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

Posted by [unodgs](#) on Sat, 13 Oct 2007 15:10:19 GMT

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New buttons are quite pretty, but IMO too much rounded. I found you fixed inserting window "in the middle". I mean in the previous version if there were 3 or more docked windows in a row it wasn't possible to insert dragged window at 2nd or 3rd position - only at the beginning or the end. Now I can but if I drag the window and "docking system" shows blue rectangle and in the meantime mouse goes over a splitter bar - blue rectangle disappear and appears again as soon as mouse is not longer over the splitter. This causes unpleasant effect some kind of flickering. If you could eliminate that please do it .

The second problem is right docked window. It's not possible to get it and put it in the same position (to make it fills the whole right area (from top to the bottom of the window)).

If something of it it's unclear to you please ask for further explanations.

All in all we're very close to achieve basic functionality. Great progress!

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