Subject: How to set window shape by means of a bitmap?
Posted by fudadmin on Fri, 28 Apr 2006 11:38:35 GMT
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How to set window shape by means of a bitmap?

Subject: Re: How to set window shape by means of a bitmap?
Posted by fudadmin on Sat, 29 Apr 2006 06:50:46 GMT
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fudadmin wrote on Fri, 28 April 2006 12:38How to set window shape by means of a bitmap?

One more inconvienient question?

Subject: Re: How to set window shape by means of a bitmap?
Posted by gprentice on Sat, 29 Apr 2006 07:28:53 GMT
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fudadmin wrote on Sat, 29 April 2006 18:50fudadmin wrote on Fri, 28 April 2006 12:38How to set window shape by means of a bitmap?

One more inconvienient question?

What do you mean by "window shape"? Are you talking about top windows?

I thought the OS doesn't give you any choice?

Would you like a heart shaped window or something?

Curvy window edges sounds like a headache for repainting...

Graeme

Subject: Re: How to set window shape by means of a bitmap?
Posted by fudadmin on Sat, 29 Apr 2006 07:43:42 GMT
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gprentice wrote on Sat, 29 April 2006 08:28fudadmin wrote on Sat, 29 April 2006 18:50fudadmin wrote on Fri, 28 April 2006 12:38How to set window shape by means of a bitmap?

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Graeme

Have you ever heard about skins and how they are done?
Have you ever seen winamp?

Subject: Re: How to set window shape by means of a bitmap?
Posted by gprentice on Sat, 29 Apr 2006 07:57:39 GMT
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fudadmin wrote on Sat, 29 April 2006 19:43gprentice wrote on Sat, 29 April 2006 08:28fudadmin wrote on Sat, 29 April 2006 18:50fudadmin wrote on Fri, 28 April 2006 12:38How to set window shape by means of a bitmap?

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Um, well no, I've never seem Winamp but I remembered Windows media player has a weird shape in skins mode ... so I looked up "nonrectangular windows"
http://www.xploiter.com/programming/c/borland/2927.html

where you create an elliptic region. I do not know how you would convert a bitmap into an elliptic region.

Graeme

Subject: Re: How to set window shape by means of a bitmap?
Posted by fudadmin on Sat, 29 Apr 2006 08:07:13 GMT
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gprentice wrote

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Graeme

I know quite well how to make those things with Windows API. But I was just wondering if Ultimate++ has these kind of cross-platform capabilities like other toolkits have...

Subject: Re: How to set window shape by means of a bitmap?
Posted by gprentice on Sat, 29 Apr 2006 08:20:37 GMT
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fudadmin wrote on Sat, 29 April 2006 20:07gprentice wrote

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Graeme

I know quite well how to make those things with Windows API. But I was just wondering if Ultimate++ has these kind of cross-platform capabilities like other toolkits have...

Then you already knew the answer ...

BTW - which other toolkits can do what you asked, which was ... "How to set window shape by means of a bitmap?"

Subject: Re: How to set window shape by means of a bitmap?
Posted by fudadmin on Sat, 29 Apr 2006 08:30:08 GMT
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gprentice wrote on Sat, 29 April 2006 09:20fudadmin wrote on Sat, 29 April 2006 20:07gprentice wrote

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1. Then you already knew the answer ...

2. BTW - which other toolkits can do what you asked, which was ... "How to set window shape by means of a bitmap?"

1. I didn't know the anwser. And I'm still thinking that there is
a possibility to use popup.

2. At least FOX:
from FXWindow.h

 /// Set window shape by means of region
  virtual void setShape(const FXRegion& region);

  /// Set window shape by means of bitmap

---

virtual void setShape(FXBitmap* bitmap);

/// Set window shape by means of icon
virtual void setShape(FXIcon* icon);

/// Clear window shape
virtual void clearShape();

/// Raise this window to the top of the stacking order
virtual void raise();

Subject: Re: How to set window shape by means of a bitmap?
Posted by mirek on Sat, 29 Apr 2006 08:48:10 GMT
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Yes, using popup is the right way, however unportable (popups act differently in linux - they can be just in foreground).

Mirek

Subject: Re: How to set window shape by means of a bitmap?
Posted by fudadmin on Sat, 29 Apr 2006 09:08:57 GMT
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luzr wrote on Sat, 29 April 2006 09:48Yes, using popup is the right way, however unportable (popups act differently in linux - they can be just in foreground).

Mirek

Any plans to improve Popup or TopWindow behaviour?

Subject: Re: How to set window shape by means of a bitmap?
Posted by mirek on Sat, 29 Apr 2006 09:46:16 GMT
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fudadmin wrote on Sat, 29 April 2006 05:08luzr wrote on Sat, 29 April 2006 09:48Yes, using popup is the right way, however unportable (popups act differently in linux - they can be just in foreground).

Mirek

Any plans to improve Popup or TopWindow behaviour?

Just to make it clear, in standard X11, you cannot have "decoration-less" window that would allow user to make other window active. This is X11 feature and there is little that can be done with it.

I will explore "XShape" extension (used by that FX function), perhaps that is the way...

Mirek