Subject: Re: DockCtrl (A dockable window widget for U++)
Posted by Oblivion on Fri, 28 Mar 2008 14:39:39 GMT
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masu wrote on Fri, 28 March 2008 15:52Good work!

However, what I have noticed is that undocked windows always stay in the foreground even when I activate another application's window. I would expect it to also be hidden.

Regards,
Matthias

It is because, DockWindow derived classes are by default top most windows. Since a DockWindow is a TopWindow derived class, to change that behaviour all you have to do is to explicitly state that. e.g. TopWindow::TopMost(false).

For example, in DockCtrlExample constructor (or anywhere, at your will) you can;

dock1.TopMost(false);
dock2.TopMost(false);
etc...

However, You are right it is more traditional. So I'll change the default behaviour to TopMost(false).