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

Posted by [unodgs](#) on Wed, 27 Feb 2008 09:13:25 GMT

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Quote: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.

I can see that That's really great!

Quote:

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).

That's a pity but I must check what the differences really are. The point is API can be different but as long as everything mrjt want can be done in our API there is no reason to develop his own docking system. It's better to extened the existing one.

On the second hand if that's ok for mrjt that we use his code to improve our system let's stay with current develop model.

Quote:

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.

Yes, I'm gonna do the same, but later. For now I just want tabs to paint and behave corretly.