Posted by Oblivion on Fri, 28 Sep 2007 16:57:32 GMT

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luzr wrote on Fri, 28 September 2007 19:38Oblivion wrote on Fri, 28 September 2007 10:49
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?

WindowProc?

Anyway, I am starting to feel a bit worried about all these platform specific tricks. I am not sure
what exactly is covered by "docking windows", but I expected that most of it can be done using
existing interfaces.

Quote:
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!)

Yes. You can start improving the situation by writing some docs

I am starting planning for the next year, theide / documentation will be the main focus.

Mirek

YEs there is Windowproc, and I use it. What I meant with "nc handlers" was, methods to handle
windowproc messages as in MFC. Anyway, it was only a suggestion

Well I think I exaggerated the situation a bit. I've managed to handle all those "tricks" I've
mentioned before (including AjustWindowRect) in native U++. So you should'nt have to worry
about them anymore   Only the "Mousehook" remains. It only
handles WM_NCLBUTTONUP, and is needed because windows has a well known internal bug
which they prefer to call "feature". So there is nothing much left to worry about. As I'd stated in the
first post, it is and will be in U++ (except for the mouse hook). IMO, all those tricky things which I
tried to implement couple of days ago are due to the lack of documentation (it takes time to find
what i need).

Actually, I am working on documentation for DockCtrl. But my english, as you may have noticed,
is far from being perfect   And this is my "internal bug"

Regards