

---

Subject: Re: DockCtrl (A dockable window widget for U++)

Posted by [Oblivion](#) on Wed, 19 Sep 2007 11:04:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

unodgs wrote on Tue, 18 September 2007 21:35I was wrong about tabctrl widget. It should not be touched. Instead your DockCtrl should be able to draw tabs if one pane is put over second (sorry if this is not in english ) and be also able to draw those tabs at bottom (maybe from the left and right side too). Anyway your control should do all that things itself.

I've examined the qt's dockwidget and understood what you mean with the tabbed docks. In my opinion, it shouldn't be very difficult to implement such a feature. And I have a good news:

Last night I've cleaned up (and translated to english) the code and redesigned the DockCtrl core classes. Now every dockctrl "client" (conceptually, DockCtrl is some sort of a "server") is derived from a base class called DockableCtrl. So the DockCtrl is much more flexible and is possible from now on to add/create new dockable widgets like dockbars (which are similar to windows ReBars), or others. Once I complete the DockWindow implementation, I will go for a DockBar (actually it is piece of a cake to implement one, thank to U++ and all you developers). If everything goes well, I may be able to publish the source code in a month or so.

---