
Subject: GLCtrl and Docking: do they work together as expected?

Posted by [281264](#) on Tue, 14 Sep 2010 11:45:10 GMT

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Hi,

I have spotted a, IMO, weird behaviour of several GLCtrls when working with Docking. Please test attached code. Two GLCtrl structs are created: one is made dockable. When this one is made auto-hide and you further take advantage of it, the main Topwindow (which contains the other GLCtrl) fails to re-paint correctly.

I have noticed that GLPane::Init() function is called every time the auto-hide feature is used, and consequently a new OpenGL rendering context is generated and made current. Is this a desirable behaviour? Why is going on this weird behaviour?.

For example, when the other dockable controls (trees) are made auto-hide, this feature does not interfere at all with the OpenGL Ctrl in the main application Topwindow.

Cheers,

Javier

File Attachments

1) [prueba_OpenGL_DockWindow.7z](#), downloaded 271 times
