

TMS Advanced Smooth Dock DEVELOPERS GUIDE

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TAdvSmoothDock



TAdvSmoothDock description

Smoothly animated Apple style dock bar with complex gradients, reflection, animation and different docking modes.

TAdvSmoothDock features

- Office Styles
- Support for PNG, GIF, JPG, BMP images
- Support for file shell icons
- Optional jump item when item is selected
- Optional 3D platform
- Optional reflection on items
- Drag Drop support (switch items and OLE drag drop file icons from windows)
- Position Left, Right Top or Bottom

TAdvSmoothDock use

The TAdvSmoothDock component allows you to display images / icons / files and navigate through these with a smooth wave effect.

Methods to quickly add items

Images / files can be added by using

- AdvSmoothDock.Items.Add
- AdvSmoothDock1.AddFilesFromFolder('C:*. *', SetImageCaption, SetFilePath, LoadIcon);
- AdvSmoothDock1.AddImagesFromFolder('C:*.png', SetImageCaption);

When adding images or files with AddFilesFromFolder or AddImagesFromFolder there are some extra parameters that can be used to quickly set extra properties.

SetImageCaption: Extracts the filename of the file / image that will be loaded and uses this filename as the caption of the item.

SetFilePath: The property FilePath can be used when clicking or double-clicking on the item to open the item or application linked to the item. When SetFilePath is true, the AddFilesFromFolder routine will add a reference to the file in the FilePath property.

LoadIcon: When the loading a file, the shell icon for the file will be used for the item. Set LoadIcon to true to load the shell icon instead of an image.

Item properties

When adding an item in code, several properties affect the appearance / functionality of the item. Below is the complete list of the dockbar item properties with a short explanation.

- **Caption:** The Caption of the item is displayed above the item and the appearance can be customized with ItemAppearance.CaptionFill and ItemAppearance.CaptionFont on AdvSmoothDock level.



- **Data:** The Data property can contain extra information such as the path to the item or application. When single or double clicking the item, a ShellExecute call can be used to start the application or open the item.

```
procedure TForm1.AdvSmoothDock1ItemDbClick(Sender: TObject;  
    ItemIndex: Integer);  
var  
    newdir: string;  
begin  
    ShellExecute(0, 'open', pchar(AdvSmoothDock1.Items[ItemIndex].Data), nil  
    , nil, SW_NORMAL);  
end;
```

- **Enabled:** Enables / Disables the item. The item will animate but is not clickable, selectable, or moveable.
- **Hint:** Displays a hint on the item.
- **Image:** An image to display in the item. The image can be a PNG, GIF, JPG, BMP
- **ItemObject:** The ItemObject property can contain any object such as a button to link specific actions to that item.
- **Jump:** When an item is clicked or double clicked an extra visual feature can be started to indicate the item has been clicked: Set Jump to true to allow the item to jump. Set Jump to false to stop the jumping. This way it is under full control of the application code how long the item jumping lasts.



With this code a Timer is started to count 3 seconds before the item stops jumping:

```

var
    time, clickeditem: integer;

implementation

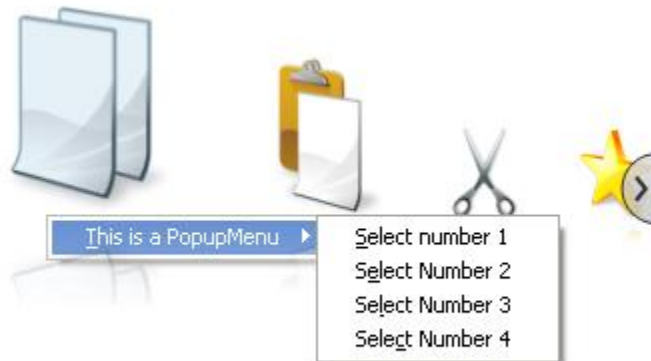
{$R *.dfm}

procedure TForm1.AdvSmoothDock1ItemClick(Sender: TObject; ItemIndex:
Integer);
begin
    Timer1.Enabled := true;
    time := 0;
    clickeditem := ItemIndex;
    AdvSmoothDock1.Items[clickeditem].Jump := true;
end;

procedure TForm1.Timer1Timer(Sender: TObject);
var
    i: integer;
begin
    if time >= 3 then
        begin
            Timer1.Enabled := false;
            for I := 0 to AdvSmoothDock1.Items.Count - 1 do
                AdvSmoothDock1.Items[I].Jump := false;
            end;
            Inc(time);
        end;
end;

```

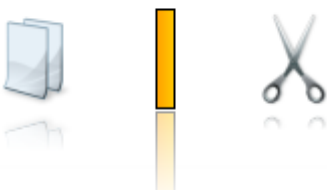
- **PopupMenu:** When holding down the mouse on the item and a PopupMenu is assigned, the popupmenu will show on the item at the Mouse cursor position.



- ProgressMaximum, ProgressMinimum, ProgressPosition: An item can contain a background progressbar. The appearance of this progressbar is controlled by the ProgressFill property. Simple increase or decrease the ProgressPosition to indicate the progress of a process started when the item is clicked.



- Separator: The item can also be set to behave as a Separator that only moves with the animation but cannot be clicked or selected. This can be used as an indicator between categories of items. Set Separator to True and use ItemAppearance.SeparatorFill to define the fill the item.



- ShowCaption: Shows / Hides the caption of the item
- StatusIndicator: A status indicator can be added to present extra information about the item. The indicator is by default positioned at the top right corner of the item. The indicator can be fully customized with the StatusIndicator.Appearance.Fill property.



- Tag: The tag property is similar to the data property to persist extra information but the type is an integer.
- Visible: Sets the item visible / invisible.

All these properties can be set when adding items at designtime or runtime. Use this code to add an item and set properties at runtime.

```
with AdvSmoothDock1.Items.Add do
begin
Caption := 'Item 1';
Image.LoadFromFile('image1.png');
end;
```

Scrolling

When the total size of the items exceed the width or height of the dock, scrollers will appear left, right, top or bottom depending on the position of the dock bar. Click on the scrollers to navigate through the items. When holding the mouse down on the scrollers the items will continuously scroll.



With the OnScroll event you can track the scrolling of the items. With the FirstVisibleIndex and VisibleItemCount you can get the number of visible items and the start index.

Positioning

The Dock bar can be positioned left, right, top or bottom. When changing the dock bar position at runtime it is best to align the dock bar left, right, top or bottom depending on the position. When the dock is positioned with a left and top position, the dock will automatically calculate the best height for the Top and Bottom position and the best width for the Left and Right position.

