
Subject: TabBar: ordering of tabs by their Value (title)
Posted by [kohait00](#) on Tue, 22 Jun 2010 15:42:36 GMT
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hi folks.

recently i was in need to have the TabBar / CtrlTabBar stuff have the ability to order the Tabs using some custom ValueOrderFn function. as it had only the GroupOrder and Stacking behaviour i tried to extend it to my best knowledge of the package..

it is a quick fix though, so authors please review it and if it has sense, it might go upstream. i think this is quite important..

the archieve includes the .svn folder for easy inspection / diff.

File Attachments

1) [TabBar.rar](#), downloaded 351 times

Subject: Re: TabBar: ordering of tabs by their Value (title)
Posted by [mrjt](#) on Fri, 25 Jun 2010 09:50:03 GMT
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I have incorporated you changes, though I have changed the implementation and interface. that's partly because I'd implemented the sorting so badly to begin with I thought a rewrite was needed.

These functions are now available:

```
TabBar& SortTabs(bool b = true);  
TabBar& SortTabsOnce();  
TabBar& SortTabsOnce(TabSort &sort);  
TabBar& SortTabs(TabSort &sort);
```

```
TabBar& SortTabValues(ValueOrder &sort);  
TabBar& SortTabValuesOnce(ValueOrder &sort);  
TabBar& SortTabKeys(ValueOrder &sort);  
TabBar& SortTabKeysOnce(ValueOrder &sort);
```

```
TabBar& SortGroups(bool b = true);  
TabBar& SortGroups(TabSort &sort);  
TabBar& SortStacks(bool b = true);  
TabBar& SortStacks(TabSort &sort);  
TabBar& SortStacks(ValueOrder &sort);
```

```
bool IsValueSort() const { return tabsort; }  
bool IsGroupSort() const { return groupsort; }  
bool IsStackSort() const { return stacksort; }
```

I also finally got around to adding the ability to change the group separators, so this function is now

added:

TabBar &SetGroupSeparators(Value horz, Value vert);(the Values can be anything you would pass to ChPaint)

I have also removed TabBarCtrl (I assume it was you that committed it?). I'm open to adding something like it to the package but that version lacked polish and did not match the coding style (it used camelCase among other things).

Thanks for your additions, I'll look at the Docking submission when I get time.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mdelfede](#) on Fri, 25 Jun 2010 09:56:21 GMT

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mrjt wrote on Fri, 25 June 2010 11:50

I have also removed TabBarCtrl

Arrghhhh.... no, it was from me, and I'm using it on my app....

Max

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Fri, 25 Jun 2010 10:44:38 GMT

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TabBarCtrl is quite important, we might consider repolishing

could you transfer TabBarCtrl to bazaar as extra package meanwhile?

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Fri, 25 Jun 2010 10:54:18 GMT

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There is nothing to stop you using it in your own app or even adding it as a seperate package to the bazaar, it's doesn't need to be included in the TabBar package.

Part of the problem is that the TabBar isn't well suited to encapsulation like that. To make a general purpose ctrl (as it would have to be to be added to the package) you have to either duplicate a lot of the interface or expose the TabBar object, which also exposes the Callbacks that

the host ctrl needs to use to function.

It's something that's very easy to do for a single solution for your own app, but difficult to create a 'proper' general purpose ctrl with correct encapsulation.

I'll think about it though, maybe some small changes to TabBar could make it work better.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Fri, 25 Jun 2010 10:58:46 GMT

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thnks mrjt,

thats exaclty why i needed to make tabbar public in the changes above. its a general question to think of. copying almost the whole api just to hide away a member is overkill

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mdelfede](#) on Fri, 25 Jun 2010 11:50:11 GMT

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mrjt wrote on Fri, 25 June 2010 12:54There is nothing to stop you using it in your own app or even adding it as a seperate package to the bazaar, it's doesn't need to be included in the TabBar package.

It depends.... if you didn't remove my changes in TabBar, it's ok, I can put in a separate package. If you did remove my patches from tabbar too, I'll have to duplicate all of tabbar code in my package.

Ciao

Max

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Fri, 25 Jun 2010 12:44:03 GMT

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Which patches do you mean?

