
Subject: Re: iTools Layout - Some help for once :-)
Posted by [Antonio Santiago](#) on Mon, 06 Mar 2006 08:14:02 GMT
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Thanks for the tip James.

I just take a look at Do SetProperty, and I saw it uses the SET_PROPERTY service that is nothing more than an operation (IDLitopSetProperty) and , also it uses de CommandBuffer to bring redo/undo options.

I have a problem with this (the undo/redo) method because in my program I don't want to offer this possibility, and also I don't want to use extra space storing the previous value of a property or an image. If you know some tips to avoid the command buffer I will appreciate to you a lot.

Bye.

```
> Hello everybody,
>
> I'm not sure whether any of you have been subjected to any of my
> previous posts/cries for help, but when my questions started getting
> out of the boundaries of this forum, I had to do break off for a while
> and now I'm back with some knowledge. :-)
>
> I had been creating an iTool that, aside from having some panel UI's
> with thumbnail images, needed to switch back and forth between
> different layouts. In some cases, I wanted to have a single view with
> one image, but then in other cases I would want to switch to a 2x2 grid
> layout and have four different images. I'm sure a lot of you have been
> through the iTools tutorials and know how to do this using the menus,
> but when it came time to actually programming a way to do this, I had
> gotten very stuck. Luckily, I found a great thing called
> ITPROPERTYREPORT that helps a lot when working with iTools.
>
> If you perform a search using IDLITool::FindIdentifiers for the string
> '*layout*', you'll be able to find the full identifier /TOOLS/IMAGE
> TOOL/OPERATIONS/WINDOW/LAYOUT (which we'll call layoutID). When you
> have an object reference to the tool (let's call it oTool), you can run
> the line:
>> ITPROPERTYREPORT, oTool, layoutID, /value
> and this will show you all the identifiers associated with the layout,
> along with their names, types, and values. You'll see something along
> these lines (this is a shortened list of what actually appears):
>
>
>> Properties of /TOOLS/IMAGE TOOL/OPERATIONS/WINDOW/LAYOUT
>>
```

>> Identifier	Name	Type	Value
>> -----	----	----	----
>> NAME	Name	STRING	Layout...
>> DESCRIPTION	Description	STRING	Layout...
>> SHOW_EXECUTION_UI	Show dialog	BOOLEAN	True
>> VIEW_COLUMNS	Grid columns	INTEGER	1
>> VIEW_ROWS	Grid rows	INTEGER	1

>

>

> Now, in my case, I wanted to switch to a 2x2 grid layout. First, you

> need to get an object reference to the layout by using the line:

>> layoutOBJ = oTool->GetByIdentifier (layoutID)

>> From here, you can use the IDLitTool::DoSetProperty() function to

> modify the values you want to change (you'll sometimes see USERDEF

> types, which I unfortunately haven't found a way to change yet). When I

> want to change to a 2x2 grid layout, I run these lines:

>

>

>> result = oTool->DoSetProperty(layout_ID, 'SHOW_EXECUTION_UI', 0)

>> result = oTool->DoSetProperty(layout_ID, 'VIEW_COLUMNS', 2)

>> result = oTool->DoSetProperty(layout_ID, 'VIEW_ROWS', 2)

>> result = oTool->DoAction(layout_ID)

>

>

> You need to start off by setting the SHOW_EXECUTION_UI to 0 because

> when you're dealing with the layout, modifying any values will bring up

> the Layout menu. Also, you need to finish off with the

> IDLitTool::DoAction() method in order to complete the operation.

>

> I'm sure that this method of using DoSetProperty can be used to modify

> a lot of things in iTools, but i haven't yet tested them out.

>

> I hope that some of you are pleased that I'm able to post some help,

> finally. I know I sure am :-)

>

> Sincerely,

>

> - James

>

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