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

Posted by [Oblivion](#) on Fri, 22 Feb 2008 15:14:04 GMT

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Quote:

So please make it separate directory and put there your tabs code. I'll try to integrate it with my recent changes. And then we should somehow force oblivions code to use it. I think it's possible.

No problem, besides I'll give it a try to implement that transparent tab dragging too.

Quote:

BTW: I think we should focus on one docking system. As the Oblivion was first he's now officially responsible 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. Smile but maybe after some changes/adding some features you could use oblivion system in your apps and then just start working at oblivion's (up) code.

What you and Oblivion 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.

Well, we are "unofficially" cooperating already (at least, I'm using some part of Mrjt's code. E.g. I took the Autohidebar animation control, X11 support (by the way, I've implemented mrjt's X11 support but have no time to test it due to some technical reasons. I will upload it tonight to the SVN) alpha blending from him. (I've implemented this too, I took several lines of code ) And I'm very thankful to him.

But there is one big problem with our docking frameworks: they are, totally (or, let's say mostly) different. We use different techniques to handle the docks. They look similar, but not act so. So, IMHO, it would be painful to "merge" them. Yet we still can and already cooperate (As I said before, he helps me most of the time).