Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by Oblivion on Fri, 28 Sep 2007 22:43:42 GMT

Well It crashes constantly on XP(SP2) too.
Actually, your dockable windows are quite impressing. But the MS style (with all those arrows and I guess you use a transparent window??) is something I wouldn't prefer.

And thank you for the code snippet your workaround seems very simple. I'll try it, I hope it will work.

As for the titlebar, I use a "DragBar" class, which is derived from both Ctrl and CtrlFrame as well. It is a nested class and it differs in implementation for DockWindow and DockBar (Rebar like widget). And almost every event is handled through it. DockWindow is activated only when it is in floating state.

By the way, I implemented the autohide but disabled because of bugs. It's scheduled, and probably will be activated in a week or two

What is the problem with title bar you wrote? Could you be more specific? I could answer any specific questions about DockCtrl implementation. Feel free to ask.