Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by Oblivion on Tue, 25 Mar 2008 13:54:26 GMT
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Quote:
Very nice, your transparent highlights work well (I think I might use that code.

Be my guest

Quote:
Besides the fact that panelicons would be better as an Array<ImageCtrl> (to avoid using new/delete), would it not be easier to just add the Image to the ArrayCtrl and set the display for that column to ImageDisplay()?

Well, that was a remnant of an attempt to add some "eyecandy" which I found useless and abandoned later. But you are right, I removed all the heap allocation stuff, and in the new versions (wihch I'll upload tonight) only tab windows will use heap (maybe I can revert them too...).

Quote:
- It's a bit wierd that all the windows open as peer-windows, it would seem more natural to me for them to be child windows.

Ooops, shame on me!
I forgot to change that in the public version. Actually, I opened them that way beacuse in KDE it seems that tool windows cannot be resized (I'm not sure, I didn't have the time to examine the behaviour further). Then I found that opening them as child windows will solve the problems (at least no peer) but forgot to update source code from diff. file. It'll be changed tonight.

Quote:
instead of newlayoutdialog, you could just use Upp::EditText.

Thanks, changed. By the way, why don't write some documentation about U++'s undocumented features. From the forums, I can say that you really seem to know about them very well.

And belive me, if I had some comprehensive documents about U++ under my hand, this project would have been finished months ago. And as you may have noticed, I'm too used to MFC (that good old C++ API, which you have to find a "workaround" for). So this project is also a "tutorial" for me. When I finish this, I'll write some documents about undocumented API functions of U++...