Subject: XMLMenu - User configurable menu system - completed Posted by mdelfede on Thu, 20 Oct 2011 11:04:45 GMT

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Hi all,

The XMLMenu package is now in Bazaar, with TextXMLMenu demo application showing most of features.

Here a screenshot :

To edit the menus, just right click on a toolbar and you'll be able to turn on or off toolbars or edit the whole menu system.

Toolbars are fully draggable on 4 docking corners.

You can "XMLMenu-ize" any control, not just TopWindow, as shown in demo app.

Features :

- Fully draggable toolbars
- Embedded menu/toolbar editor
- Handles toolbars, main menu and context menus
- Allow user commands to be added; they'll run a callback with name of command as parameter
- Allow to define embedded commands with callbacks and also embedded controls in menus
- Can change images of menus and toolbars, loading from file
- Full XML streaming support for the menu configuration

Enjoy !

Ciao

Max

File Attachments
1) XMLMenu.png, downloaded 728 times

Subject: Re: XMLMenu - User configurable menu system - completed Posted by fudadmin on Thu, 20 Oct 2011 11:45:59 GMT View Forum Message <> Reply to Message

Brilliant job, Max! It's a fantastic improvement for u++!

Amazing work. Congrats! Very useful and well done.

One question though: how do you drag a floating toolbar (like the one shown on the picture) to a corner again? Click and drag the floating window title bar?

If that's the case, there's a small issue in that it would not work on every window manager: For example I use a tiling window manager (awesome) where I have no title bars for my windows. I tried the usual keyboard helpers to drag my windows on this WM (for my config it is META + left click + drag) and I can move the floating toolbar but I cannot make it sticky again in the main window.

Cheers, Lionel

Subject: Re: XMLMenu - User configurable menu system - completed Posted by mdelfede on Thu, 20 Oct 2011 12:38:59 GMT View Forum Message <> Reply to Message

chickenk wrote on Thu, 20 October 2011 14:29Amazing work. Congrats! Very useful and well done.

One question though: how do you drag a floating toolbar (like the one shown on the picture) to a corner again? Click and drag the floating window title bar?

If that's the case, there's a small issue in that it would not work on every window manager: For example I use a tiling window manager (awesome) where I have no title bars for my windows. I tried the usual keyboard helpers to drag my windows on this WM (for my config it is META + left click + drag) and I can move the floating toolbar but I cannot make it sticky again in the main window.

Cheers, Lionel

Hmmmm... yes, you shall drag the title bar and drop it on destination frame. With no title bar, no chance

For the moment, at least.... I could try to find a workaround for your wm.

It would be possible to add a dragging frame and drag from there, but this will need some more coding efforts.....

Or, we could also allow un-docked toolbar to stay there as popups with dragging frame instead of topwindows, but again, I'll need to make some changes there.

BTW, that's the first time I hear about a WM without title bars

Subject: Re: XMLMenu - User configurable menu system - completed Posted by 281264 on Sat, 19 Nov 2011 16:06:17 GMT View Forum Message <> Reply to Message

Massimo,

Superb!

closed all the menu bars and they do not show up anymore.

Cheers,

Javier

Subject: Re: XMLMenu - User configurable menu system - completed Posted by mdelfede on Sat, 19 Nov 2011 17:19:35 GMT View Forum Message <> Reply to Message

281264 wrote on Sat, 19 November 2011 17:06Massimo,

Superb!

closed all the menu bars and they do not show up anymore.

Cheers,

Javier

Hi,

should work with right click on docking frames, then select the bar you want to display in menu.

Ciao

Max

Massimo,

It does work, thank you.

Some comments, as end user: for example if a docking frame has already got a menu bar displayed in it, then the contextual menu does not get activated unless you click in its border. In general the display of the contextual menu (by right clicking) is a bit tricky: you need to be very precise when you click. I guess it is a matter of fine adjusting the click of the mouse.

Many thanks. Cheers,

Javier

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