
Subject: Alignment of two (or more) toolbars at the same "level"

Posted by [281264](#) on Sun, 29 Aug 2010 09:56:51 GMT

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Hi,

are vertically oriented?; I am referring to the typical feature of many applications, through which small).

A second query: is it possible to relocate a toolbar with drag and drop?

Cheers,

Javier

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [281264](#) on Tue, 31 Aug 2010 11:54:46 GMT

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Is there anybody capable to solve the enigma?

Cheers,

Javier

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [cbpporter](#) on Tue, 31 Aug 2010 12:17:35 GMT

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I do not understand. You can align them anyway you want, there are no constrains. You can use them as a frame or in the middle of your window or add them to a Button if you wish.

There is no drag & drop support for toolbars, so that users can rearrange and dock them where they wish.

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [281264](#) on Tue, 31 Aug 2010 12:55:26 GMT

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Roger! But.. an example would help me a lot, if it's not too much trouble. Please, just provide some hints about how to do it.

Thank you.

Javier

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [cbpporter](#) on Tue, 31 Aug 2010 13:10:07 GMT

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Don't have U++ here now, but you can look at TheIDE sources. It has an option to have the menubar and toolbar on the same line or not.

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [281264](#) on Tue, 31 Aug 2010 13:19:41 GMT

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Thanks, but too complicated. Any other hint, please?

Cheers,

Javier.

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [andrei_natanael](#) on Tue, 31 Aug 2010 18:35:31 GMT

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Hi Javier,

There are many ways how to have multiple toolbars and after that only one. Here is one way.

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

```
using namespace Upp;
```

```
class ToolBars : public TopWindow {
public:
    typedef ToolBars CLASSNAME;
    ToolBars();
    ToolBar tb;
    Button btn;
    bool one;
    void Act() {}
    void TBar(Bar& bar)
    {
```

```
bar.Add(CtrlImg::exclamation(), THISBACK(Act)).Label("Exclamation");
if (!one)
    bar.Break();
bar.Add(CtrlImg::information(), THISBACK(Act)).Label("Information");
}
void OneTB()
{
    one = !one;
    tb.Set(THISBACK(TBar));
    if (one)
        btn.SetLabel("Two Toolbars");
    else
        btn.SetLabel("One Toolbar");
}
};
```

```
ToolBars::ToolBars()
{
    one = false;
    Title("Window title");
    tb.Set(THISBACK(TBar));
    AddFrame(tb);
    Add(btn.LeftPos(10, 80).TopPos(10, 30));
    btn.SetLabel("One toolbar");
    btn.WhenAction = THISBACK(OneTB);
}
```

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

Andrei

Subject: Re: Alignment of two (or more) toolbars at the same "level"
Posted by [281264](#) on Tue, 31 Aug 2010 19:37:17 GMT
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Andrei,

Very grateful. It will be very useful.

What about the drag and drop feature?

Cheers,

Javier

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [andrei_natanael](#) on Wed, 01 Sep 2010 12:54:34 GMT

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281264 wrote on Tue, 31 August 2010 22:37Andrei,

Very grateful. It will be very useful.

What about the drag and drop feature?

Cheers,

Javier

Hello Javier,

If you want drag and drop you may use Docking from Bazaar, which provide rich docking options.
If you want something simple, you may do it by your self

Here is my solution. Add an instance of BarHandler to a Bar (MenuBar, Toolbar) and see how it's working.

```
class BarHandler: public Ctrl {
```

```
public:
```

```
    Ctrl *parent;
```

```
    BarCtrl* bar;
```

```
    bool left_down;
```

```
    Point left_point;
```

```
    BarHandler() : bar(0), parent(0), left_down(false) {}
```

```
    void UpdateLayout()
```

```
    {
```

```
        if (bar) {
```

```
            int align = bar->GetAlign();
```

```
            if (align == BarCtrl::BAR_LEFT || align == BarCtrl::BAR_RIGHT)
```

```
                TopPos(1, 4).HSizePosZ(2, 2);
```

```
            else
```

```
                VSizePosZ(2, 2).LeftPos(1, 4);
```

```
        }
```

```
    }
```

```
    void ParentChange()
```

```
    {
```

```

bar = 0;
VSizePos(2, 2).LeftPos(1, 4);
}

void InitCtrl()
{
    Ctrl* ctrl = GetParent();
    while (ctrl) {
        bar = dynamic_cast<BarCtrl*>(ctrl);
        if (bar && (bar->IsToolBar() || bar->IsMenuBar())) {
            parent = bar->GetParent();
            break;
        } else {
            bar = 0;
        }
        ctrl = ctrl->GetParent();
    }
}

void MouseLeave()
{
    if (left_down)
        SetCapture();
}

void LeftDown(Point p, dword keyflags)
{
    left_down = true;
    left_point = p;
    if (!bar || !parent)
        InitCtrl();
    if (bar && !bar->IsPopUp()) {
        Rect r = bar->GetScreenView();
        parent->RemoveFrame((CtrlFrame&)*bar);
        bar->SetRect(r.left, r.top, r.Width(), r.Height());
        bar->PopUp(NULL, true, true, true, true);
    }
}

void MouseMove(Point p, dword keyflags)
{
    if (bar && left_down) {
        Rect r = bar->GetScreenView();
        bar->SetRect(p.x - left_point.x + r.left, p.y - left_point.y + r.top, r.Width(), r.Height());
    }
}

void LeftUp(Point p, dword keyflags)
{
    left_down = false;

```

```

int left, right, top, bottom;
left = right = top = bottom = 0;
if (bar && bar->IsPopUp()) {
    Rect pr = parent->GetRect();
    Point pt = GetMousePos();
    if (pr.Contains(pt)) {
        bar->Close();
        parent->AddFrame(*bar);
        left = pt.x - pr.left;
        right = pr.right - pt.x;
        top = pt.y - pr.top;
        bottom = pr.bottom - pt.y;
        if (left < right && left < top && left < bottom)
            bar->Left();
        if (right < left && right < top && right < bottom)
            bar->Right();
        if (top < left && top < right && top < bottom)
            bar->Top();
        if (bottom < left && bottom < right && bottom < top)
            bar->Bottom();
    }
}
ReleaseCapture();
UpdateLayout();
}

void Paint(Draw& w)
{
    ChPaint(w, GetSize(), CtrlImg::SmallDot());
}
};

```

Andrei

Subject: Re: Alignment of two (or more) toolbars at the same "level"
 Posted by [281264](#) on Wed, 01 Sep 2010 14:06:37 GMT
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Andrei,

Here is a test. There must be something incorrect.
 Please tell me what is wrong.

Thank you,

Javier

File Attachments

1) [prueba_toolbar_drag_ad_drop.7z](#), downloaded 262 times

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [andrei_natanael](#) on Wed, 01 Sep 2010 14:26:12 GMT

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Hi,

It don't support frames (yet), when toolbar is popup-ed.

It's not that hard to add support for frames, you may do it

So for now just comment line `toolbar.AddFrame(FieldFrame());` from your code.

Andrei

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [281264](#) on Wed, 01 Sep 2010 15:19:47 GMT

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Thanks. It works very well.

Another question about DockWindow (in the Bazaar): I have tried to use it but, somehow, it does recognize DockableWindow. Is it included in U++?

Javier

Subject: Re: Alignment of two (or more) toolbars at the same "level"

Posted by [281264](#) on Wed, 01 Sep 2010 15:37:28 GMT

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Andrei,

DockableWindow spotted!

Thanks,

Javier
