Subject: Re: Docking package (plus examples)
Posted by cbpporter on Thu, 27 Mar 2008 19:25:57 GMT
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Hi!

I finally got to the point where I can use your tabbing system. It was not that easy, because if you try to design the "perfect" interface without taking into consideration dockable windows, you can hardly insert this concept in the interface so that it feels natural.

But I found a way to improve my interface, but it seems that I have special needs . I wonder if you system could be adapted so that a layout is formed only by docked windows, without a main layout? First docked window takes full surface, second takes half and there is only one splitter. It would be nice if certain windows can be configured to tile vertically, and others horizontally. I believe this is some work and I'm not asking you to implement this for me. It is just an idea of what I would like to have, and I'm certain I can get it to work after some hacking by inserting a dummy header into the main layout, and an option to dynamically switch the context of it. But this is something for the future.

Something that is for now is a bug. I found that if you slowly drag a dock over a blueish highlighted surface you can leave a trail. To reproduce, open your test example, dock any window on the left for example. Take a second floating window, and drag it over the first one which is docked now. A blue highlight will appear. Move it around until the highlight covers the whole window (not just top or bottom). After the highlight appears, without releasing the mouse, move the window arround and you will see a trail.