Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by unodgs on Wed, 14 Nov 2007 08:10:35 GMT

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I see we have two competing solutions Great I think you should work together instead of developing the same thing separately. Maybe we should add DockCtrl to uvs tree so you could easily cooperate.

I also think that Oblivion's docking system is prettier and more intuitive. I think following qt docking system is the best way. Qt guys did great job there. As for tabs. I could modify quick tabs to be more universal widget that could draw tabs in any direction and support drag and drop in any direction too. Of course I don't have any objections to coping paint routines to your code if you want to develeop the whole system on your own now.

Anyway both of you are doing a great job. Just don't stop This will be very important part of upp.