EDIT: If you mean WhenCloseSome etc. then they are still there. The only interface change (besides additions) is the renaming of GroupSort to SortGroups.

Subject: Re: TabBar: ordering of tabs by their Value (title)
Posted by [mdelfede](#) on Fri, 25 Jun 2010 14:16:40 GMT
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Yep, I meant those

So I'll add a separate TabBarCtrl bazaar package on next days, I guess.

Ciao

Max

Subject: Re: TabBar: ordering of tabs by their Value (title)
Posted by [mrjt](#) on Fri, 25 Jun 2010 15:57:37 GMT
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Right.

I've modified TabBar so that it can now be used like a Ctrl (outside of a frame) and restricts it's drawing to the correct size. Suprisingly few changes were necessary and a nice side effect has been a slight rendering improvement when the scrollbar is hidden

This means that you can now inherit from it directly to make a TabBarCtrl without the use of any Callbacks and the whole interface exposed.

I have attached a package that contains my implementation of TabBarCtrl a much more comprehensive TabCtrlBarTest. I'm not going to commit it just yet as it needs more testing and I haven't tried it with Docking.

EDIT: See further down-thread for latest version

Subject: Re: TabBar: ordering of tabs by their Value (title)
Posted by [kohait00](#) on Fri, 25 Jun 2010 16:01:35 GMT
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thanks, we'll take care of testing over weekend

Subject: Re: TabBar: ordering of tabs by their Value (title)
Posted by [kohait00](#) on Fri, 25 Jun 2010 16:08:06 GMT
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BTW:

while tweaking TabBar:

is it possible to make the scroll bar width adjustable

in

```
void TabScrollbar::Paint(Draw &w)
```

the values are somehow hardcoded.. that'd be nice

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Sun, 27 Jun 2010 11:37:57 GMT

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Do you mean width as in left to right dimension or height as in the thickness of the bar?

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Sun, 27 Jun 2010 21:12:01 GMT

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thickness, maybe something like that??

TabBar.cpp:139

```
void TabScrollbar::Paint(Draw &w)
```

```
...
```

```
if(total > sz.cx) {  
    p = Point(ffloor(pos), 1);  
    rsz = Size(fceil(size), barwidth);  
}
```

```
else {  
    p = Point(0, 1);  
    rsz = Size(sz.cx, barwidth);  
}
```

```
...
```

```
//.h
```

```
void SetBarWidth(int w) { barwidth = w; LayoutRefresh(); }
```

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Mon, 28 Jun 2010 14:49:16 GMT

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Well, it was a little more complex than that but I've made the changes.

Fuction is:

TabBar::SetScrollThickness()

which sets the thickness of the blue bar in the scrollbar (the total thickness includes an extra 1 pixel on either side). The default value is 2.

I've also fixed a couple of ScrollBar related bugs in TabBarCtrl and updated TabBarCtrlTest to include option for changing thickness (under tab 3: "Layout3").

File Attachments

1) [TabBarCtrlTest.zip](#), downloaded 337 times

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Mon, 28 Jun 2010 14:55:23 GMT

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thanks a lot..we 'll test..

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [Mindtraveller](#) on Tue, 29 Jun 2010 15:07:36 GMT

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Sorry for little offtopic.

Does anyone like these TabBar images?

http://www.ultimatepp.org/forum/index.php?t=msg&goto=26220#msg_26220

Is there a sense to use them instead of old ones?

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Tue, 29 Jun 2010 15:53:08 GMT

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Hi Mirek

i have spent some time using / adapting your new design, the TabBarCtrl : public TabBar is a good thing

i have modified / extended some things slightly, and tried to adopt / extend the TabBarCtrlTest and the FileTabsExample.

the svn stuff is there, but basicly the current state (since your rar archive was not up in svn so diff

shows all your changes as well. but you will spot the stuff i did easily.

bugfix in TabBar.cpp

```
TabBar& TabBar::SortStacks(bool b)
{
    stacksort = b; << was staticly true
```

added (to my best knowledge)

```
TabBar& TabBar::SortGroupsOnce()
TabBar& TabBar::SortGroupsOnce(TabSort &sort)
```

```
TabBar& TabBar::SortStacksOnce()
TabBar& TabBar::SortStacksOnce(TabSort &sort)
```

this one was not implemented

```
TabBar& TabBar::SortStacks(ValueOrder &sort)
```

this one needs to go public, since its API functions are public as well

```
struct TabSort {
```

and thus this one has to be public as well.

```
struct Tab : Moveable<Tab> {
```

