Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by unodgs on Thu, 21 Feb 2008 14:04:57 GMT

mrjt wrote on Thu, 21 February 2008 07:38
I'm not sure about this. IMO in this situation the user is much more likely to want to move the window than re-arrange the tabs. It should be possible to drag the tabs though (works while holding CTRL key in my version).

IMO when you start to drag tab you WANT to rearange tab position, if you drag window top bar you WANT to drag just window. This is how qt docking system works. And Visual Studio too. You can also think of moving tab like about moving window because window is assigned to the tab. Anyway. To satisfy all of us I propose:
If user start dragging a tab and mouse cursor is in tabs area you dragging the tab, if mouse cursor exceedes tabs area (+5-10 pixel border) user start dragging the window assigned to this tab.
If I hold ctrl tab is dragged no matter what. What do you think?
I only wonder if it's possible to implement with current upp's D&D api.