - public access Splitter Bar...

Subject: Re: add controls to splitter bar, how?
Posted by [mirek](#) on Fri, 24 Mar 2006 21:54:32 GMT
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fudadmin wrote on Fri, 24 March 2006 09:16luzr wrote on Fri, 24 March 2006 13:57What is wrong with reference/Splitter?

Mirek

The buttons are not on the bar!

Please define "on the bar".

If I understand this well, maybe it should be frame ctrl? See

[http://upp.sourceforge.net/srcdoc\\$CtrlCore\\$AboutFrames\\$en-us.html](http://upp.sourceforge.net/srcdoc$CtrlCore$AboutFrames$en-us.html)

if this is not enough, you will have to either suggest Splitter improvements or define your own Ctrl (not a very complicated task in fact).

Mirek

Subject: Re: add controls to splitter bar, how?

Posted by [mirek](#) on Fri, 24 Mar 2006 22:01:51 GMT

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fudadmin wrote on Fri, 24 March 2006 11:58ok, in fact, semi-working example is this:

.....

First problem is that position returned from splitter is in different units than from other controls...
Second problem is that in this case I need to catch splitter bar events and update button position...

What I wanted was the same like for HeaderCtrl - public access Splitter Bar...

SORry, missed this followup...

Well, I guess Frame could solve this:

If I undestand you well, you need the option at the top of view area. You can easily add one by adding FrameCtrl to it.

Something line

```
FrameTop<Option> top;  
top.Height(Draw::GetStdFontCy());  
ed1.AddFrame(top);
```

..I guess that you will need some more complicated composition than Option there (Option is not opaque to start with), but as the first step....

Mirek

Subject: Re: add controls to splitter bar, how?

Posted by [fudadmin](#) on Tue, 28 Mar 2006 18:43:03 GMT

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improved example which works if you make Splitter::PosToClient() public... or add that piece of code instead ...

```
#include <CtrlLib/CtrlLib.h>
```

```
class App : public TopWindow {  
    LineEdit ed1,ed2;  
    Splitter horz;  
    Option btn;  
public:  
    typedef App CLASSNAME;  
    void MoveSplitter();  
    App();  
};
```

```
void App::MoveSplitter(){
  if (btn.Get())
    horz.SetPos(1000);
  else horz.SetPos(5000);
  btn.SetRectX( horz.PosToClient(horz.GetPos(0))-7, 15 );
}
```

```
App::App(){
  horz.Add(ed1);
  horz.Add(ed2);
  Add(horz.Horz().VSizePos(35,35));
```

```
Add(btn);
SetRect(20,30,950,720); //can't leave without it because you will not get Pos's...
```

```
btn.SetRectX( horz.PosToClient(horz.GetPos(0))-7, 15 ); //have to make Splitter::PosToClient()
public... :(
  btn.SetRectY(50,50);
```

```
  btn.WhenAction=THISBACK(MoveSplitter);
  Sizeable().Zoomable();
}
```

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

Now the problem is how to keep the "switcher" in place when resizing parent Ctrl's...?

Subject: Re: add controls to splitter bar, how?
Posted by [mirek](#) on Tue, 28 Mar 2006 19:44:43 GMT
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I am afraid this will to satisfy your appetite, but for illustration:

```
#include <CtrlLib/CtrlLib.h>

class App : public TopWindow {
  LineEdit ed1,ed2;
  Splitter horz;

  FrameRight<StaticRect> sr;
  Option btn;
```

```

public:
    typedef App CLASSNAME;
    void MoveSplitter();
    App();
};

void App::MoveSplitter()
{
    if(btn)
        horz.SetPos(1000);
    else
        horz.SetPos(5000);
}

App::App()
{
    horz.Add(ed1);
    horz.Add(ed2);

    Add(horz.Horz().VSizePos(35,35));
    ed1.SetFrame(0, sr);
    sr.Width(20);
    ed1.AddFrame(FieldFrame());
    sr.Add(btn.LeftPos(5, 20).TopPos(0, 20));

    btn.WhenAction=THISBACK(MoveSplitter);
    Sizeable().Zoomable();
}

GUI_APP_MAIN
{
    App().Run();
}

```

As for the right solution, I believe something close how "edit window split" is done in TheIDE should be OK for you.

In fact, this is not much about U++, but about UI design. I do not believe that that option over split area looks nice

Mirek

Subject: Re: add controls to splitter bar, how?

Posted by [fudadmin](#) on Tue, 28 Mar 2006 21:44:11 GMT

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luzr wrote on Tue, 28 March 2006 20:44

I do not believe that that option over split area looks nice

Mirek

Of course it's not. I want to put some images...

Subject: Re: add controls to splitter bar, how?

Posted by [fudadmin](#) on Tue, 28 Mar 2006 21:59:13 GMT

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luzr wrote on Tue, 28 March 2006 20:44 I am afraid this will to satisfy your appetite, but for illustration:

...

The idea with the extra frame in this code is super! One more example where the iceberg Ultimate++ lies... And needs to be explored.
