
Subject: Re: Docking package (plus examples)
Posted by [mrjt](#) on Tue, 15 Apr 2008 08:56:13 GMT

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cbpporter wrote on Mon, 14 April 2008 23:21 So I don't know if maintaining a fork of your docking system would be a wise decision

Cool. I'd like to come back to this later though, perhaps after I've finished with the main package and can think of integrating them somehow. I think it's an interesting paradigm that I haven't seen anywhere else so it's a fun experiment.

Quote: But I would like to investigate a way to make any control pop-upable (is that a word Smile) with minimal impact on core packages.

I'm not quite sure what you mean (presumably not just calling Popup on a ctrl), but if you can give me a more detailed description I'm sure I can help. I consider myself a bit of an expert of that subject now

Quote: But I really love your tree code. I wonder what the impact of a college course (if there are still C++ courses, with all the Java ones) which teaches such tree data would have. Unfortunately, here in my local city at it's relatively high regarded Computer Science course, tree structures (and other data structures) as well are thought with nasty plain C style. This is fine for an introductory level, but taking into account the sheer number of hours dedicated to the subject, some higher level stuff would be welcome. And I'm sure that 75% of students would break their teeth on that code Twisted Evil.

No doubt I'm still not sure myself whether the Tree class was a stroke of brilliance or absolute madness. And I couldn't write code like that before encountering Upp and reading lots of Mirek's code, but I did at least get taught lots of C++ data structures on my CS course (and Computational Geometry).

Some/all of the traverses don't work correctly I'm afraid, I didn't notice until I tried to do serialization and I haven't got round to fixing them yet.