Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by cbpporter on Thu, 21 Feb 2008 09:05:55 GMT

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Oblivion wrote on Thu, 21 February 2008 03:19Finally I find a way to draw dragbar skins with native/system chameleon values. From now on DockCtrl's skins adapt themselves to the System's visual styles. And I've updated both SVN and the example exe in the first topic with some cool visual samples.

This is getting better and better. A couple of more such minor improvements and I"ll give it a try in some production code, to see how it behaves in the long run.

There's one small issue, I don't know if you noticed yet. Mark a panel as autohide and move your mouse over the border tab so that the panel appears with animation. All goo up to here. But if you quickly move the whole window, the poped-up panel remains in place until it disappears.