

Subject: Workspace SimObj List, Qt4 Port, First Look
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Date: Thu, 27 Jan 2011 14:51:23 -0700
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I have an initial Qt4 version of the Workspace SimObj List implemented using a QTreeWidget. See the lower list on this page:

<http://cadswes2.colorado.edu/~philw/2011/Qt4Port/WsObjList/2011jan27/>

I've spoken with Neil, Patrick and Bill about a problem with the new implementation -- there isn't a direct way of providing sufficient (I think) **vertical spacing** between items (using the simpler item-based QTreeWidget class).

As an alternative to reimplementing this with Qt4 model/view classes (possibly with a QStandardItemModel), I'm going to dynamically compute (and cache) SimObj QPixmaps with a **couple extra transparent pixel rows above and below the image**. This will address the problem in a way that will be usable in similar applications within RiverWare. This has come up for me before, and it's unfortunate to have to use a model/view approach just to solve this spacing problem.

... **not a big deal**. But I just wanted to share this with the group.

Technical: The module which provides SimObj icons, Q3GUI/RwQtIcons, already does do dynamic computation and caching of alternative versions of SimObj icons. This will be just a little more of that -- not a hard thing to do.

Phil