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

Posted by [mrjt](#) on Wed, 14 Nov 2007 15:47:38 GMT

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I guess I may as well post it. Just don't look too closely at the code

unodgslf 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.

This is what I meant by sizing needs more intelligence. It works reasonably well in simple mode (though it still needs improvement), but becomes difficult to work out what's going on in more complex cases and I haven't sorted it out yet. One reason for some restructuring is to make this easier.

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

My requirements aren't great. Something like:

```
Callback WhenSelect;  
Callback WhenHighlight;  
Callback WhenDrag;  
Callback WhenContext;  
Callback      WhenTabClose;
```

```
QuickTabs &AddTab(Value &key, Value &list, Display *display = NULL);
```

```
QuickTabs &NoSelection(bool s = true);
```

```
QuickTabs &NoHighlight(bool h = true);
```

```
// Plus usual get/set stuff
```

Plus some caveats:

Drag-drop needs to be overridable, because I need dragged tabs to turn into windows, not start a DnD op.

Height (width if vertical) must be scaleable in some way.

I think everything specialised I need could then be added by an inheriting class (Autohide, storing Ctrl's etc.). You can see my TabBar class for exactly what I use, I hadn't really got as far as generalising it.

James

File Attachments

1) [Docking.zip](#), downloaded 346 times
