
Subject: Re: Docking: BUG + FEATURE: Disable Close completely

Posted by [kohait00](#) on Tue, 02 Mar 2010 13:27:40 GMT

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another problem:

DockConfig.cpp:230

```
void DockConfigDlg::OnOK()
{
    dock.Animate(~animate); //NOT CLEAR / CONSEQUENT
    ...
}
```

is not clear or consequent that animation will be turned off completely, since it edits only first flag.
also, the checkbox is initialized with `IsAnimate()` which OR's flags, so sometimes unselecting animate and opening config again still displays 'Animate'

maybe change it for

```
dock.Animate(~animate, dock.IsAnimatedFrames(), ~animate);
```
