

Docking/Floating Panes

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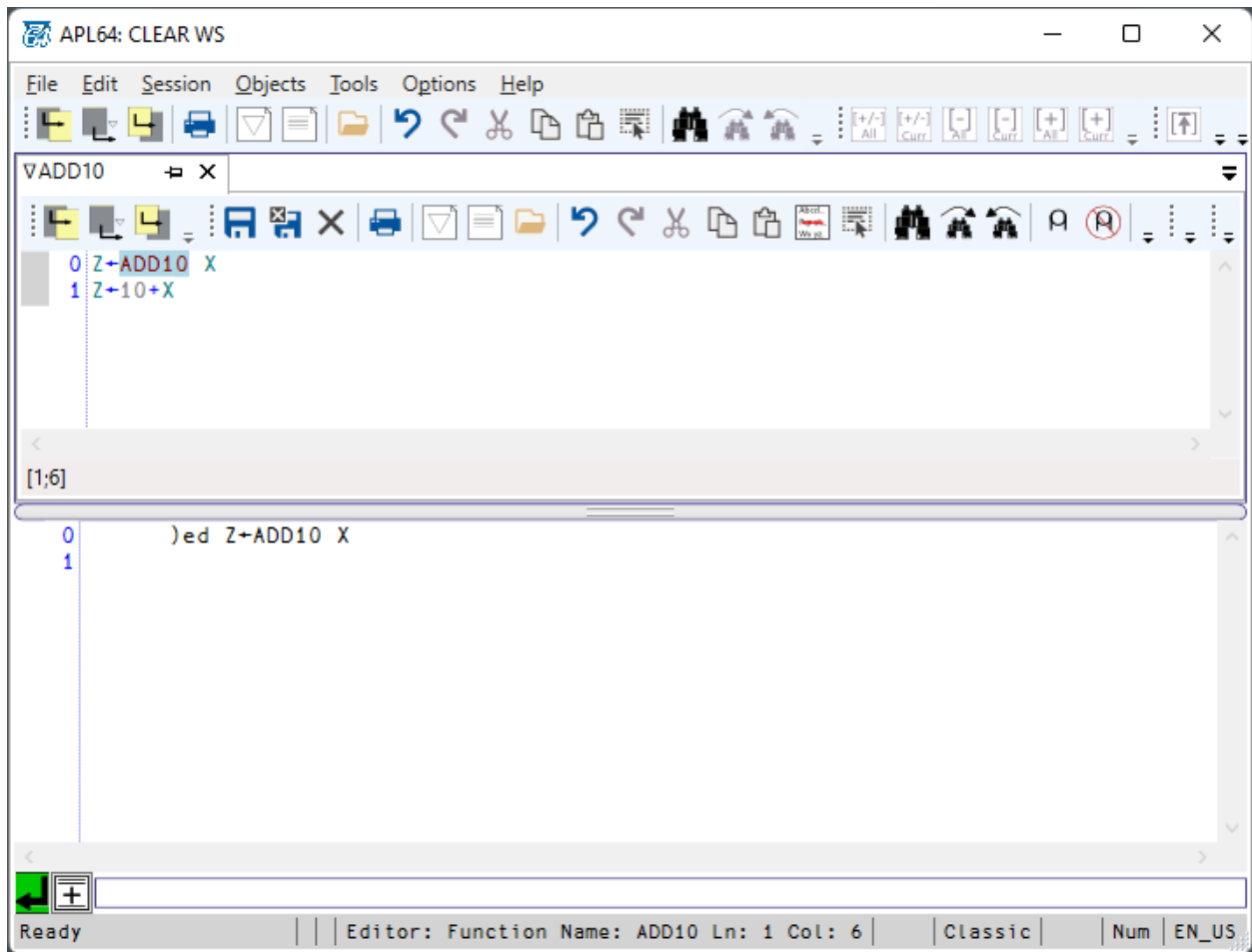
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Overview

In APL64 a function or variable editor, the debugged code and state indicator panes may be docked or floated by the user. In the examples below a function editor pane is illustrated, however the actions described also apply to a variable editor, debugged code or state indicator pane.

Docked Pane

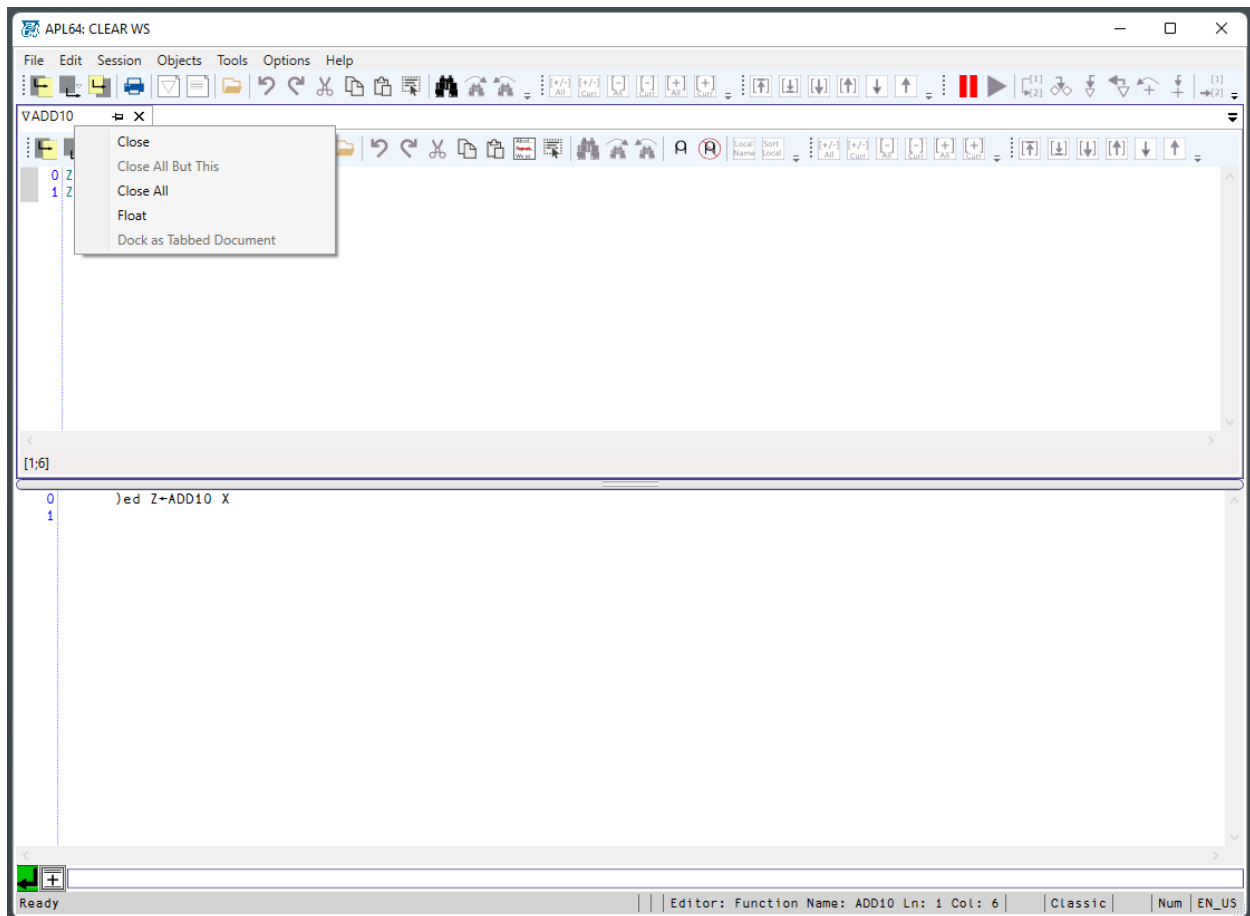
In this example a function editor containing the source code of the ADD10 function is docked:



