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

Posted by [Oblivion](#) on Thu, 28 Feb 2008 14:00:08 GMT

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Quote:

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.

Well, that sounds nice. Since we want the DockCtrl to be as configurable as possible while keeping it as simple as it can be for the user, ok, I've added it to my todo list. Let's make it an option both for the user (via settings/control panel) and for the developer (via API).

Quote:

And also it will be great if you'll add something like a WhenMenuBar-callback in upp-widgets for user's context-menu.

I'm not sure if I understand this. Correct me if I'm wrong. You're asking me to add a callback to the docks which gets called (a callback with or without any variable to pass?) when context menu is invoked. Right? If so, ok I'll add it. If not, could you explain the behaviour of the callback you requested a bit?

And please don't get me wrong, I'm not a member of Spanish Inquisition, I'm just asking these questions because I need rationale to add these extensions/changes.

Also, thank you for your feedback. As always is, any suggestion, feedback, bug report and constructive criticism is always welcome.

Regards.

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