Subject: Re: Docking package (plus examples)
Posted by softcoder on Wed, 11 Nov 2009 12:22:03 GMT
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At first: Thank you for this great cool thing!
But I think I've found a bug concerning styles in docking (I'm using WinXP).

To see what I mean, perform the following steps:
- Open DockingExample2 as project in UPP so you can compile it etc.
- Add this function (which is basing on BlueBar):

```
void DockingExample::ChangeStyle()
{
 TabCtrl::Style& ctrlTabBarStyle = DockTabBar::StyleDefault().Write();
 ctrlTabBarStyle.Standard();
 for(int i = 0; i < 4; i++)
 {
  ctrlTabBarStyle.text_color[i] = White();
 }
}
```

- In DockingExample::DockingExample() replace
button <<= THISBACK(OnUserGuide);

by

button <<= THISBACK(ChangeStyle);

- Compile and execute the program.
- Look at the tabs (TreeCtrl 1 and 2) at the left bottom of the window. The font color is black as it should be.
- Pull one of the tabs out of the window so it becomes an additional floating window.
- Drag'n'drop the floating window where it was before.
- Now push the "User Guide" button -> font doesn't become white although it should become white.
- Pull out the tab again and drop it again to its old place -> font is white.

My current workaround (or even the best possible bugfix?) is to add the following line directly before Refresh() in DockCont::GroupRefresh():

tabbar.SetStyle(tabbar.GetAlign(), DockTabBar::StyleDefault());

This problem even occurs in UPP1679 (the newest version availabe here, but mainly using a much older one for some reasons).

Now the question: Is the problem sitting in front of my screen or is that really a bug? If it's a bug, is it a good solution?

TIA

softcoder