Floating a Docked Pane

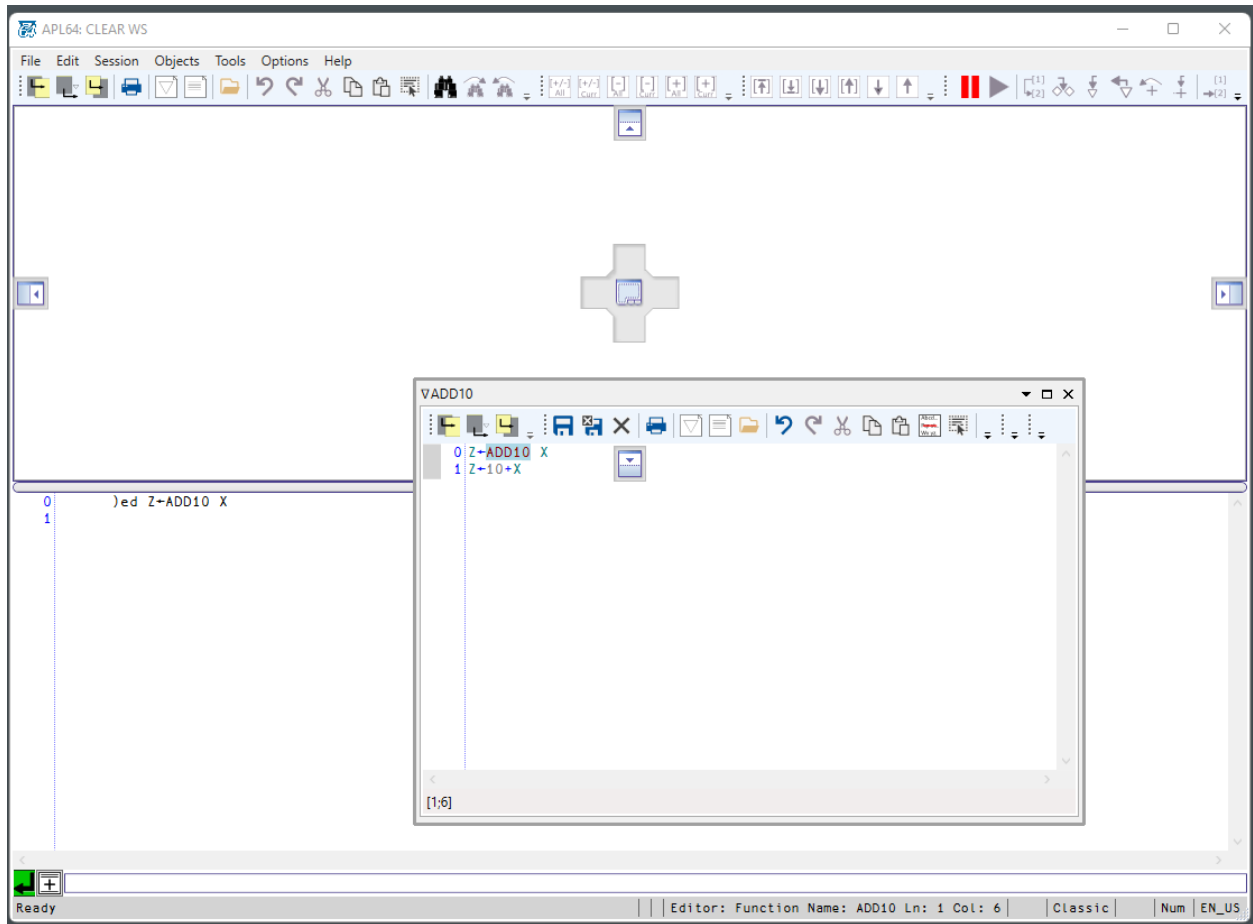
Right Mouse Clicking the Pane's Tab

A docked pane may be floated to its default location by right mouse clicking the pane's tab and selecting the Float action:

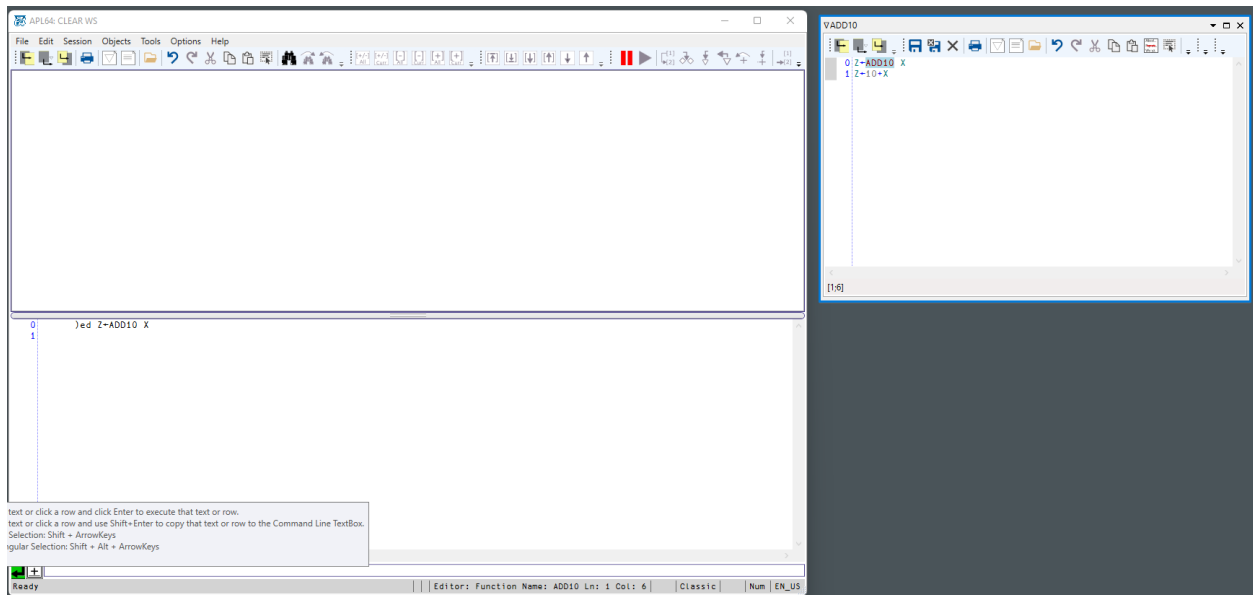


Left Mouse Button Dragging the Pane's Tab

A docked pane may also be floated by dragging its tab, while the mouse left button is depressed, to a user-selected location:



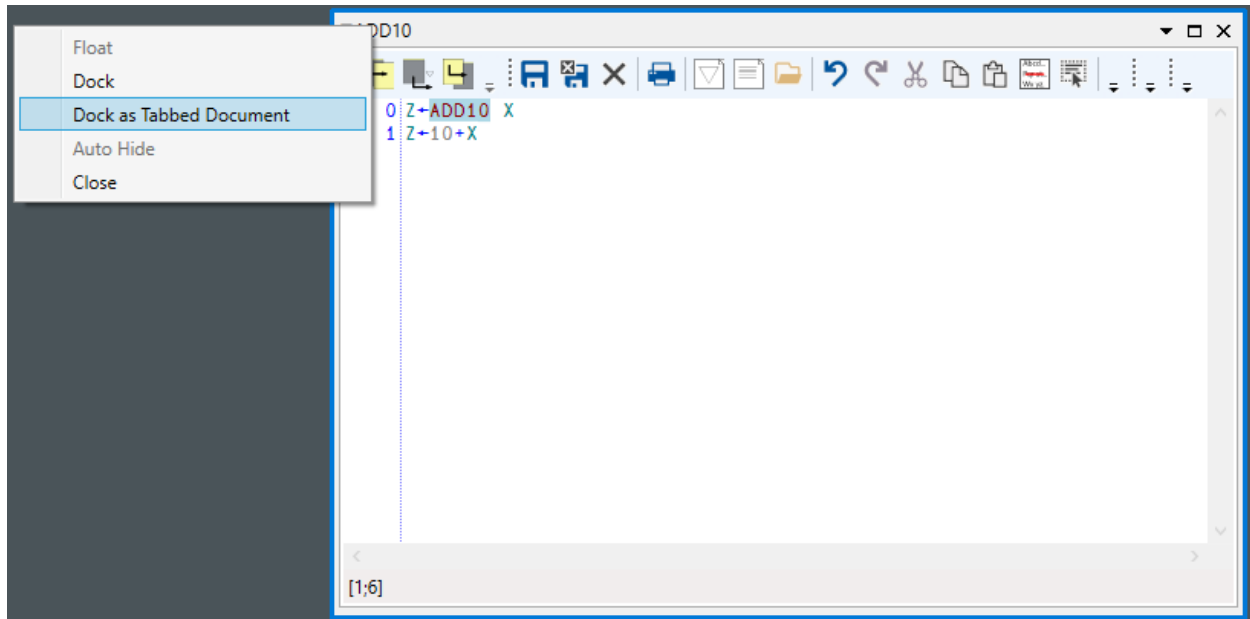
Releasing the left mouse button will establish the user-selected location for the floating pane:



