Subject: iTools Layout - Some help for once :-)
Posted by James Everton on Fri, 03 Mar 2006 18:17:40 GMT

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 IDLitTool::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