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

Posted by [Oblivion](#) on Wed, 26 Sep 2007 12:57:59 GMT

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Ok, from now on DockCtrl has its very basic DnD mechanism (no position/placement awareness added yet). I've posted the new version of the example exe. You can test it

I am trying to implement two types of DnD mechanism. First one uses a sort of tracker rectangle (which is, at the moment for testing-purpose only (so please don't get dissapointed by it's ugliness, it will be refined as well ). It works fine. Second "will" use solid window dragging (as in QT). But the problem is solid window dragging needs a neat trick which will involve win32 API functions, so I will need some assistance about X11 equivalents. In fact, DockCtrl already uses some win32 API calls, so I need help . Here are the code snippets which need to be implemented in X11:

(don't get confused about the other methods, I only need X11 API calls)

```
//=====
#ifdef PLATFORM_WIN32
LRESULT DockWindow::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    UINT defmsg = TopWindow::WindowProc(message, wParam, lParam);

    if(IsFloating())
    {
        if(message == WM_MOVING)
        {
            POINT pos; GetCursorPos(&pos);
            DockCtrlMessage(DMSG_DRAGGING, Point(pos.x, pos.y));
        }
        if(defmsg == HTCAPTION)
        {
            if(DnDHasTarget())
            {
                Dock(DndGetTarget(), State(), Placement(), Position());
                Refresh();
                DnDTargetORange();
            }
        }
    }

    return defmsg;
}
#endif
//=====
```

```
Rect DockableCtrl::GetWindowRect(TopWindow& window, Rect& r)
{
```

```
#ifdef PLATFORM_WIN32
```

```
Rect wrect = r;  
::AdjustWindowRect(wrect, window.GetStyle(), false); //Win32 call  
return wrect;
```

```
#endif
```

```
//=====
```

Any suggestions, help and code are welcome

Regards

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