Docking:

made available the sorting functions from outside.

and some static function stuff, Value converts need not be dependant to intance, if they dont use anything from it...

why not having DockableCtrl::GetContainer() public?

there are 2 changes (first 2) in DockCont.spp from me, which i dont think are usable, so spare them out, they have to do with handling..

i hope this feedback helps

File Attachments

1) [bazaar.rar](#), downloaded 323 times

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Tue, 29 Jun 2010 16:39:34 GMT

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Mindtraveller wrote on Tue, 29 June 2010 16:07 Sorry for little offtopic.

Does anyone like these TabBar images?

http://www.ultimatepp.org/forum/index.php?t=msg&goto=26220#msg_26220

Is there a sense to use them instead of old ones?

Sorry I knew there was something else I was supposed to but I couldn't remember what it was.

I'll add them to the package tomorrow. Definitely this time.

kohait00:

Thanks for the fixes, I obviously made some pretty stupid mistakes there

kohait00 wrote on Tue, 29 June 2010 16:53 Hi Mirek

Not guilty!

James

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Tue, 29 Jun 2010 19:04:23 GMT

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sorry guys if i mess up the names

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Tue, 29 Jun 2010 21:32:28 GMT

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i am still asking myself why the new TabBarCtrl is keeping only the current shown control as child in its pane...

thus no tree inspection is possible. why not having them all in there using Show/Hide, like in one of the early versions or was it in QuickTab, dont remember.

and having the ctrls themselves decide how they should be added (no SizePos by default)?

some hints

TabBarCtrl& TabBarCtrl::InsertCtrl(int ix, Ctrl &ctrl, Value key, Value value, Image icon, String group, bool make_active)

```
{  
    ctrls.Add(key, &ctrl);  
    ctrl.Hide();  
    pane.Add(ctrl);  
}
```



```

TabBar::InsertKey(ix, key, value, icon, group, make_active);
return *this;
}

void TabBarCtrl::SetCtrl(int ix)
{
    ASSERT(ix < GetCount());

    Value key = TabBar::GetKey(ix);
    int _ix = ctrls.Find(key);
    if (_ix >= 0)
        for(int i = 0; i < ctrls.GetCount(); i++)
        {
            Ctrl * pc = ctrls[i];
            pc->Show(i == _ix);
        }
}

```

a bugfix in RemoveCtrl(Value key)

```

// Close(key);
CloseKey(key); //should be this one, right

```

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Thu, 01 Jul 2010 12:43:14 GMT

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Thanks again, I wrote TabBarCtrl pretty quickly so I knew it would need some improvement.

kohait00 wrote on Tue, 29 June 2010 22:32i am still asking myself why the new TabBarCtrl is keeping only the current shown control as child in its pane...

Changed so that all ctrls live in the pane. You're right, it's much more sensible

Quote:and having the ctrls themselves decide how they should be added (no SizePos by default)?
I dsagree with this for 2 reasons:

- Always apply SizePos is how it works in TabCtrl
 - Not doing it means that you have to remember to do it yourself, which is more prone to errors
- If you want to use a layout you just need to use an additional ParentCtrl. Realistically it's not very common that you'd want to add ctrl without SizePos and not be using a Layout template anyway. I'll keep it like it is.

Mindtraveller:

I have added your icons. The cross icons are now part of TabBar::Style, with some helpful shortcut functions to swap them:

```

struct Style : public TabCtrl::Style

```

```

{
    Image crosses[3];
    Value group_separators[2];

    Style & Write() const    { return *static_cast<Style *>(&TabCtrl::Style::Write()); }

    Style& DefaultCrosses();
    Style& Variant1Crosses();

    Style& DefaultGroupSeparators();
    Style& GroupSeparators(Value horz, Value vert);
    Style& NoGroupSeparators() { return GroupSeparators(Value(), Value()); }
};

```

It's a bit unorthodox but given TabBar's requirement for different styles for LEFT, RIGHT etc. I couldn't think of a better way. The only problem is that your icons are off-center, so they won't work properly with TabBars aligned to the side or bottom, but I haven't decided how to fix that yet.

