
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 759 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 382 times

Subject: Re: Docking - Strange behaviour with GLCtrl
Posted by [mdelfede](#) on Sat, 17 Jul 2010 17:00:17 GMT
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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 GIctrl
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 GIctrl
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
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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
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Bug is already fixed in core.

Ciao

Max
