Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by unodgs on Fri, 22 Feb 2008 14:20:10 GMT

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mrjt wrote on Fri, 22 February 2008 08:33
I had also been thinking about this, but I've only just worked out how to do it (my internal structure has now got to a point where I modify stuff quite easily. Thank FSM). See attached for an example. I'm going to improve the tab behaviour I think, but that requires more changes that I'm not quite ready to make. Looks nice though

Oblivion: The trick is to overload Ctrl::PostPaint in you container class (TabWindow?) and then Draw something transparent over the whole View area. I'm using the following code to generate my highlight images:

Well, I'm impressed. Transparent looks great! And I must say window animation is working very well too.
The only thing you should do is to update quicktabs paint routines. The one you have do not work well with all themes and in right and bottom case eats last line of tab. But wait until tomorrow. I will update quicktabs one more time.
Quote:
Having tried it I agree that this is how it should work though, so I'll keep trying.

Great to hear that
Quote:
I'm also trying out a new drag highlight:

I think it's an improvement, what do you think?

Yes, but in this case I think that moved tab should not only be painted in drop places but in every mouse position.
Quote:
Incidentally, all these features (grouping, scrollbar/tabbar autohide, etc.) are in my general TabBar class, based around standard Upp Value/Display architecture. QuickTabs is just a specialized bas class of this TabBar. It seems a shame to waste it on one project, should I release it to the SVN Bazaar?

Ok, no problem. As I said many times before we should have one tab system that could be easily plugged into your, Oblivion or anyone else docikng code or used as a standalone widget.
So please make it separate directory and put there your tabs code. I'll try to integerate it with my recent changes. And then we should somehow force oblivions code to use it. I think it's possible.

BTW: I think we should focus on one docikng system. As the Oblivion was first he's now officaly resonsible for docking system. But I wouldn't like to waste your achievements. Maybe you could somehow cooperate with Oblivion. I know that everyone of us prefers own solutions the most but maybe after some changes/adding some fatures you could use oblivion system in your apps and then just start working at oblivion's (upp) code.
What you and Onlivion think about it. Oblivion, could be the work split somehow so you could work together?

Of course I'm not forcing to making one docking system but that would be ideal solution IMO.