This means you can this to change the global style for a TabBar to use your crosses with no separator line between groups:

```
TabBar::StyleDefault().Write().Variant1Crosses().NoGroupSeparators();
```

I've attached my latest version. TabBarCtrlTest has been modified to include style testing. I still haven't had time to properly test Docking but I'll get everything committed either tomorrow or early next week.

File Attachments

1) [TabBarCtrlTest.zip](#), downloaded 293 times

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Thu, 01 Jul 2010 16:48:48 GMT

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Quote:

is that your icons

Not guilty

i havent done anything to the icons, i used stuff that has been posted here...

SizePos:

imagine just adding an ArrayCtrl to the tab. not always do you want it to be of SizePos, but maybe only the half, which might look better...introducing a parent ctrl for that, well ofcourse, but i have had performance issues here while using too much of ctrl tree depth, so one seeks where to spare out . nevermind, leave it like that, its consistent.

thanks again for support

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mdelfede](#) on Sat, 03 Jul 2010 21:00:35 GMT

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mrjt wrote on Fri, 25 June 2010 17:57Right.

I've modified TabBar so that it can now be used like a Ctrl (outside of a frame) and restricts it's drawing to the correct size. Suprisingly few changes were necessary and a nice side effect has been a slight rendering improvement when the scrollbar is hidden

This means that you can now inherit from it directly to make a TabBarCtrl without the use of any Callbacks and the whole interface exposed.

I have attached a package that contains my implementation of TabBarCtrl a much more comprehensive TabCtrlBarTest. I'm not going to commit it just yet as it needs more testing and I haven't tried it with Docking.

EDIT: See further down-thread for latest version

Uhmhhh.... changes to TabBarCtrl interface from my previous one made my app not compatible with it anymore.... so I've got 2 choices... rethink my app interface to TabBarCtrl or regrab my previous one.

Still not sure if the effort of changing my app are worth. Which are the advantages of new TabBarCtrl from previous one ?

Max

Edit :

In detail, you removed following stuffs :

TabBarCtrl::Get()
TabBarCtrl::GetItem()
TabBarCtrl::Add(Ctrl&, String&)
And maybe some others.

Thinking a bit about it, I guess I'll take back my previous version.....

Max

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Sun, 04 Jul 2010 08:11:00 GMT

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i consider the new one simpler to use, less code was used, and most important: TabBarCtrl derives from TabBar, so one can access it's helpers as well.. i'd prefer the new version.

the porting is not that much of work actually, i did it as well.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mdelfede](#) on Sun, 04 Jul 2010 13:59:00 GMT

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Well... by now I'll stay with previous one, maybe I'll change it when committed.

Max

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Wed, 07 Jul 2010 07:19:26 GMT

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hey mrjt,

what about pushing your current TabBar & co upstream svn

Subject: Behaviour

Posted by [kohait00](#) on Wed, 07 Jul 2010 08:49:48 GMT

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hi again,

i noticed the TabBar to behave a bit unlike the typical upp control in terms of forwarding change events (here: SetData)

upp controls: calling SetData() (or respective Set methods) updates internal Control data *without* triggering Action() events. so the programmer can decide whether to trigger an Action after SetData() from code or not. while the UI interaction also updates the internal control data *and* triggers the Action() events.

now TabBar triggers UpdateAction() in SetCursor, which is called from both UI interaction and code, it shouldnt trigger UpdateAction(). this leads to unexpected loop behaviour in some cases (when you receive unexpected Action() callbacks while modifying TabCtrl in code via SetData etc). The recently added UpdatedCursor doesnt help much here.

RFC

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Wed, 07 Jul 2010 09:31:13 GMT

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Could the SetData be changed to call SetCursor0()? If I remember correctly that should solve the problem.

Sorry I haven't committed it. I'm away on a business trip and I expected to have Internet access at the hotel to do the update but unfortunately it's not available. It's just unacceptable!)

Feel free to commit it yourself, otherwise I will do it as soon as I'm able.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Wed, 07 Jul 2010 09:58:04 GMT

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dont have any commit rights in svn yet..

i will try the SetCursor0 thing..

there is no SetCursor0...

