Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by mrjt on Wed, 14 Nov 2007 10:46:35 GMT
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OblivionAnd I'm really impressed by the progress.Thank you, I guess I've had more time do spend ont it than you have.

Oblivionps: There is a bug in your docktest.exe which leads to crash on Xp and Vista (basic):Thanks, I've fixed it and re-uploaded.
OblivionWhich ctrl did you use to create that sliding pane?It's a popup that gets resized to do the animation. I may have to change this as I'm not sure it will work on Linux.
unodgsI also think that Oblivion's docking system is prettier and more intuitive.It's definitely prettier, but as everything is drawn with chameleon this is easy to change. I'm not sure what you mean by more intuitive because if you enable simple docking and disable tabbing they work almost identically.

The complex docking (it works something like a tree of splitter ctrls) is actually the main reason I was developing this myself - I didn't think anyone else would and I wanted it
unodgsI think following qt docking system is the best way. Qt guys did great job there.I've only seen the examples, but I disagree. I think they are fairly ugly, missing features and even contain some small bugs. We can do much better.

The only things currently missing to match the Qt feature set is the animation and some configuration options. After that I have a list of additional features that I want.
unodgsI 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.
This was partly my intention as I think Upp would be improved by having a general QuickTabs frame, which I could then use. But I think you would do a much better job at this than me!
unodgsI think you should work together instead of developing the same thing separately.
I agree, but since niether of us has posted the source this has been impossible. I want to do some tidying/restructuring first (it's complicated code and gets a bit messy in places) and I'm away this weekend, but I'll hopefully post it next week.

The next problem is the X11 port. I have a bad feeling about this

James