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