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Subject: Re: Docking package (plus examples)  
Posted by [mrjt](#) on Fri, 23 Jan 2009 13:39:45 GMT  
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After fiddling with it for a bit I found a few relatively minor bugs with Activate that I've fixed.

Also calling ActivateDockable on an already visible window now highlights it's position for the user. Useful on a crowded display.

Revision 797.

Also heres the code to fill a toolbar with DockableCtrl icons:

```
void DockingExample::WindowBar(Bar &bar)
{
    const Vector<DockableCtrl *> &ctrl = GetDockableCtrls();
    for (int i = 0; i < ctrl.GetCount(); i++)
        bar.Add(AsString(ctrl[i]->GetTitle()), ctrl[i]->GetIcon(), THISBACK1(ActivateWindow, ctrl[i]));
}
```

```
void DockingExample::ActivateWindow(DockableCtrl *ctrl)
{
    ActivateDockable(*ctrl);
}
```

It would be nice to limit the icons only to invisible windows, but I can't find a reliable way of triggering a Callback notification when ctrls close. There are just too many code paths that control it, but I might have a another go in the future.

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