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

Posted by [Oblivion](#) on Thu, 21 Feb 2008 19:27:49 GMT

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Quote:

IMO when you start to drag tab you WANT to rearrange 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 exceeds 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.

Why are you so obsessed with the draggable tabs (just kidding) . Well if it suits you, I will add it to my todo list on with high priority. I will add a switch for this. DockCtrl framework is (you may have noticed already) very flexible and it's easy to implement this

Quote:

You're right. I checked qt example. I don't know why I saw dragable tabs Rolling Eyes I'm sure in VS 2003 I could drag tabs. So let's stay with dragging with Ctrl key pressed but we could add a switch to change this behaviour of course.

What about implementing Ctrl OR Middle Mouse Button Drag ?

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