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Wed, 07 Jul 2010 10:25:56 GMT

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The Problem is that the UI calls quite a few functions from public interface as well, which makes it difficult to separate, what was ui action and what was API action.

SetCursor() i.e. is involved in

*LeftDown()

*Close()

*CloseAll()

*DoUnstacking()

*DoCloseGroup()

InsertKey()

SetData()

while the (*) versions are as well used in UI. there one needed to separate SetCursor
UpdateAction() and call it afterwards somehow.

UpdatePos() should be a Part or even Update() itself, you call UpdateActionRefresh(), but there is no Update() override. so UpdatePos should be it, right?

maybe i can figure out what is there and how to do it..
if you could help, that'd be great.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [mrjt](#) on Thu, 15 Jul 2010 08:33:38 GMT

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I've fixed this and updated the repository finally. I had some problems committing, so it's taken me a while.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Thu, 15 Jul 2010 08:41:35 GMT

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thanks a lot, i'll take a look.

Subject: Re: TabBar: ordering of tabs by their Value (title)

Posted by [kohait00](#) on Mon, 19 Jul 2010 10:13:51 GMT

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it works good, thank again

Subject: Docking: removed special sorter

Posted by [kohait00](#) on Wed, 21 Jul 2010 14:43:38 GMT

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hi mrjt,

your last commit removed the special sorter in DockCont, it was necessary to have, because the DockCont uses the Values as containers for the DockCtrl, not for the titles itself. that's why the weird converter

```
//DockCont.h
```

```
...
```

```
//and the sorting itself uses a ValueSorter inside  
struct DockValueSort
```

```

: public TabBar::TabSort
{
virtual bool operator()(const TabBar::Tab &a, const TabBar::Tab &b) const
{
    DockableCtrl* dca = DockCast(a.value);
    DockableCtrl* dcb = DockCast(b.value);
    if(dca && dcb)
        return (*vo)(dca->GetTitle(), dcb->GetTitle());
    else
        return false;
}
const ValueOrder *vo;
};

```

```

DockValueSort tabsorter_inst;

```

```

...
void SortTabs(bool b);
void SortTabs(TabBar::TabSort &sort); //should be protected
void SortTabs(ValueOrder &sort);
void SortTabsOnce(ValueOrder &sort);

```

```

//DockCont.cpp

```

```

void DockCont::SortTabs(bool b)
{
    tabbar.SortTabs(b);
}

```

```

void DockCont::SortTabs(TabBar::TabSort &sort)
{
    tabbar.SortTabs(sort);
}

```

```

void DockCont::SortTabs(ValueOrder &sort)
{
    tabsorter_inst.vo = &sort;
    tabbar.SortTabs(tabsorter_inst);
}

```

```

void DockCont::SortTabsOnce(ValueOrder &sort)
{
    DockValueSort q;
    q.vo = &sort;
    tabbar.SortTabsOnce(tabsorter_inst);
}

```

```

//ctor

```

```
tabsorter_inst.vo = &Single<StdValueOrder>();
```

//ive fixed it, see attachment, if ok please commit soon. my app relays on that

File Attachments

1) [Docking.rar](#), downloaded 310 times

Subject: Re: Docking: removed special sorter
Posted by [mrjt](#) on Wed, 21 Jul 2010 16:41:45 GMT
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You're right, I'd forgotten about that. It's a hangover from when the TabBar didn't have keys.

I've committed a more elegant version that does what you want by storing titles directly.

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Thu, 22 Jul 2010 06:39:41 GMT
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it works fine, thanks a lot.

the only problem remaining on my side is, i cant get rid of the hack to make GetContainer() in DockableCtrl public. i dont know how to access the container otherwise. but it's there where i trigger the SortTabs stuff.

Coming from the way

```
DockableCtrl & dc = Dockable(myCtrl);  
DockLeft(dc);
```

i only have a DockableCtrl & from which to go on, i can store the ref / pointer somewhere, but no chance to access the DockCont behind it to trigger Titles sorting.

is there a more elegant way to do that? if so i could gladly drop my hack and remain upstream...

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Thu, 22 Jul 2010 07:03:06 GMT
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and another question:

is there an easy way to know which DockableCtrl has been clicked in a tabed view??

