
Subject: Re: Docking: BUG + FEATURE: Disable Close completely

Posted by [mrjt](#) on Wed, 03 Mar 2010 17:29:17 GMT

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Hi! I'm glad you're using the code.

The fix for the missing title text is:

```
if (!s.title_font.IsNull()) {  
    Ctrl *c = GetLastChild();  
    while (c && !c->IsShown() && c->GetParent())  
        c = c->GetPrev();  
    if (s.handle_vert)  
        r.top = c ? c->GetRect().bottom - m.top : r.top - m.top;  
    else  
        r.right = c ? c->GetRect().left - m.right : r.right - m.right;  
    w.Clip(r);  
    WString text = IsNull(dc->GetGroup()) ? dc->GetTitle() : (WString)Format("%s (%s)",  
dc->GetTitle(), dc->GetGroup());  
    w.DrawText(p.x, p.y, s.handle_vert ? 900 : 0, text, s.title_font, s.title_ink[focus]);  
    w.End();  
}The clipping rect was being incorrectly calculated when there were no buttons.
```

Thanks for your other bug reports:

Animate config - This check box was added before the feature was split and I obviously forgot to change it. I'll add a second checkbox to the config form to independently control them.

Config dialog tree - I'll have to look at this, it used to work but as Koldo has said there seem to have been some changes to TreeCtrl.

Closing buttons and stuff - This is pretty complicated, the correct solution involves removing the X button from floating windows and all of the Close, Close Group and Close All options from the menus.

I haven't looked at the code for a while and as you can see it's pretty complicated , but I'll try and get all the fixes incorporated by the end of the week.

There is also an outstanding bug with certain window manager settings on Linux, but I have yet to find a solution to that one.