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

Posted by [mrjt](#) on Fri, 28 Sep 2007 23:13:03 GMT

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Sorry about the crashing , tonight is the first time I've tried compiling it with MingW (I much prefer MSC but can't get it working here) and it obviously doesn't work very well. I'll repost a version that actually works at some point.

As for the title bars, they work fine. I'm just not happy with the implementation. It's too ugly Guess I'll have to improve it.

And I agree about the arrows, they are quite unattractive (partly due to my lack of drawing skills), but I think it works quite well as an interface. Implementing other options shouldn't be difficult (like such as a context menu when the drag finishes) but once you introduce tabbing and multi-level docking you need something more complicated than just drag-drop (although this might be preferable for a lot of apps). I'm aiming for the level of complexity that visual studio allows, and since that is the interface it uses it was a good starting point.

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