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

Posted by [Oblivion](#) on Thu, 21 Feb 2008 09:35:42 GMT

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Quote:

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 good up to here. But if you quickly move the whole window, the popped-up panel remains in place until it disappears.

No I didn't notice that. Thank you. I will fix it asap.

Quote:

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.

Well, as a matter of fact, I'm currently using DockCtrl in TheIDE. And apart from some small bugs in normal mode (no nested tabbing - it still needs to be refined), it seems to work fine. But again, DockCtrl is still under heavy development. It seems that the famous "chicken-egg" problem is a traditional situation of the U++ apps