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

Posted by [Oblivion](#) on Thu, 21 Feb 2008 13:18:05 GMT

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Quote:

You'll have a difficult job stealing my animation code! It's both horifically complicated (due to the tree-like nesting and size-hints) and implemented using a different ctrl. It's not too hard though, IMO the only real problem will be persuading the Splitter to proportionally resize it's children instead of just the animated one.

I'm going to steal your theming code though Smile Nice work!

Well, I won't steal too much I've already implemented a animation system (not in the public version). It's hard but not that hard. I Since I use the splitter as the baseclass of panesplitter, I overrided the layout() method -- i think it's good place to start. But I hate that "10000" bla bal proportion thing

Also, if want to see the "magic" chameleon code just look inside the DockWindow::DraBar::Paint() and DockCtrlChStyle::StyleDefault()you won'belive how easy it is implemented (how fool was I not see it before )