

Date

Visual Studio 2010 DSL 开发与设计实践系列

第 12 讲 DSL高级定制（下）

自我介绍

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内容提要

多行文本编辑

设置自定义连接点

边界规则

形状容器

多行文本编辑

- 覆盖形状的InitializeDecorators()方法

Demo(MultiText)

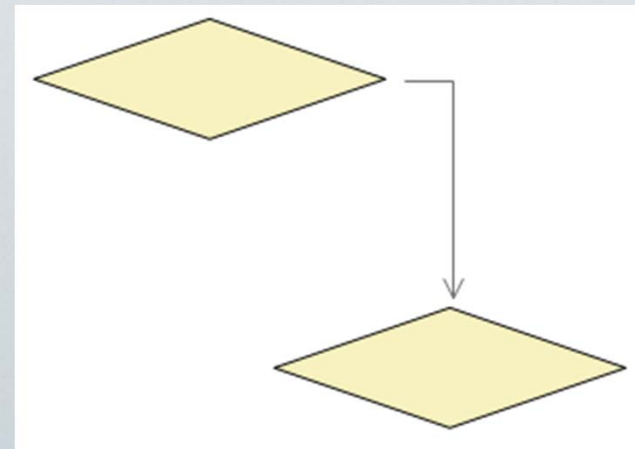
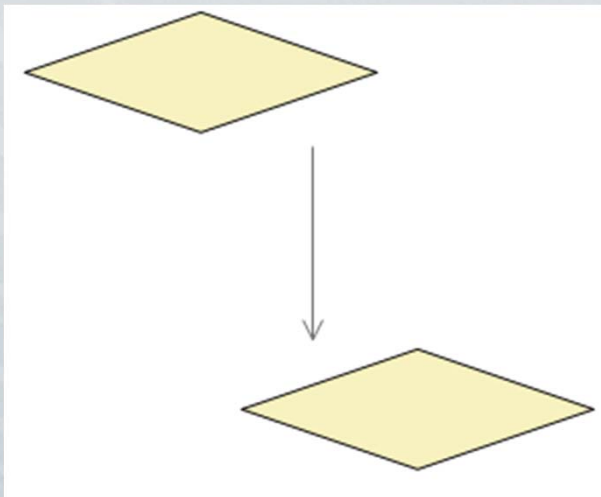
边界规则

- 边界规则是在响应用户的动作于约束形状的位置和尺寸，这个规则可以限制大小和形状的相对长度。

Demo(BoundsRulesExample)

设置自定义连接点

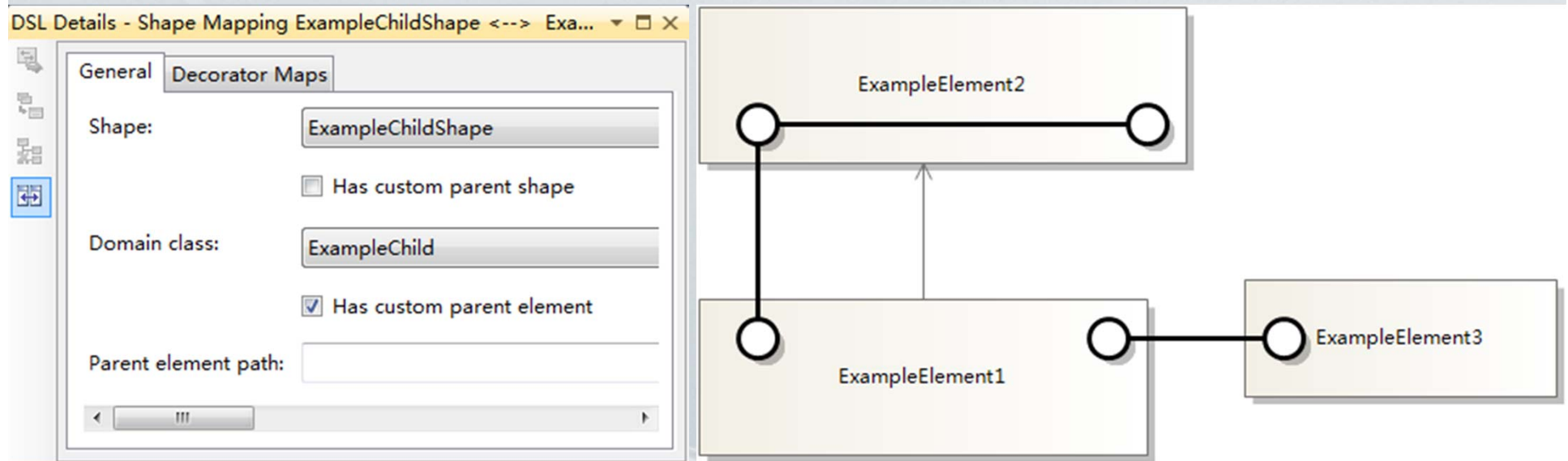
- 覆盖HasConnectionPoints属性
- 覆盖 EnsureConnectionPoints()方法



Demo(ConnectionPoints)

形状容器

- 图中图，子图不跟随父图移动，需要对 ExampleChildShape 映射设置 Has Custom Parent Element，并且 Parent Element Path 设置为空。



形状容器

- 设置Has Custom Parent Element, 并且Parent Element Path设置为空。
- internal sealed partial class FixUpDiagram
- {
- private ModelElement
- GetParentForExampleChild(ExampleChild childElement)
- {
- return childElement.ExampleElement;
- }
- }

Demo (ShapeContainer)



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