Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by Oblivion on Sun, 07 Oct 2007 09:22:44 GMT
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unodgs wrote on Sun, 07 October 2007 10:43Oblivion 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!

Well, I prefer native look too. To tell you the truth, it is easy to implement a custom tabctrl. But I think the native U++ style should be preserved (but it is going to be more time consuming). Anyway, I will try to implement a native looking tabctrl (what worries me most is that the native tabctrl has tabs only on top. But we want it to be alignmed dynamically on any side.)