

# DragPanels

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August 13, 2015

*DragPanels demonstrates how to make widgets that support click, double-click, drag-and-drop and context menus in Morphic. This is shown with a color panel and an avatar panel. Morphic is a powerful graphics environment, used in Self, Squeak, Cuis and Pharo.*

## 1 A color and avatar panel

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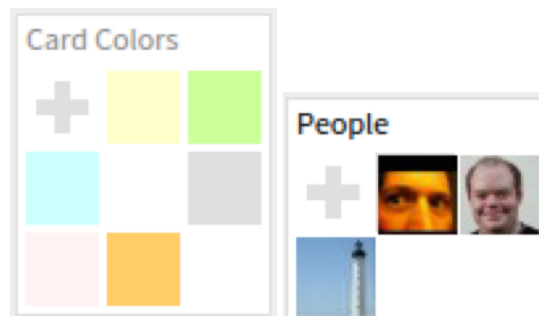


Figure 1: The panels

The first iteration (Figure 1) shows two panel windows that stay in front of other windows. They can be moved around by dragging the title bar part. The plus symbol can be clicked to add new elements to the panel. Each element is a square of 30\*30 pixels. An element can start a drag action where a copy of the element is dragged to a Morph that wants to receive it. The default action for dragging a color is setting the color of the Morph, for dragging an avatar it is setting the email.

## 2 A Drag Well

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A DragWell is a small square widget. The default size is 30 px. It is derived from a BorderedMorph as a border might be shown.

```
BorderedMorph subclass: #DragWell
  instanceVariableNames: 'panel over dropSelector clickSelector'
  classVariableNames: ''
  category: 'DragPanels'
```

The default border can be white and 1 px

```
DragWell>>defaultBorderColor
^Color white

DragWell>>defaultBorderWidth
^1

DragWell>>defaultBounds
^0@0 corner: 30@30
```

### 3 Loading the code

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The code can be found on [www.smalltalkhub.com](http://www.smalltalkhub.com), in the repository StephanEggermont/DragPanels. Open the Monticello Browser. Add a new repository of type smalltalkhub.com. The owner is StephanEggermont, the project is DragPanels. User and password are only needed when you want to commit changes to the repository. Open the repository and load the latest version of DragPanels.