
Subject: Re: Docking - Strange behaviour with GICtrl
Posted by [mdelfede](#) on Sat, 17 Jul 2010 17:00:17 GMT
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Found.... it's a bug in GetRectInParentWindow() when control is inside a frame.
Here the (hopefully) right version, file X11Wnd.cpp from line 140 :

```
// Gets the rect inside the parent window
Rect Ctrl::GetRectInParentWindow(void) const
{
    GuiLock __;
    Rect r = GetScreenRect();
    Ctrl *q = parent;
    while(q && !q->top)
        q = q->parent;
    if(q)
    {
        Rect pr = q->GetScreenRect();
        r -= pr.TopLeft();
    }
    return r;
}
```

Mirek, could you apply it ?

Ciao

Max
