Subject: No title bar and no frame, just Image or Ctrl
Posted by mezise on Wed, 19 Apr 2006 20:28:19 GMT
View Forum Message <> Reply to Message

When I saw Ultimate++ a week ago I've just wanted to start again c++ programming. Great job!

I can't find solution to run animated HelloWorld example only with visible drawing area. Is it possible to do it in convenient way?

Michael

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by mirek on Wed, 19 Apr 2006 20:57:42 GMT
View Forum Message <> Reply to Message

mezise wrote on Wed, 19 April 2006 16:28When I saw Ultimate++ a week ago I've just wanted to start again c++ programming. Great job!

I can't find solution to run animated HelloWorld example only with visible drawing area. Is it possible to do it in convenient way?

Michael

Like without window caption and window frame ("decorations")?

Well, one possibility is to use popup window instead of TopWindow. In fact, you can even popup the TopWindow..

```
GUI_APP_MAIN
{
 HelloWorld hw;
 hw.Title("Hello world example");
 hw.Text(Nvl(Join(CommandLine(), " "), "Hello world !"));
 hw.SetRect(100, 100, 500, 500);
 hw.PopUp();
 hw.Run();
}
```

However, I must warn you that this is quite system dependent. E.g. in X11, popup windows behave a bit differently (and quite oddly).

Mirek

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by mezise on Wed, 19 Apr 2006 23:03:01 GMT
View Forum Message <> Reply to Message

Thanks, hw.PopUp() is what I need

And about
hw.SetRect(100, 100, 500, 500);
how may I get a whole available screen width and height to put popup window in the right-bottom corner?

May application be aware of events outside such popup window, for example of mouse events (cursor position, etc.)?

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by mezise on Thu, 20 Apr 2006 00:34:48 GMT
View Forum Message <> Reply to Message

Finally! I have found appropriate API

```
GUI_APP_MAIN
{
 HelloWorld hw;
 hw.Title("Hello world example");
 hw.Text(Nvl(Join(CommandLine(), " "), "Hello world !"));
 Size s = hw.GetMaxSize(); // Maximum available width (cx) and height (cy)
 hw.SetRect(s.cx - 210, s.cy - 110, 200, 100);
 hw.PopUp();
 hw.Run();
}
```

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by amit on Wed, 28 Nov 2007 12:33:07 GMT
View Forum Message <> Reply to Message

hi,
the solution was just what i needed but ...

1) how can i move the window (i would be using the client area to move);
2) i there any predefined way to make it possible to move window move using client area?

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by amit on Wed, 28 Nov 2007 17:12:52 GMT
View Forum Message <> Reply to Message

I tried to something:

-- the basic idea is to work in CtrlCore::Win32::Win32Proc.cpp
-- in message case : WM_NCHITTEST .
-- add this:

```
UINT test;
test = DefWindowProc(hwnd, WM_NCHITTEST, wParam, lParam);
if(test == HTCLIENT)
{
  return HTCAPTION;
}
else
{
  return test;
}
```

-- the problem starts here, any component added to this window does not receive any of the mouse event.
-- so if someone could guide me to workout a solution where i can know that mouse have been clicked in empty area and not in any child controls, then this could really work.

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by mirek on Thu, 29 Nov 2007 04:54:18 GMT
View Forum Message <> Reply to Message

amit wrote on Wed, 28 November 2007 07:33hi,
the solution was just what i needed but ...

1) how can i move the window (i would be using the client area to move);
2) i there any predefined way to make it possible to move window move using client area?

1. Using SetRect.

2. Predefined no. But not that hard to implement within existing U++ interfaces. I assume you want to use "click&drag": Use SetCapture in LeftDown and perhaps setup some flag in instance (sometimes capture alone will do). Then in MouseMove, use SetRect.

Mirek

Subject: Re: No title bar and no frame, just Image or Ctrl
Posted by amit on Thu, 29 Nov 2007 12:21:23 GMT

thanks solution works ..

final code section (if any one else want to use it) :

```
void xyz::LeftDown(Point pos, dword flags)
{
  SetCapture();
  last_point = pos;
}


void xyz::MouseMove(Point pos, dword flags)
{
  if(HasCapture())
  {
    int tx;
    int ty;
    int tcx;
    int tcy;
    tx = this->GetRect().TopLeft().x      + pos.x-last_point.x ; //update the x position by adding the
difference moved
    ty = this->GetRect().TopLeft().y      + pos.y-last_point.y ; //update the y position by adding the
difference moved
    tcx = this->GetRect().Width();
    tcy = this->GetRect().Height();

    this->SetRect(tx, ty, tcx, tcy);  // set window position
    this->Refresh();
  }
}
```

on the little note, i don't know if GetRect() ans SetRect() is used in a optimized manner.

??? ---- one thing i want to ask was abt SetCapture(); was that - do we have to do anything like "Un-SetCapture();" in LeftUp().

also i have placed a picture logo on screen, i tried to use Draw Image in Paint(..) but didn't work well (message #12917) so i used ImageCtrl, now that logo is ImageCrtl (i.e. a conrtol) the logo area can not be used as click&drag client area. maybe i'll make a customized caption-bar later on.

anyway the problem here was solved and working.

thanks a lot.

and one more thing .. third day after using ultimatepp, TheIDE i'll say its simply "the Tool" for RAD and far far far better than any other UI tool or MS orignal stuff.
