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

Posted by [Oblivion](#) on Fri, 28 Mar 2008 15:14:32 GMT

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masu wrote on Fri, 28 March 2008 16:55l set all docked windows to TopMost(false) in main, but the tabbed undocked windows still stay in the foreground.

Matthias

I'm sorry, I'm a little bit tired today...

Here is the quick fix:

In DockCtrl/DockWindow.cpp, line 35:

```
Sizeable().Zoomable().ToolWindow().TopMost().MinimizeBox().MaximizeBox().BackPaint();
```

Please change it to "TopMost(false)"

I've made the change and uploaded the modified ver. to the SVN.

Also, I will add some optional settings switches for dock windows behaviour.

Regards.

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