
Subject: Issue in docking example application

Posted by [frankdeprins](#) on Mon, 22 Sep 2014 21:01:03 GMT

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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
