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

Posted by [unodgs](#) on Wed, 14 Nov 2007 12:15:31 GMT

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Quote:I'm not sure what you mean by more intuitive because if you enable simple docking and disable tabbing they work almost identically.

Yes, you're right. Didn't notice that switch I toyed a little bit more with your app and found that in not simple docking mode you allow to divide window "in four ways" (I hope you know what I mean). And I know why it looked strange at first sight to me. If for example you drag a window to the bottom part of a main window and there is another window the height of these 2 windows should be summed up not divided by 2.

Anyway I think we could have this 2 docking systems built-in (with some switches like calculating this height/width mode for example)

Quote: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.

Try mainwindows example. And of course we could be better. I'll modify my previous statement.

We should at least achieve qt level And in fact only those animations are not implemented yet.

Quote: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!

Ok, just tell me (you and oblivion) what interface you need (eg what callbacks should be there and when they should be called).

Quote:I agree, but since neither 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.

So post the code right now (you can send it to me by email if you don't want to make it public yet) I'll move it to our repository tree and give you instructions how to use it.

Quote:

The next problem is the X11 port. I have a bad feeling about this I guess so. But let's have it done in win32 first at least.

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