Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by unodgs on Sun, 07 Oct 2007 07:43:55 GMT

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Oblivion wrote on Sat, 06 October 2007 20:52Ok, here is the new executable.
I've added basic QT-like DnD animation. Finally I've got my hands on two linux distros
(Ubuntu-Beryl and Pardus (Turkish)). So I hope that I will release a X11 based exe in coming
weeks. (I didn't have the time to install them. (I'll do it probably this week).

Hi! Very impressive! It's almost what I was thinking of (those cool qt animations can be added at
the very end). The only missing thing now is tabbed panel and I wonder how tabs should look like.
Should they have native look (then you could use tabctrl code to render tabs) or custom one. I
think native will be better. Anyway don't stop coding Results are great!