Subject: Docking: How to dock to the entire portion of what remains?
Posted by ktj9 on Thu, 06 May 2010 19:17:44 GMT

View Forum Message <> Reply to Message

Hello,
Docking has Left,Top,Right,Bottom. So I can always see blank portion that is not occupied, unless I drag a dockable. I am wondering how to specify so the last Dockable that I add will take all the space that remains. I guess I need to use Dock(int alingn,DockableCtrl& dc). But I don't quite understand the meaning and purpose of arguments; and cannot get what I want after playing some experiments.
Thanks!

Subject: Re: Docking: How to dock to the entire portion of what remains?
Posted by mrjt on Mon, 17 May 2010 12:04:39 GMT

View Forum Message <> Reply to Message

Hi,

Do you mean that you want the client area of the DockWindow (the grey bit in the middle) to be completely filled by the docked ctrls?

Just to be clear, the client area is the space where the code would be in Visual Studio.

If so then it's not really possible. You could maybe use DockWindow::SetFrameSize:
SetFrameSize(DockWindow::DOCK_LEFT, sz.cx);
(where sz is the size of the window from GetRect)

But there are potential problems that make a general solution quite difficult. Somebody else is asking for the ability to dock a window to the client area which I think would solve your problem, so I'll think about it and see what I can come up with.

Subject: Re: Docking: How to dock to the entire portion of what remains?
Posted by ktj9 on Wed, 26 May 2010 17:40:59 GMT

View Forum Message <> Reply to Message

Thanks you for your respond. Actually after playing Docking for a while, it is the approach of defining LEFT,RIGHT,TOP,BOTTOM that confuses me. As you have mentioned Visual Studio, I think VS' approach is more intuitive, or maybe it is just because I have got too much used to it. The definition in VS that I can see is to define docking, splitting vertically, and splitting horizontally. By defining L,R,T,B, there is always some moment confusing, e.g. " if I put it to the right, how the class will handling its top regarding existing widget ", which leaves me to look into codes. And if the behavior is not what I expect, I probably can nothing about it.
Thanks!

Subject: Re: Docking: How to dock to the entire portion of what remains?
Posted by mrjt on Sun, 30 May 2010 23:46:22 GMT
View Forum Message <> Reply to Message

Well, the idea with docking is that you shouldn't have to be worrying about such things, it is up to the user. That is kind of the whole point. If you don't want this flexibility there are simpler ways of doing things without Docking.

And with serialization you don't even have to make the initial/default layout with code, you can set it up in the app and save it.

However, if you care about such things it is supportted. The sizing of widgets is determined by their size hints (min, std, max) and the order in which they are docked can be controlled in two ways:
1- Add the widgets in order (left to right, top to bottom)
2- Use the Dock function that has the position/pos parameter (I don't have code access right now, but it's something like DockWindow::Dock(int align, int pos). Then you can dock them in any order you like.

Other things are taking up my time at the moment so big changes are unlikely but I'm open to suggestions for improvements. Incidentally I added comments to DockWindow.h in my last update to make things a bit clearer (I hope) so you may want to update from the SVN if you haven't already.

James

Subject: Re: Docking: How to dock to the entire portion of what remains?
Posted by 281264 on Tue, 07 Sep 2010 15:41:48 GMT
View Forum Message <> Reply to Message

Certainly, the possibility of docking controls within the client area of the DockWindow (the grey bit

Cheers,

Javier