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

Posted by [Oblivion](#) on Sat, 23 Feb 2008 02:14:37 GMT

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Ok, DND transparency effect and X11 DND support added to the source code. I've also reverted the DockCtrl SVN folder back to the bazaar/DockCtrl and Bazaar/DockCtrlExample.

And as usual, I updated the example exe. You can see the transparency effect. (Thanks to Mrjt for the transparent image painting code)

Regards.

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