Subject: Re: Docking: removed special sorter
Posted by [mrjt](#) on Thu, 22 Jul 2010 08:08:21 GMT
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The whole idea is that DockCont is supposed to be an internal, hidden class since it's where all the ugly stuff happens.

However, I have committed an update that makes GetContainer protected. This means you can inherit from DockableCtrl to create you own class that either exposes GetContainer or the sorting methods.

I guess the Sort interface could be added to DockableCtrl but I want to keep that class relatively simple, plus it wouldn't really be very clear what it's actually doing.

Quote:is there an easy way to know which DockableCtrl has been clicked in a tabed view??
Ctrl::IsShown() should do that I think

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Thu, 22 Jul 2010 08:25:13 GMT
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i'll try both.

isn't IsShown kind of self initiated looking through a list? i thought more of beeing notified when user clicks a docked tab, to know which tab (and thus DockableCtrl it was) because i need to trigger showing some related info on a sidebar.

it's because DockCont::TabSelected does not invoke WhenState for the DockableCtrl to notify that it has been 'set visible'. but it may be that i misunderstand WhenState, beeing STATE 'docked, tabbed' etc. that's my current hack though, so maybe there is a better option

Subject: Re: Docking: removed special sorter
Posted by [mrjt](#) on Thu, 22 Jul 2010 08:37:00 GMT
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the only way I can think of is to override Ctrl::State on a DockableCtrl derived class and check for Ctrl::SHOW.

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Thu, 22 Jul 2010 09:17:15 GMT
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but the DockableCtrl::WhenState is **not** invoked on DockCont::Tabselected() (see DockCont.cpp:340, there is no dc->WhenState()), if so i could check it...

i've looked for STATE_SHOW, it's in the *deprecated* DockCtrl.. but the Ctrl::SHOW would do it as well..

Subject: Re: Docking: removed special sorter
Posted by [mrjt](#) on Fri, 23 Jul 2010 12:02:49 GMT
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This is what I meant:

```
class MyDockableCtrl : public DockableCtrl
{
    virtual void State(int reason) {
        if (reason == Ctrl::SHOW && DockableCtrl::IsTabbed()
            && &GetContainer()->GetCurrent() == this)
            WhenTabSelect();
    }
public:
    DockCont *GetContainer() const { return DockableCtrl::GetContainer(); }
    Callback WhenTabSelect;
};
```

No changes to Docking necessary.

I've attached a version of DockingExample2 that demonstrates it's use. I'm relectant to add this to the DockableCtrl class because a) I don't want to override State there, since it may be inherited from b) It doesn't really fit conceptually IMO.

File Attachments

1) [DockingExample2.zip](#), downloaded 287 times

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Fri, 23 Jul 2010 12:08:14 GMT
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i'll try your way.. thanks

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Fri, 23 Jul 2010 12:37:07 GMT
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it solved both of my problems and i am upstream again...thanks a lot

Subject: Re: Docking: removed special sorter
Posted by [Mindtraveller](#) on Tue, 10 Aug 2010 22:12:25 GMT
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I guess latest TabBar version has a number of visual artifacts which are especially visible under POSIX:

File Attachments

1) [STermPro v1.1.6-tabs.png](#), downloaded 498 times

Subject: Re: Docking: removed special sorter
Posted by [Mindtraveller](#) on Wed, 11 Aug 2010 07:51:54 GMT
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Sorry for continuing with offtopic, but the problem from screenshot above is serious for production apps.

OK. Quick & dirty solution for those who need to avoid visual artifacts.
TabBar.cpp @ 870: `w.DrawRect(GetSize(), SColorFace());`

Subject: Re: Docking: removed special sorter
Posted by [mrjt](#) on Wed, 11 Aug 2010 12:04:55 GMT
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Sorry, I'll have a look as soon as I get a chance.

Subject: Re: Docking: removed special sorter
Posted by [mrjt](#) on Mon, 06 Sep 2010 10:49:11 GMT
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Fixed. Change will be in the SVN shortly.

Subject: Re: Docking: removed special sorter
Posted by [kohait00](#) on Mon, 06 Sep 2010 10:58:28 GMT
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thankyou
