

---

Subject: Re: another thing

Posted by [kohait00](#) on Thu, 06 May 2010 18:30:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

it would be great though, remember those icons when dragging stuff in visual studio i.e. besides showing left right top bottom for where to dock stuff as frame there is also a middle part... as far as i remember.. nevermind, maybe i can get it to a point where i can supply some size info upon adding or so, so that top docks use all the space down to bottom dock border when available.. trying to avoid that `SizeHint()` thing..

another question:

is there a way to be notified of which `DockableCtrl` has been selected or dragged or sth..? i noticed `Callback WhenState`, what is it used for exactly? and can i place it in `TabSelected()`?

(i tried it it works fine so far (though beeing called multiple times during inits) but it always calls it for the first `DockCont` when i start dragging a tabified group..thats kind a not that what i need.

btw. could you somehow line up your ideas behind Docking / Tabifying? which class is involved for and how?

is it right that each `DockableCtrl` is placed in a `DockCont`, and what happens if more `DockableCtrl` are tabbed to the `DockCont` and when starting dragging the group (only the first `DockableCtrl` is beeing notified with `WhenState()`..)

thx in advance

---