
Subject: Re: Issue in docking example application
Posted by [281264](#) on Thu, 02 Oct 2014 10:45:40 GMT
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Frank,

If you have time to spare please have a look at this example: jus two GLCtrl depicting an spiral. One is the main window and the other is docked. Every time you click with the mouse, the spiral in the clicked window rotates. Simple.

But when you Auto-Hide the secondary GLCtrl then the main window ceases to work properly. Although not shown in this example, when you try to make a zoom or a pan, then the main window gets distorted.

I think that the way Docking is designed imposes a serious limitation when combined with OpenGL. Any suggestion?

Thx.

Javier

File Attachments

1) [prueba_OpenGL_DockWindow.zip](#), downloaded 296 times
