Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by mrjt on Mon, 12 Nov 2007 14:40:35 GMT
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How are you doing on the X11 port? I've been looking at the problem myself and it looks like X11 doesn't supply the necessary events to implement window dragging as cleanly as on Windows. The only available event is the equivalent of WM_MOVE, and you can't get the status of the mouse buttons during the drag without calling XQueryPointer, which should probably be avoided.

I've seen it suggested that Qt requires Window Manager specific code for this (I haven't checked the source myself) which, if true, would mean that a 'pure' X11 implementation may be impossible. Additionally, changes to TopWindow would be necessary to support the _NET_WM_WINDOW_TYPE_DOCK style.

In case it helps, here is the code that starts window dragging after an undocking:
```
Atom xwndDrag = XAtom("_NET_WM_MOVERESIZE");
XEvent e;
Zero(e);
e.xclient.type = ClientMessage;
e.xclient.message_type = xwndDrag;
e.xclient.window = wnd.GetWindow();
e.xclient.format = 32;
e.xclient.display = Xdisplay;
e.xclient.send_event = XTrue;
e.xclient.data.l[0] = p.x;
e.xclient.data.l[1] = p.y;
e.xclient.data.l[2] = 8;
e.xclient.data.l[3] = 1;
e.xclient.data.l[4] = 0;

XUngrabPointer( Xdisplay, CurrentTime );
XSendEvent(Xdisplay, RootWindow(Xdisplay, Xscreenno), XFalse, SubstructureNotifyMask, &e);
XFlush(Xdisplay);
```
It is the same as doing:
```
SendMessage(wnd.GetHWND(), WM_NCLBUTTONDOWN, 2, MAKELONG(p.x, p.y));
```
with Win32.

If you find/have found a solution to the window dragging issue I'd love to hear about it

James