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

Posted by [mirek](#) on Sat, 29 Sep 2007 06:42:06 GMT

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Oblivion wrote on Fri, 28 September 2007 18:43

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.

Beware.

In X11, you cannot use popup windows (I mean, windows without decorations) as main windows.

Consult this for available types:

<http://standards.freedesktop.org/wm-spec/wm-spec-1.3.html#id 2507144>

(I guess some experimenting will be needed....)

Mirek

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