
Subject: Docking: Future request!
Posted by [tojocky](#) **on** Thu, 15 Jul 2010 12:15:14 GMT
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Hello All,

I propose to add new future in docking visualization process like in Visual Studio. I like this realization and seems to be more intuitive!

The process like this:

1. On margins of the main window paints the dock icon options (seems to be in the image package)
2. In the middle of the window where mouse over paint all the docking options and tabbing.
3. When mouse over to a docking/tabbing option do not resize the controls but only paint the transparent blue window.

The image is attached:

Thank you, Ion Lupascu (tojocky)

File Attachments

1) [docking.PNG](#), downloaded 1077 times

Subject: Re: Docking: Future request!
Posted by [mrjt](#) **on** Thu, 15 Jul 2010 12:42:52 GMT
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Well this one's easy because it's already included

Just inherit from PopUpDockWindow instead of DockWindow. There is one bug with the 'Dock-as-tab' indicator that prevents correct resizing after the user aborts docking, but it's very minor and I don't have time to fix it now.

It also differs slightly from VS because it will do the resizing animation. This is partly because it's really, really hard to draw the blue semi-transparent square correctly in Upp. Maybe I'll have another go sometime.

Subject: Re: Docking: Future request!
Posted by [tojocky](#) **on** Thu, 15 Jul 2010 14:10:03 GMT
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mrjt wrote on Thu, 15 July 2010 15:42Well this one's easy because it's already included

Just inherit from PopUpDockWindow instead of DockWindow. There is one bug with the 'Dock-as-tab' indicator that prevents correct resizing after the user aborts docking, but it's very minor and I don't have time to fix it now.

It also differs slightly from VS because it will do the resizing animation. This is partly because it's really, really hard to draw the blue semi-transparent square correctly in Upp. Maybe I'll have another go sometime.

The problem seems to be solved a part. But Somethings is missing.

I can't reproduce this form like in the screenshot with PopUpDockWindow.
Sorry for abstracting.

Regards, Ion Lupascu(tojocky)

File Attachments

1) [dock1.PNG](#), downloaded 1054 times

Subject: Re: Docking: Future request!

Posted by [mrjt](#) on Thu, 15 Jul 2010 14:19:04 GMT

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Ah I see. My Docking package is limited to a single row of items in each side dock. Some of the more complex arrangements from VS are unattainable with it. I originally had a more versatile approach but the complexity is overwhelming, plus it precludes other features like animation.

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Thu, 15 Jul 2010 14:41:53 GMT

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mrjt wrote on Thu, 15 July 2010 17:19Ah I see. My Docking package is limited to a single row of items in each side dock. Some of the more complex arrangements from VS are unattainable with it. I originally had a more versatile approach but the complexity is overwhelming, plus it precludes other features like animation.

Another nice future will be tabbing the main window!

Thank you for great tool!

I will try to test and if is need to contribute!

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sat, 08 Jan 2011 09:31:44 GMT

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mrjt wrote on Thu, 15 July 2010 17:19Ah I see. My Docking package is limited to a single row of items in each side dock. Some of the more complex arrangements from VS are unattainable with it. I originally had a more versatile approach but the complexity is overwhelming, plus it precludes other features like animation.

Hello,

I'm ready to work for add the proposed functionality.

What do you think about this?

Do you have any ideas?

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sun, 16 Jan 2011 21:33:52 GMT

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OK,

I have achieved my future request.

Now, I will add possibility to tabbing main screen view.

I have One problem.

How Can I paint a rectangle with alpha transparency over child controls (frames too)?

Thank you in advance!

File Attachments

1) [DockingExample.png](#), downloaded 941 times

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sat, 22 Jan 2011 09:59:50 GMT

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Ok,

I have finished with tabbing and more flexible docking mechanism.

Remain to finish:

1. to Make nested docking for left, top, right, bottom docking, not only tabbed nested docking;

2. To make possibility for tabbing nested tabs not only bottom (left, top and right).
3. to Save and restore settings;
4. TO finish with highlight effect. (optional).
5. to optimize the code.

I will share the code when the code will be finished.

File Attachments

- 1) [docking3.png](#), downloaded 923 times

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sat, 22 Jan 2011 10:26:59 GMT

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- 1) [docking10_1.png](#), downloaded 819 times

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sat, 22 Jan 2011 10:28:05 GMT

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- 1) [docking10_2.png](#), downloaded 865 times

Subject: Re: Docking: Future request!

Posted by [unodgs](#) on Sat, 22 Jan 2011 15:59:38 GMT

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Cool I like positioning windows this way. Previously I liked more animations but I changed my mind, especially that if content of the application is complex animation becomes slow. Could you put somewhere your code?

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Sat, 22 Jan 2011 21:52:52 GMT

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unodgs wrote on Sat, 22 January 2011 17:59Cool I like positioning windows this way. Previously I

liked more animations but I changed my mind, especially that if content of the application is complex animation becomes slow. Could you put somewhere your code?
Of course,

But the code is still unfinished.

If you have another ideas, let me know.

Thanks to authors who created this package!

ADD:

Removed need to add docking registrations in separate method. Now it can be registrable in constructor!

File Attachments

1) [docking_src.7z](#), downloaded 340 times

Subject: Re: Docking: Future request!

Posted by [281264](#) on Tue, 01 Feb 2011 12:24:32 GMT

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Excellent!

Docking still does not work 100% correctly with OpenGL (U++-GLCtrl) when more than one mode provokes an incorrect assignment of the device context between the different GLCtrls and

It would be great if, forming part of this Docking upgrade, you could investigate and eventually fix this limitation.

Many thanks,

Javier

Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Tue, 01 Feb 2011 18:51:13 GMT

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281264 wrote on Tue, 01 February 2011 14:24Excellent!

Docking still does not work 100% correctly with OpenGL (U++-GLCtrl) when more than one

mode provokes an incorrect assignment of the device context between the different GLCtrls and

It would be great if, forming part of this Docking upgrade, you could investigate and eventually fix this limitation.

Many thanks,

Javier

I will try to investigate this problem. I afraid that this is the OpenGL problem.