Docking a Floating Pane

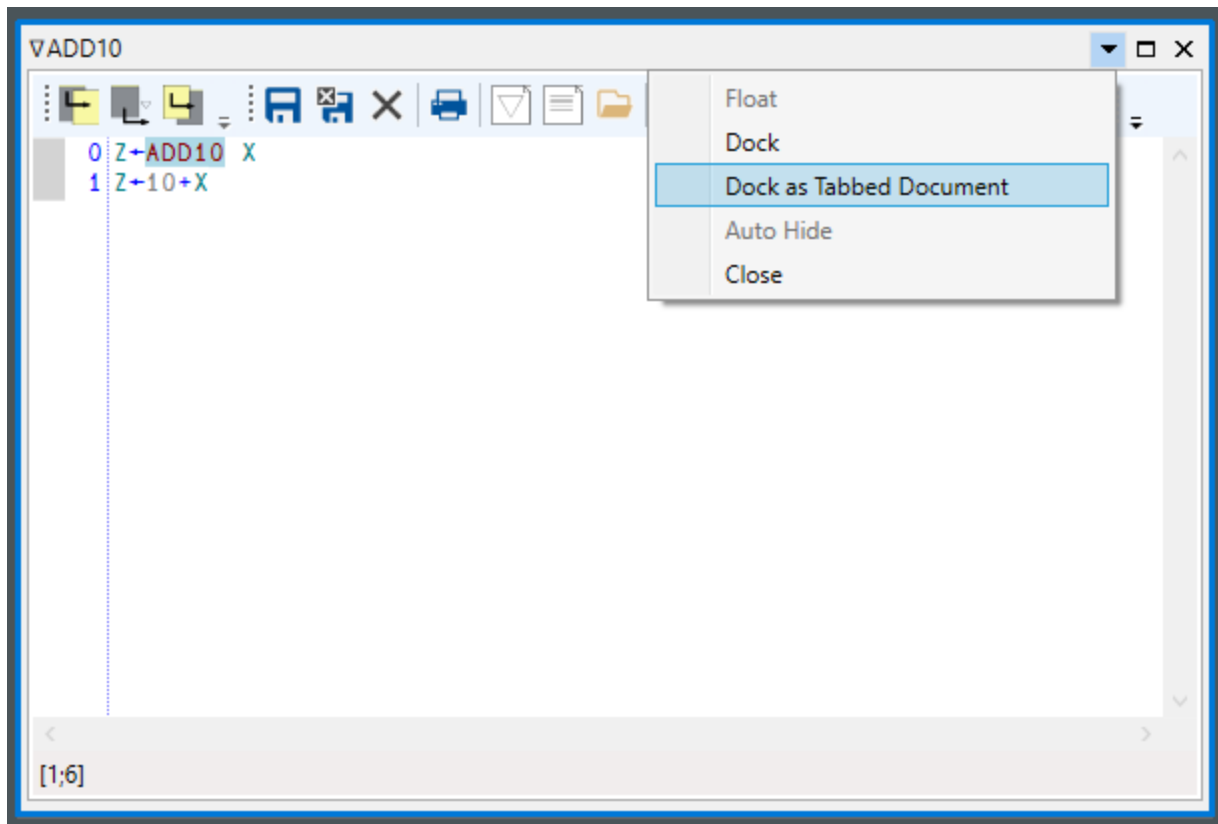
Right Mouse Clicking the Pane's Title Bar

A floating pane may be docked by right mouse clicking its title bar and selecting the Dock as Tabbed Document action:



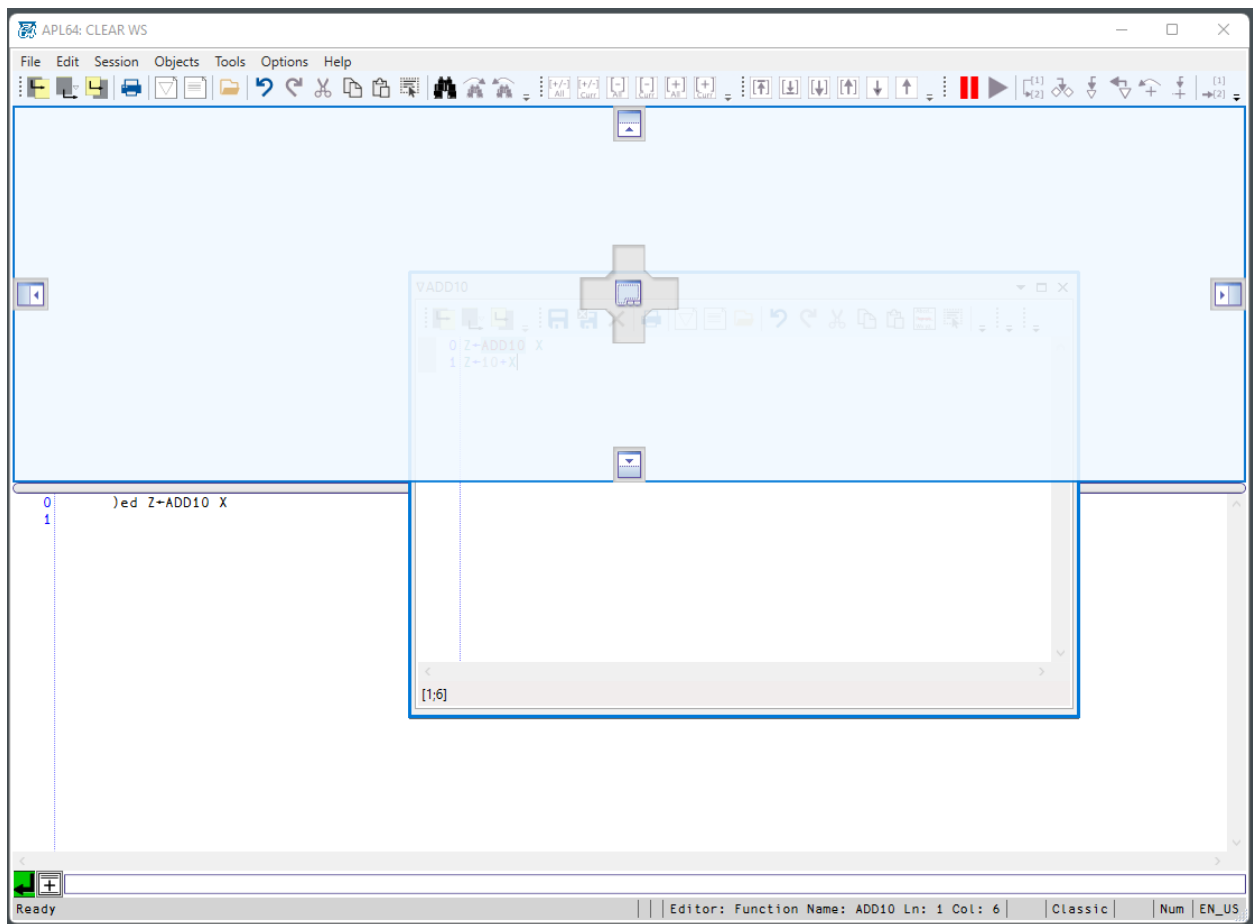
Left Mouse Clicking the Pane's Docking ComboBox

