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

Posted by [Oblivion](#) on Fri, 29 Feb 2008 06:21:12 GMT

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Quote:

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.

Yes this could be an option (but let's add it only to the developer API, the control panel is mainly for the users, so it should stay simple)

Quote:

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

Well, in the DockCtrl.h (DockableCtrl class), there is:

```
enum { TYPE_WINDOCK, TYPE_TABDOCK, TYPE_BARDOCK };
```

So, a dockable bar is already planned and in my todo list. That's why the base class of all DockCtrl widgets is DockableCtrl. I'll implement a DockBar class (since, it's relatively easy to add it) after I fix all the major issues of the main framework.

Quote:

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.

Thanks, I'll fix it asap.

Quote:

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

Yes, please. I need translators and feedbacks all the time.

Regards.

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