Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by mrjt on Fri, 28 Sep 2007 22:15:25 GMT

I've been working on something similar (I've been off the net for two weeks or I would have said something sooner), and I'm sending the WM_NCLBUTTONDOWN message in the same way. I get around it like this:

```
if (message == WM_WINDOWPOSCHANGING && !IsDocked() && !GetMouseLeft())
    // Dragging finished
```

(IsDocked() is mine, GetMouseLeft() is UPP)
Fortunately this is almost the only hack I've had to use, the rest is all UPP.

I've attached a demo compiled with MingW (which seems much less stable than the MSC version, annoyingly). As you can see I've still got some considerable bugs to work out myself I've only just managed to get autohide mostly working but the Splitters need some serious attention to get them to resize correctly.

I'm not quite ready to publish all of the code (too scared!), but let me know if I can help. It's a very interesting project.

James

PS. Oddly, one of the things I've had the most trouble with (except the bloody autohiding!) is the title bar on docked windows. I've ended up using some really ugly code and a FrameCtrl. How do yours work?

Edit: Exe is for Win32 only, and I've only tested it on XP so I wouldn't be suprised if it crashes horribly on Vista. You have been warned

File Attachments
1) DockTest.exe, downloaded 986 times