
Subject: Re: Title() Bug

Posted by [kohait00](#) on Mon, 17 May 2010 20:40:19 GMT

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before i update and test your version i wanted to save my current state and to have you take a look on it maybe it's helpful for you..

i extanded the DockableCtrl.h:87 just a bit

to let the API inspect some varieties of docking permissions

```
bool IsDockAllowed(int a) const { ASSERT(a >= 0 && a < 4); return dockable[a]; }
bool IsDockAllowedLeft() const { return dockable[0]; }
bool IsDockAllowedTop() const { return dockable[1]; }
bool IsDockAllowedRight() const { return dockable[2]; }
bool IsDockAllowedBottom() const { return dockable[3]; }
bool IsDockAllowedAny() const { for(int i = 0; i<4; i++) { if(dockable[i]) return true; } return false; }
bool IsDockAllowedNone() const { for(int i = 0; i<4; i++) { if(dockable[i]) return false; } return true; }
```

DockConfig.cpp:221

to have animation settings extend on the other available params as well, but this is only a quickfix, maybe later it should be possible to disable each animation extra? (in current state only the first highlight animation is changeable via UI, the others remain unchanged (and maybe enabled), while the user expects all animation to be disabled, isnt it?

```
dock.Animate(~animate, dock.IsAnimatedFrames(), ~animate);
```

DockWindow.cpp:329

the API should have precedence over UI setups.

means if I (in application code) decide to group a component to some kind, it should do it in the desired way, even if DockableCtrl's respective capabilities have been disabled in GUI.

i ended up having DockableCtrl's thrown out floating, when restoring a default view (if desired setup was disabled by user in GUI), so TabDockGroup shouldnt throw out things floating, it should group

```
void DockWindow::TabDockGroup(int align, String group, int pos)
{
    if (DockCont *c = TabifyGroup(group)) {
        // if (c->IsDockAllowed(align))
        DockContainer(align, *c, pos);
        // else
        // FloatContainer(*c);
    }
}
```

DockCont.cpp:362

another floating issue, in void DockCont::TabDragged(int ix)

if a dockable is docked somewhere and is not able to regain its position later when dragged again (because docking capability is completely disabled, it should be able to float the dockable when dragging it out of a tab (it wont be able to go back there). while manual floating command is still possible. (but in tabbed cases its a weird behaviour)

```
if(c->IsDockAllowedNone()) return;
```

so far the little things. code lines are respect to prior to your change. maybe something of it is deprecated now, maybe something is still usable..

cheers

kostah

PS attached is Docking sources including .svn to diff easy

File Attachments

1) [Docking.rar](#), downloaded 269 times
