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

Posted by [mrjt](#) on Fri, 22 Feb 2008 14:48:08 GMT

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unodgs wrote on Fri, 22 February 2008 14:20

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.

My TabBar Paint routine not based on the current QuickTabs Paint code, as I wrote it before you added support for different alignments. Mine works by pre-caching all the rotated/mirrored style elements so that you don't have to do image copying and rotation in the Paint routine. On the other-hand the code is more complex.

I also orient left-hand tabs in an (IMO) more natural way (Autohide something to the left in my example to see the difference).

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

I need to decide whether I really need the more complex form of Docking (not just single row, but nested tree of splitters). This was the original reason for needing my version, and it's not something that can be added at a later date.

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