
Subject: Re: how can I draw on the top of a dockwindow?

Posted by [aftershock](#) on Tue, 08 Jan 2019 16:06:02 GMT

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Oblivion wrote on Tue, 08 January 2019 15:49Hello aftershock,

DockWindow acts as a container. The way to go is adding a ctrl to dockwindow (not as DockableCtrl but using a plain ctrl. E.g. Ctrl::Add(myctrl.SizePos())), and overriding its Paint method. Have you tried that?

Best regards,
Oblivion

No...but I have just done so... Same result..

The window size is the remaining part of the full window where there are no docked windows...
