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

Posted by [Oblivion](#) on Sun, 24 Feb 2008 00:18:22 GMT

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Ok, Masu I've patched the files. Also, I've re-installed that ever-complaining cr... compiler (MingW 5.1.3) again. It seems that the crash was due to a typecasting bug in AlphaHighlight() function.

```
static Image AlphaHighlight(const Image &img, int alpha)
{
    ImageDraw draw(img.GetSize());
    draw.Alpha().DrawRect(img.GetSize(), Color(alpha, alpha, alpha));
    draw.DrawImage(0, 0, img);
    // MingW (5.1.3) fix - Damn, I hate that ever-complaining compiler.
    Image dimg = draw;
    // Is there a better way to set hotspots than this?
    ImageBuffer ib(dimg);
    ib.SetHotSpot(Point(1, 1));
    ib.Set2ndSpot(Point(3, 3));
    return ib;
}
```

Mrjt, you should check this out too.

Regards.
