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

Posted by [Sc0rch](#) on Fri, 29 Feb 2008 01:22:58 GMT

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Oblivion

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.

Great to hear, thank you.

OblivionYou'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?

Yes, like in a GridCtrl, for example.

Oblivion

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.

Do not worry, all is good =). And other questions:

1) Do you can add an opportunity to switch-off the automatic-docking of the dock-window while dragging? Can you add such switch to each dockwindow? That will be a great feature for us and our projects, I think. And floating windows will be more easy to use in my case.

2) What about a special dockwindow for toolbar? There are images below illustrating the idea.

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

I'm just a newbie for now, but I keep an eye on your project, and can translate it if needed.

P.S. I noticed that "Autohide" command is enabled in floating dock-window's menu, but in floating mode it is not useful. Probably, you can disable this command in floating mode.

Thank you,

Anton

File Attachments

- 1) [float1.png](#), downloaded 364 times
 - 2) [float2.png](#), downloaded 586 times
 - 3) [docked1.png](#), downloaded 581 times
 - 4) [docked2.png](#), downloaded 587 times
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