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

Posted by [Oblivion](#) on Sat, 13 Oct 2007 16:07:19 GMT

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Quote: New buttons are quite pretty, but IMO too much rounded.

Well I'm not very good at drawing and graphics. If someone would provide me with a better image/icon set, I will gladly change the so-called "skins."

Quote: if I drag the widnow 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 Smile.

Yes I will eliminate the flickering problem in this week. It's very annoying indeed.

Quote: 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)).

Oops, my fault. I was so busy with the dock positioning and chameleon that I forgot to implement the ShowPane() method for empty panes (It gets locked when it's empty and there is no dnd-source). I'll fix it asap.

And, Thank you for your bug reports and feedback.

regards

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