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

Posted by [Sc0rch](#) on Tue, 26 Feb 2008 05:58:12 GMT

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Oblivion

Yes, that's because I didn't add a barctrl check mechanism to the DockCtrl (it's on my todo list).

Yes, of course, I understand, the screenshot was just an illustration of idea.

Oblivion

Nevertheless, the solution to your problem is very easy... I hope it'll help you.

I'm using Upp just a month and I've completely forgot about AddFrame-methods. Menubar's behaviour (as popup-menu) looks confusing me, but I'll read a appropriate threads. Thank you.

Oblivion

And please keep in mind that DockCtrl in not in production state. It still has a long way to go (But Hopefully, it'll be mature enough at the end of March).

Of course, it still has a way to go. But current state of DockCtrl development also very usefull. I'm looking for use it in my projects.

Here the latest t-file from SVN-repository, completely translated to Russian, and more correct layout-file. I hope that it can be usefull for you.

Anton

File Attachments

1) [DockCtrl.t](#), downloaded 424 times

2) [DockCtrl.lay](#), downloaded 425 times
