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

Posted by [Oblivion](#) on Wed, 14 Nov 2007 16:08:26 GMT

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Quote:So post the code right now Smile (you can sand 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.

Ok then, so here's the deal

I will gladly send you (and/or mrjt) the source code of my "dockctrl" implementation. And I will send you the 049.9.9a (package used in the last executable I've uploaded )because 0.50 (with tabs and autohide) is in progress, and the code is not stable yet . I removed all the buggy autohide system from the source). I'm not posting here; not because I consider it to be a "top secret" government project, but because I think that the source code is not mature enough, and as mrjt stated, it has to be refactored/restructured (and it will be). But please don't expect a miracle; the code is, imho, fairly simple for a such project (that's a reason why I'm not confident to publish it yet, you may find it it almost "silly" when you examine it).

But please give me some feed back, I want to know your idea about the code. Only then, if you find it reasonably good, I will be willing to see it on the uvs of U++.

And one more thing. I am considering to convert the names of the main classes.

Is it not better to make the main ctrl (dockctrl), a window rather than a ctrl. I mean, currently the docs are called DockWindow and the main ctrl is called DockCtrl. Would it not be better if the main ctrl has the name DockWindow? And would it not be better if an application which wants to use docking system, should derive its main window from the DockWindow rather than a TopWindow ? Imho, this is a better approach. What would you think about it?