A floating pane may also be docked by left mouse clicking the ComboBox arrow on the right side of the pane's title bar:

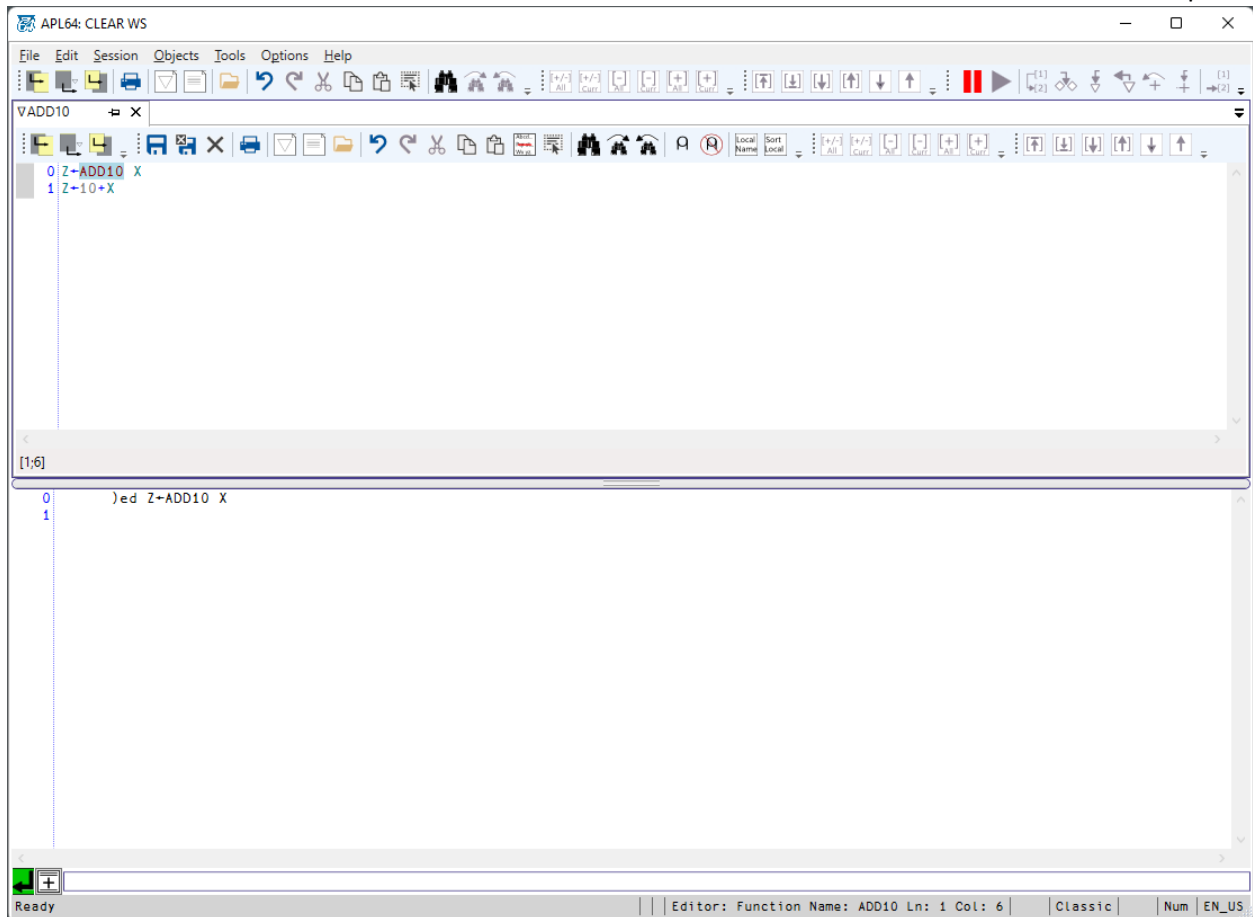


Left Mouse Button Dragging the Pane's Title Bar

A floating pane may also be docked by dragging its title bar, while the mouse left button is depressed, to one of the five docking locations within the APL64 main window:

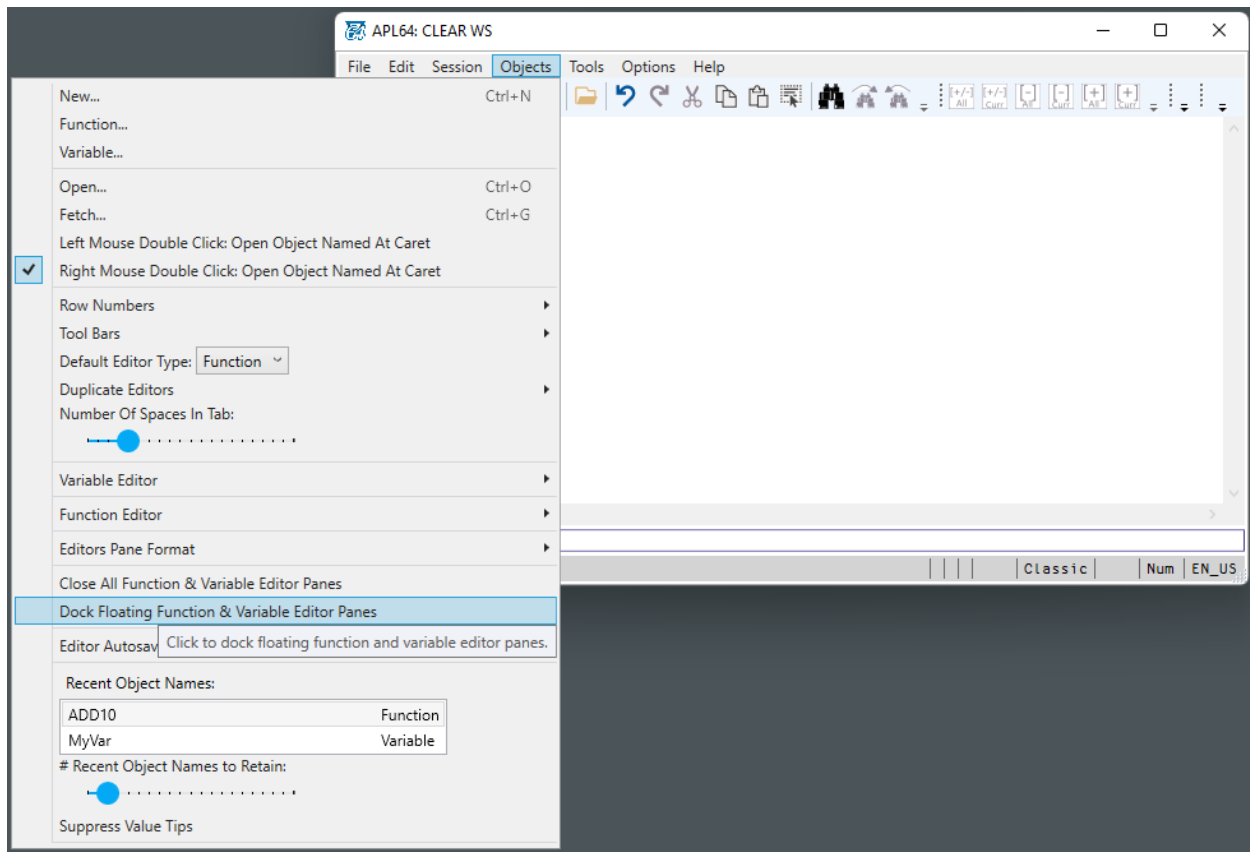


Releasing the left mouse button when the mouse pointer is on the user-selected docking location will establish the docked state of the pane:



