Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by unodgs on Wed, 19 Sep 2007 12:27:24 GMT

Oblivion wrote on Wed, 19 September 2007 07:04
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.
Wonderful! I'm sure we will use it for theide as soon as you finish it (maybe some little fixes (if any) would have to be done by us(us = Mirek). Personaly I can't wait to see it in action