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

Posted by [Sc0rch](#) on Thu, 28 Feb 2008 13:48:20 GMT

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OblivionBut if you mean "docks" in the main work area, I can say that it is very easy to add such behaviour.

Sorry, please, of course I mean "docks".

OblivionI can add that if it is really needed but what will be the use (no rhetoric, this is a question I'm asking you) ?

For example, I want to hide menu and close buttons, but have an opportunity to access advanced options and commands by using the context-menu of the dockwindow's title. And also it will be great if you'll add something like a WhenMenuBar-callback in upp-widgets for user's context-menu.

OblivionIf you (or anyone) think it will be really useful, I will add it to the current code.

It will be good for me, but it was just a wish/question and if you think that such little things can take a time to wait, I'll understand you and, of course, I can wait for such a little opportunities to change something for a long time.

I hope that you'll can understand me, =). Sometimes it's hard to explain all, but I'm trying.

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