I double checked. Docking doesn't work on my home PC. Below are results of an investigation.

Valgrind:

```
==7405== Conditional jump or move depends on uninitialised value(s)
==7405==    at 0x46C11B: Upp::Splitter::SetStyle(Upp::Splitter::Style const&) (Splitter.cpp:245)
==7405==    by 0x46C26F: Upp::Splitter::Splitter() (Splitter.cpp:262)
==7405==    by 0x5D335A: Upp::DockPane::DockPane() (DockPane.cpp:410)
==7405==    by 0x5BFE80: Upp::DockWindow::DockWindow() (DockWindow.cpp:1469)
==7405==    by 0x40B45E: wnb3::wnb3() (main.cpp:32)
==7405==    by 0x40F3BC: GuiMainFn_() (main.cpp:1344)
==7405==    by 0x40F36B: main (main.cpp:1342)
==7405== Uninitialised value was created by a stack allocation
==7405==    at 0x40F398: GuiMainFn_() (main.cpp:1343)
```

Where wnb3 and main.cpp are my class and cpp file.

Uninitialized value: Splitter::Splitter() --> SetStyle(StyleDefault()) --> StyleDefault()

StyleDefault() for some reason returns an uninitialized value. I couldn't track it down more closely. Initialization happens in GUI_APP_MAIN.

Did I miss something in initialization?