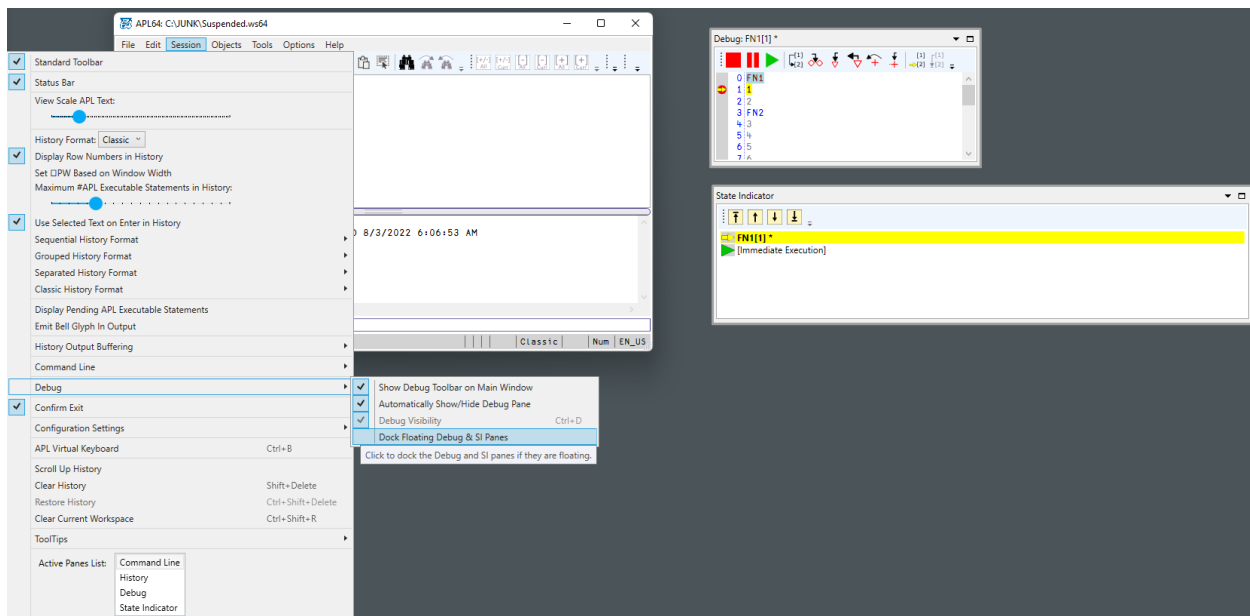
Docking All Editor Panes

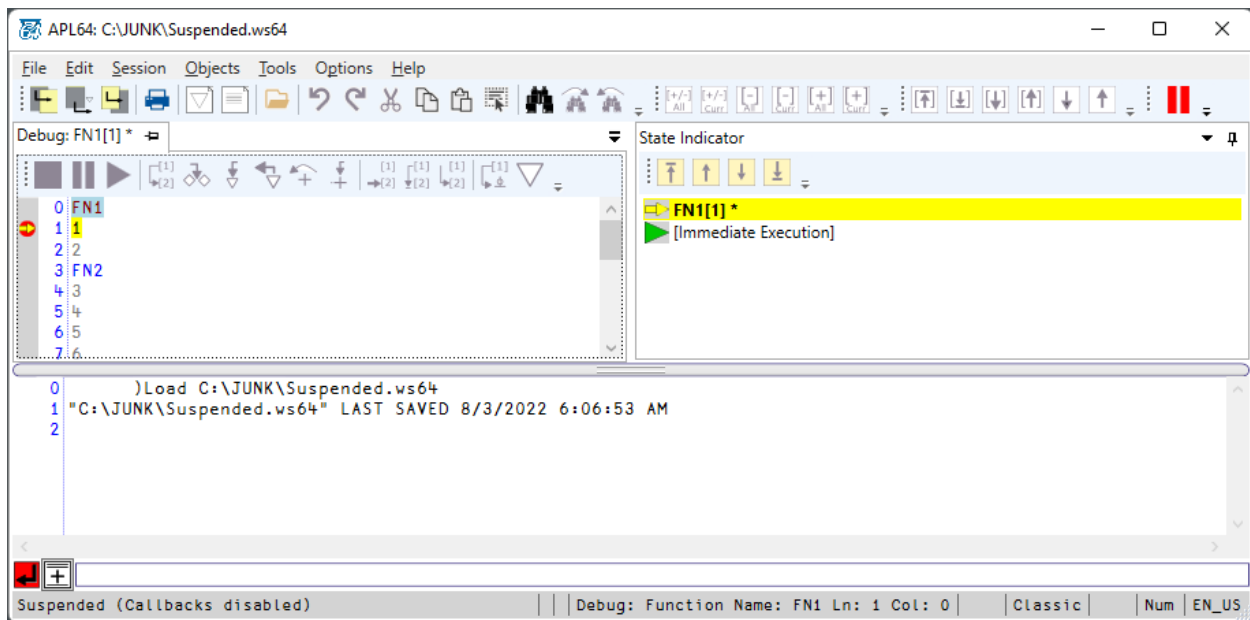
All floating editor panes may be docked using the Objects menu:



Docking the Debugged Code and State Indicator Panes

Both panes may be docked using the Session menu:

