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

Posted by [Oblivion](#) on Fri, 28 Sep 2007 14:49:02 GMT

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Well, tracker (xor) rectangle implementation is suspended for a while. Good news is, I've managed to add solid-window dragging on win32. (As usual, I've uploaded it; you can find it on the first post) It works fine on my OS configurations (win98/XP(sp2)/Vista basic), except for Win98. AFAIK W98 doesn't support solid window moving by default; it uses standard tracker rectangle of the system. bad news is that I've managed solid dragging by using win32 api. So it is win32 spesific. But it is nested in #ifdef/endif preprocessor commands and is not very lengthy (at most, 100 lines of code), so it should be easy to implement it in X11 (or I hope so)

The main problem I've encountered was to implement a workaround for famous windows "feature:" WM_NCLBUTTONDOWN. IT is explicitly stated in the MSDN that this message is sent to the window after left button released. But guess what, this is definitely wrong on XP or greater! Usual microsoft behaviour: "It's not a bug, it's a feature!"... So I had to implement an aplication wide mouse hook.

By the way, Mirek why isn't there any "non-client area" event handler on U++? I couldn't find any. Did I miss something? Imho, at least the Topwindow class should have protected virtual methods for these messages. And as for the U++ documentation... Well, U++ is like an Iceberg, almost everything is gone undocumented. Don't get me wrong, The actual U++ code is impressing; but lack of documentation really slows down the process, and maybe that is why some people think that it is only a gui widget collection (well, it is definitely not!)
