Subject: Re: Docking - Stable?
Posted by mdelfede on Thu, 26 Aug 2010 22:21:57 GMT

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mrjt wrote on Mon, 23 August 2010 15:50The problem with Docking on Linux is to do with the way Window Managers work with X11. Unlike Win32 there is no message from the WM to tell you that the window has moved. Instead I have to watch for a certain series of unrelated events and assume that it's a window move. Unfortunately this is highly dependent on the specifics of the WM implementation. For instance in Ubuntu it will work on the most basic graphics mode but not with any effects enabled, as I cannot find any way of determining a window drag-drop. It's a real pain in the arse.

I'm not sure what problem you are seeing though. I woudln't expect to see the window diappear, just be undockable.

I've seen that in my X11DHCtrl control the State() handler responds to window move events with a POSITION (100) reason... Isn't that one what you're looking for ?
I've got compiz fully enabled and the State() handler gets called correctly on window moves. Ubuntu 10.04 64 bit with all effects enabled.

Ciao

Max

Edit : that *MUST* have worked in previous ubuntu releases too, is an important part of X11DHCtrl, I use it to keep native windows in sync with upp ones, and the control is working since about 1-2 years.
You can test it easily putting a breakpoint on line 349 od X11DHCtrl.cpp, and run the small attached test application.
Beware, GlCtrl needs a small patch, it got broken on these days.... see the post
http://www.ultimatepp.org/forum/index.php?t=msg&th=5460& amp;start=0&

File Attachments
1) TestGL.zip, downloaded 606 times