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

Posted by [Oblivion](#) on Thu, 21 Feb 2008 20:31:23 GMT

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Quote:

I know why! I know why I thought qt has draggable tabs Smile That's because half a day I spend with eclipse.. And eclipse works the way I described as a solution to "satisfy us all". And I personally think this is the best option. It's very intuitive and you don't have to press any key to drag the tab. if you move a mouse outside tabs area you start to drag the whole window. Check this please (netbeans should work in the same way).

Ok.

Quote:

Yes it can be an option. I think we should make docking system as configurable as possible at least in this case.

Well, I have good news for "us all" then . I've implemented the both types of dragging (Ctrl + left drag OR solely middle drag tab repositioning) for both Tabwindows and Autohide (As I said before, DockCtrl is highly and easily configurable) and updated the Example exe and SVN Just check out. I want to know your opinion. I will make it configurable through a variable too.

Quote:

PS: I also noticed a cool thing about qt. If dragged window is to be tabbed the destination place is not only light blue (like in our docking engine) but this blue area is also transparent so you can see previous tab content. I like it.

Yes, that's cool but how are we going to paint transparent? I'm not very good in using Draw functions of U++. Do you have any idea? I'm not sure -- I didn't try yet -- but, could we use Ctrl::DrawCtrl(Draw& w, int x, int y) method to draw the previous tab content on the animation Ctrl which provides that effect (since animation ctrl is only a ctrl) ? I will give it a try (maybe I could take a snapshot manually and process it with dithering or stg. else). It sounds reasonable to me.