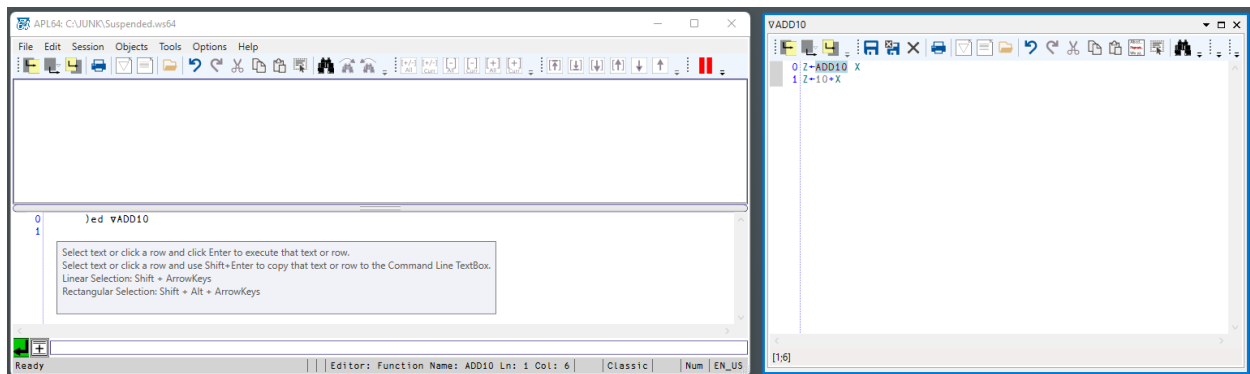




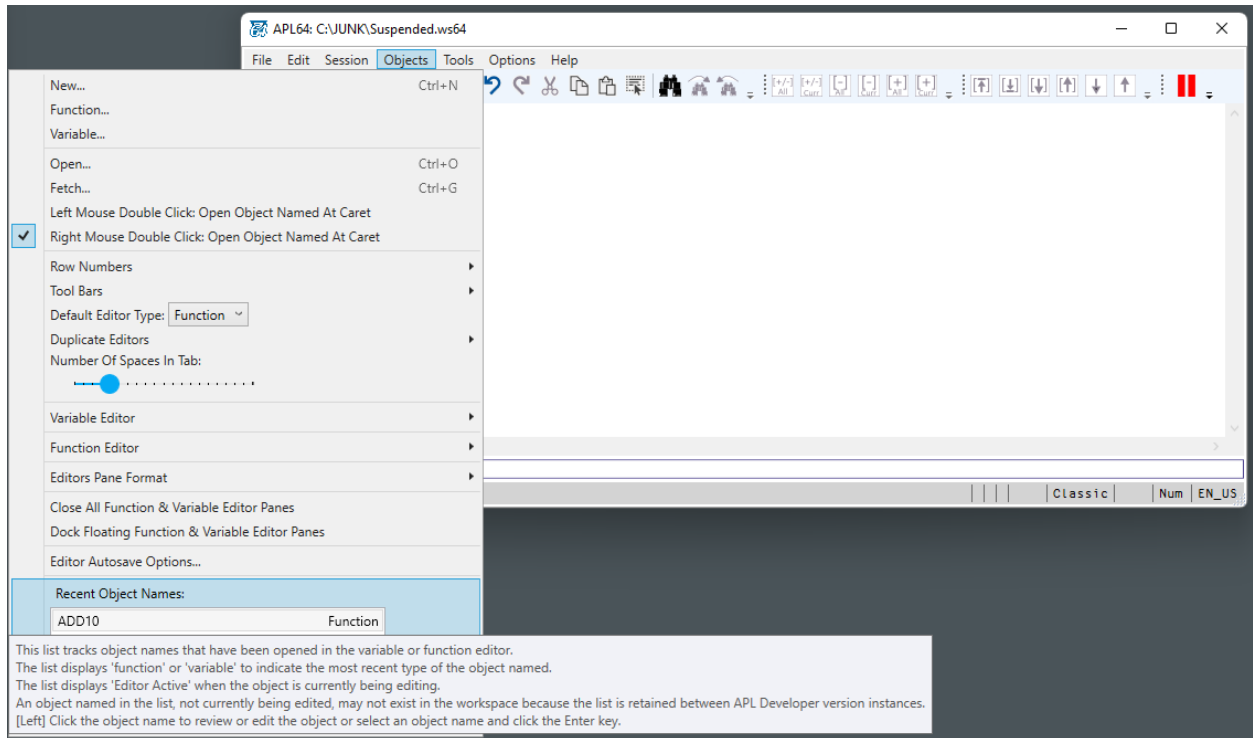
Restoring a Previous Editor Pane

Where possible, the APL64 developer version GUI will restore the pane's state (floating or docked, size and position) of an editor pane object based upon the name of the object being edited.

In this example the ADD10 function editor pane is floating before the user closes the pane:



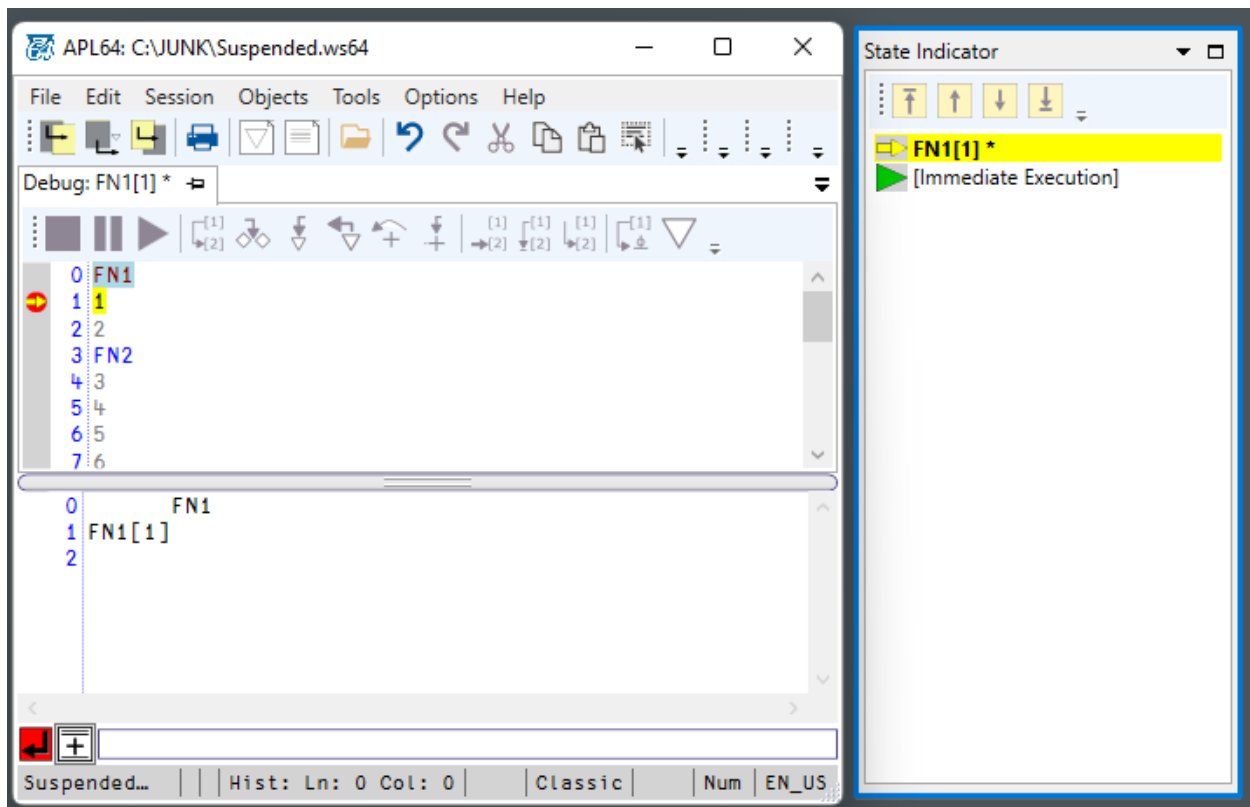
After the user closes the ADD10 pane, its state is recorded and associated with the object name 'ADD10'. If the user subsequently opens the ADD10 function editor, the prior state of the pane will be used to present the pane. This feature applies to editors opened via an APL executable statement, e.g.)edit ..., or double left mouse clicking the object's name in the Objects > Recent Object Names list:



Restoring a Previous Debugged Code and State Indicator Pane

Where possible, the APL64 developer version GUI will restore the debugged code and state indicator panes states (floating or docked, size and position) based upon their prior states.

