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

Posted by [mrjt](#) on Thu, 04 Mar 2010 14:37:03 GMT

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Ah, good find.

To fix the title not updating you need to change DockableCtrl.h:

```
DockableCtrl& Title(const char *_title) { title = _title; if (GetParent())
GetParent()->RefreshFrame(); return *this; }
DockableCtrl& Title(const WString& _title) { title = _title; if (GetParent())
GetParent()->RefreshFrame(); return *this; }
```

And this change in DockCont.h makes it keep the new title when it's detached/floated:

```
void StateFloating(DockWindow& dock) { State(dock, STATE_FLOATING); Title(GetTitle());
When floating you still won't be able to dynamically change the window title though. There just isn't
any obvious way for the DockCont window to be notified. I'll think about it though.
```

The issue with just blocking the Close action as you have is that surely the option is still visible in all the menus? It's just that when the user selects it nothing happens?

It should be possible to remove the close box in Upp now, the option seems to have appeared in the code as NoCloseBox. This change in DockCont.cpp makes it disappear:

```
void DockCont::WindowButtons(bool menu, bool hide, bool _close)
{
    AddRemoveButton(windowpos, menu);
    AddRemoveButton(autohide, hide);
    AddRemoveButton(close, _close);
    NoCloseBox(!_close);
    SyncButtons();
}
```

No idea whether this works on Linux yet. I'll put these changes into the SVN when I've had time to integrate everything.

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