Subject: Issue in docking example application
Posted by frankdeprins on Mon, 22 Sep 2014 21:01:03 GMT
View Forum Message <> Reply to Message

Hello Mirek,

In the docking example application, there is an issue.
Well, the issue is not exactly in that example or the docking library, but in CtrlLib.
Here is what I noticed:

- When you minimize a docked window and then hover the tab, the docked window will reveal itself (expand). So far, so good.
- But when you move the mouse back out of the window and it's tab, there is something wrong with the auto-hiding: the window hides itself indeed, but then briefly flashes to it's full size once again.

After some digging, I found the cause to be in the Animate procedure in CtrlUtil.cpp.

The following change made the issue go away:

```
void Animate(Ctrl& c, const Rect& target, int type)
{
 if(type < 0)
  type = GUI_PopUpEffect();
 Rect r0 = c.GetRect();
 dword time0 = GetTickCount();
 int anitime = 150;
#ifdef SLOWANIMATION
 anitime = 1500;
#endif
 if(type)
  for(;;) {
   int t = int(GetTickCount() - time0);
   if(t > anitime)
    break;
   if(type == GUIEFFECT_SLIDE) {
    Rect r = r0;
    if(r.left != target.left)
       r.left -= ((r.left - target.left)* t) / anitime;
    if(r.top != target.top)
       r.top -= ((r.top - target.top) * t) / anitime;
    if(r.right != target.right)
       r.right += ((target.right - r.right) * t) / anitime;
    if(r.bottom != target.bottom)
       r.bottom += ((target.bottom - r.bottom) * t) / anitime;
    c.SetRect(r);
   }
   else
   if(type == GUIEFFECT_FADE)
```

```
    c.SetAlpha((byte)(255 * t / anitime));
   else
    break;
   c.Sync();
   Sleep(0);
#ifdef SLOWANIMATION
   Sleep(100);
#endif
  }
 c.SetRect(target);
 c.SetAlpha(255);
}
```

Could you please review this change and, if OK, apply it?
I know this function is used a lot for all animations, so I guess some care will be needed.

Regards,

Frank