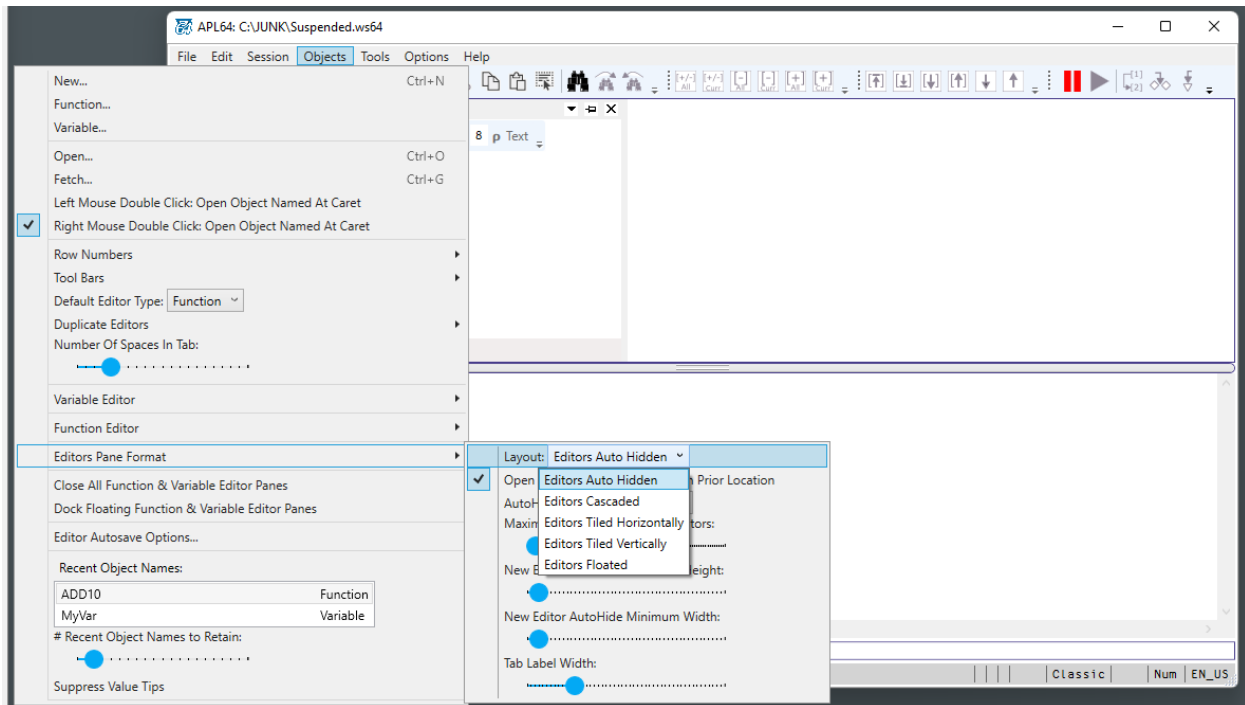
In this example the debugged code pane is docked, and the state indicator pane is floating:



If these panes are closed when the execution of the FN1 function is completed, the states of the panes is recorded. If the FN1 subsequently enters the suspended state, the APL64 developer GUI will use the prior states of these panes to present them.

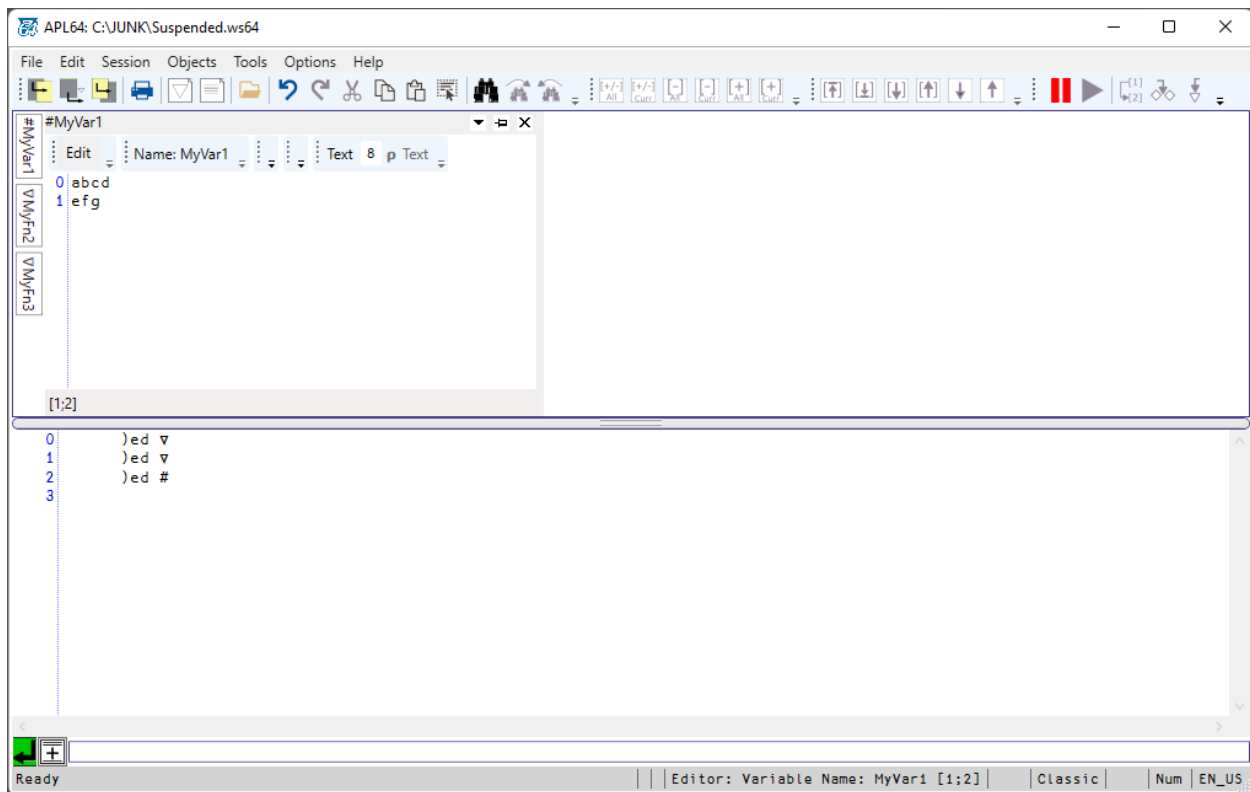
Default Editor Pane State

The Objects menu can be used to select the default editor pane state:

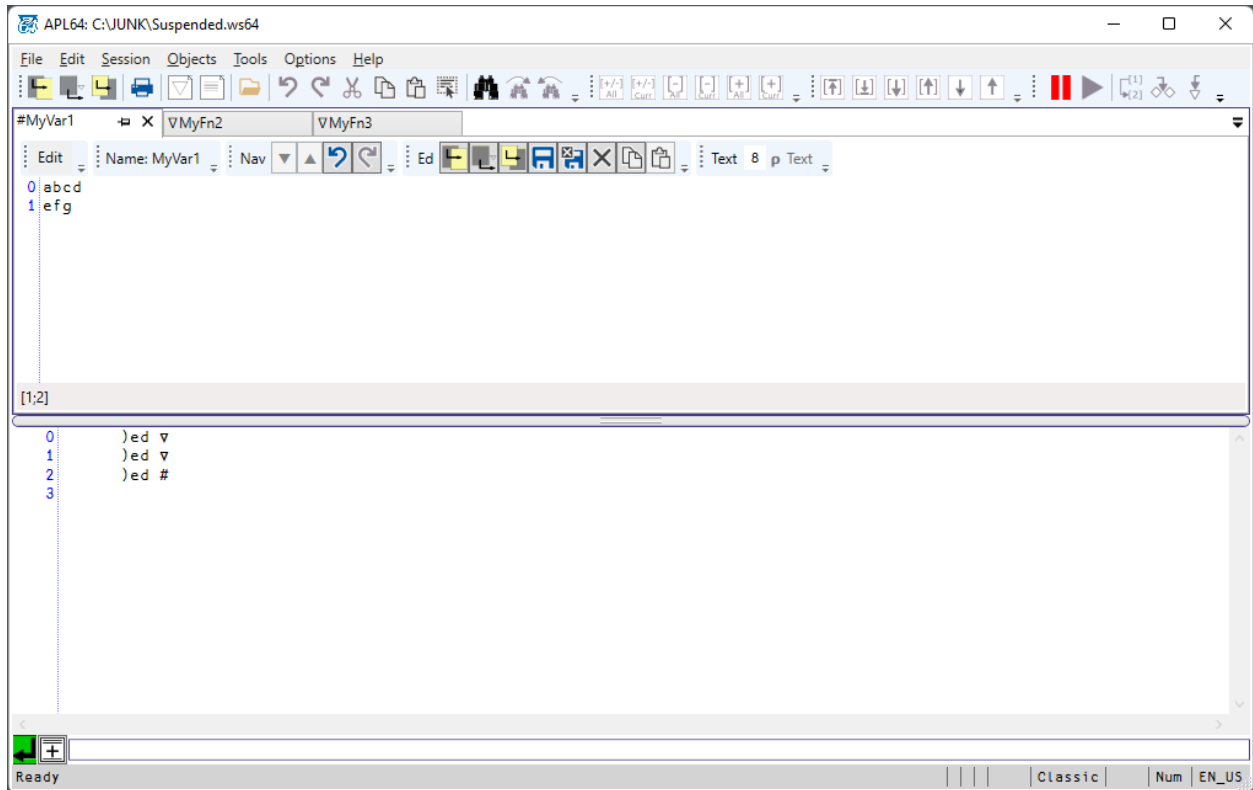


Making an Editors Pane Format selection will update the state of all open editors and the selection will be used for subsequently opened new editors.

