I understand that.

I think the biggest problem right now is that the DHCtrl (or more accurately the native control inside DHCtrl) is using the whole space of the DHCtrl, and the frames try to draw over it. I don't think this is the right behavior because as I understand it the area that the frames use shouldn't be usable from the control itself.
So the best solution imho would be if the "native control" inside the DHCtrl would be resized with respect to the frames. But I don't know how complicated this change would be. I am a bit lost in all the layout code