Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by Oblivion on Wed, 27 Feb 2008 11:57:33 GMT

Quote:
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.

Well, there is no problem, except for the "complex docking". Of course I can add that feature to
the DockCtrl too, but it will 1) bloat the code, 2) make my life harder   , and frankly I'm not sure
that it is a must, for we already have some different features like nested tabbing, nested
autodocking and even a nested dockable framework. As to the other features, we already have
most of them. If he permits, we sure can use James' tab code (that highligted tabs are really cool)
and other new ideas he could give us. He could also make changes on the current DockCtrl SVN
(James, if you have time, you are permitted "officially"   to make any changes you see
necessary.)

I can make "complex docking" an option, but probably in the next major version. Because, I need
to change the internals without effecting the user API (and I don't wan't to make the current code
instable).

By the way, does anyone have any idea about this issue:

 http://www.ultimatepp.org/forum/index.php?t=msg&th=3220& amp;start=0&

Regards.