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

Posted by [Oblivion](#) on Sat, 29 Sep 2007 09:11:51 GMT

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luzr wrote on Sat, 29 September 2007 09:42Oblivion 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

Hmm, I've read the specifications, what about the `_NET_WM_WINDOW_TYPE_TOOLBAR` type? Dockwindows are not popups and they are already child windows, so there shouldn't be any problem for them. As for the planned (after I achieve a full featured dockctrl) "DockBar," it is not going to be a "main" window either. Is it not possible to use "child" windows in X11 (I know that terminology differs in X11 due to the conceptualization of it's client-server system, but I'm not a X11 guru)

And I agree. I guess It's time for me to install a linux distro
