Subject: Docking - Strange behaviour with GlCtrl Posted by mdelfede on Sat, 17 Jul 2010 10:43:39 GMT

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Using Docking to manage GLCtrl derivated controls gives a strange behaviour: floating windows are ok, docked right and bottom windows are ok too, but top- and left-docked windows not, the bar goes right but the content goes on opposite side.

Here an image to show that:

I'll attach the sample Upp package used to test it on next post.

Ciao

Max

## File Attachments

1) DockGL.jpg, downloaded 736 times

Subject: Re: Docking - Strange behaviour with GlCtrl Posted by mdelfede on Sat, 17 Jul 2010 10:45:15 GMT

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Attached here the test app.

Ciao

Max

## File Attachments

1) TestDockOpenGl.zip, downloaded 374 times

Subject: Re: Docking - Strange behaviour with GlCtrl Posted by mdelfede on Sat, 17 Jul 2010 17:00:17 GMT View Forum Message <> Reply to Message

Found.... it's a bug in GetRectInParentWindow() when control is inside a frame. Here the (hopefully) right version, file X11Wnd.cpp from line 140:

// Gets the rect inside the parent window Rect Ctrl::GetRectInParentWindow(void) const

```
{
    GuiLock __;
    Rect r = GetScreenRect();
    Ctrl *q = parent;
    while(q && !q->top)
    q = q->parent;
    if(q)
    {
        Rect pr = q->GetScreenRect();
        r -= pr.TopLeft();
    }
    return r;
}

Mirek, could you apply it ?

Ciao

Max
```

Subject: Re: Docking - Strange behaviour with GlCtrl Posted by mirek on Fri, 23 Jul 2010 08:39:30 GMT

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Patch applied.

I suggest to post the patch into library forum next time so it gets my attention (Well, sooner or later...)

(BTW, am I right it was a bug in the code you have submitted 3 years ago?

Mirek

Subject: Re: Docking - Strange behaviour with GlCtrl Posted by mdelfede on Fri, 23 Jul 2010 17:18:50 GMT

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luzr wrote on Fri, 23 July 2010 10:39Patch applied.

I suggest to post the patch into library forum next time so it gets my attention (Well, sooner or later...)

(BTW, am I right it was a bug in the code you have submitted 3 years ago?

Mirek
Yep, it was my fault Never tried to put the GLCtrl inside a frame before
Max
Subject: Re: Docking - Strange behaviour with GlCtrl Posted by 281264 on Wed, 01 Sep 2010 19:39:43 GMT View Forum Message <> Reply to Message
Is it possible to get the patch for I am currently using GLCtrl and I have the intention to use Docking?
Many thanks.
Cheers,
Javier
Subject: Re: Docking - Strange behaviour with GlCtrl Posted by mdelfede on Wed, 01 Sep 2010 19:50:00 GMT View Forum Message <> Reply to Message
Bug is already fixed in core.
Ciao
Max