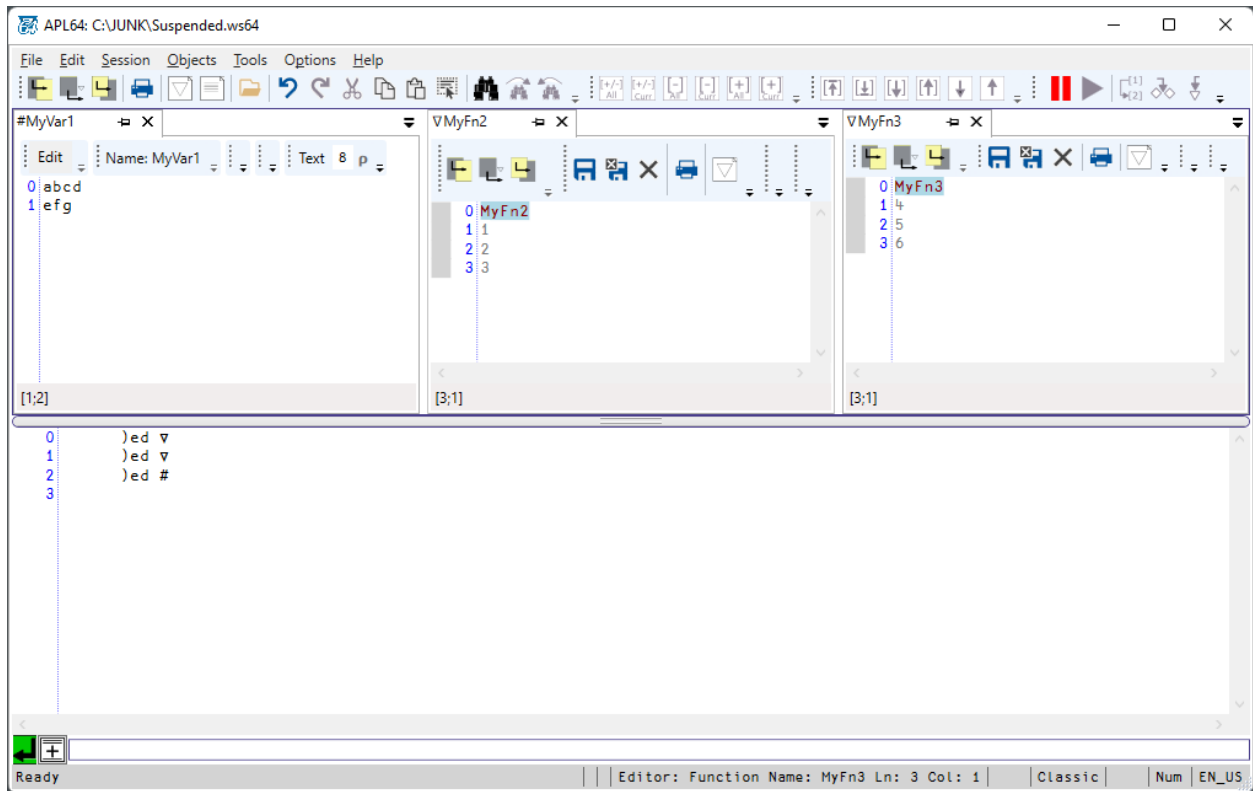
AutoHidden



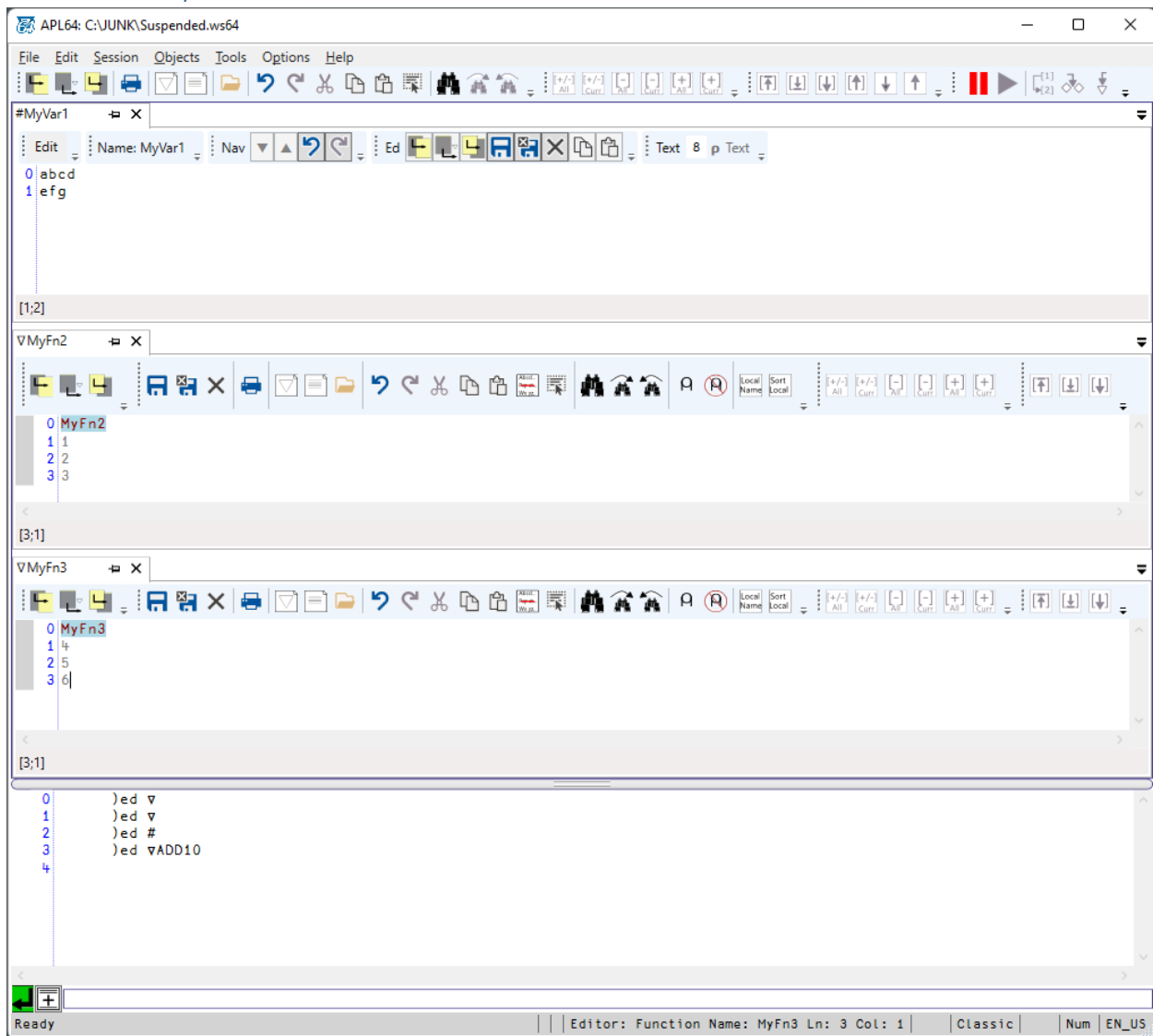
Cascaded



Tiled Horizontally



Tiled Vertically



Floated

