Subject: Re: Issue in docking example application
Posted by 281264 on Mon, 06 Oct 2014 20:26:42 GMT

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Frank,

Thank very much you for your effort.

I think the issue here is the way Docking is designed, its very basic concept that makes it, somehow, not fully compatible with OpenGL when the Auto-Hide mode has been activated.

Is not worthwhile looking into it for we need an expert in both OpenGL and Docking.

Cheers,

Javier