Subject: Re: Docking / DockTest packages Posted by Oblivion on Wed, 27 Feb 2008 00:03:56 GMT View Forum Message <> Reply to Message

hi James,

Last night I've compiled your Docking package on Linux (Kubuntu and Pardus). It seems that your current code does not posit the window correctly when it is dragged (so was mine). But I've managed to fix that issue very easily, so I would like to share my findings with you (for we are "unofficially" supporting each other ). the trick lies in two places:

1. Add DockWindow::NoCenter() to the constructor of your dockable window's base class.

2. Open() the dockable window (or was it a container?) with no-owner.

This second one may not be valid for your code or brake something, I'm not sure about that. But I saw that you open the window by passing the "this" pointer to the methods(e.g, Open(this)). In case the second step fails, try to find a way to use it as such, I can confirm that It works perfectly

And another bug in you code (the latest one with transparent tab) I've encountered is regarding to your autohide code. Autohide a dock and try the autohide button or menu item when it is shown (in autohide mode). The framework will crash.

Hope these will help you.

Page 1 of 1 ---- Generated from U++ Forum