Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by Oblivion on Tue, 18 Sep 2007 12:01:57 GMT

unodgs wrote on Sat, 15 September 2007 19:48Quote:As I stated above, it is still in alpha state, so at this point i cannot provide you with the working example (the reason is, besides it being under heavy development, the source code is very messy; thus needs refactoring and cleanup). Excellent job! Could you post here executable (win32) version?

Thank you and of course I can post it.
And I'm sorry for the delay I've been very busy. But please keep in mind that this example is only a sort of "proof-of-concept" of that it is possible to implement this type of control without using any external lib. It depends %100 on U++ widgets. So that it is more a "widget container" than a widget. Good news is it will probably take a month or so to implement a full featured dockctrl.

By the way, there was a bug in smooth slide function of hide/autohide option which caused dockctrl to crash (due to my awful coding stlye) I've spotted it but had no time to fix it, so I disabled hide/autohide feature. I will fix it probably in a week.

Edit: executable changed. Found 2 bugs and fixed.
Edit: executable moved to the first post.