
Subject: Docking: ContextMenu behaviour
Posted by [kohait00](#) on Thu, 22 Jul 2010 11:14:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi mrjt,

i noticed, that using Docking in tabbed view, one can close all tabs only, by right clicking some free space (where no tab field), 'Close all others' appears.

here is the general question, if a forwarder to TabBar::ContextMenu should be used in DockTabBar, since user it can break a lot, or do you support closing from TabBar point of view?

in case to look to: (here some proposals, not very thought through

DockTabBar.cpp:51

```
void DockTabBar::RightDown(Point p, dword keyflags)
{
    if (GetHighlight() >= 0)
        WhenContext(GetHighlight());
    //no forward outside own tabs
    // else
    // TabBar::RightDown(p, keyflags);
}
```

DockTabBar.h:16

```
virtual void ContextMenu(Bar& bar) { /*TabBar::ContextMenu(bar);*/ }
```

hope it got bi clear

Subject: Re: Docking: ContextMenu behaviour
Posted by [mrjt](#) on Thu, 22 Jul 2010 14:08:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

The forwarding is now unnecessary (ContextMenu is exposed in TabBar now) but the concept is correct. Tabs can be closed from the tabbar menu without problems.

Well, in theory anyway. In practice the TabBar close handling had changed since the Docking code was written so I've committed the changes necessary to fix it.

Edit: The next thing you're going to say is 'I need to disable closing of tabs via the TabBar' yes?

Subject: Re: Docking: ContextMenu behaviour
Posted by [kohait00](#) on Thu, 22 Jul 2010 15:23:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

probably..

i'll check it..thanks

Subject: Re: Docking: ContextMenu behaviour
Posted by [kohait00](#) on Fri, 23 Jul 2010 11:28:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

it works 'off the shelf'
remains one last thing and i am upstream

http://www.ultimatepp.org/forum/index.php?t=msg&&th=5276&goto=27532#msg_27533

btw: maybe this addition is helpful, i had a crash once at this point but cant reproduce it..

```
void TabBar::DoTabSort(TabSort &sort)
{
    if(GetCount()<=0) //<<<
        return; //<<<
    Value v = GetData();
    StableSort(tabs, sort);
    Repos();
    if (!IsNull(v))
        SetData(v);
    Refresh();
}
```

Subject: Re: Docking: ContextMenu behaviour
Posted by [mrjt](#) on Fri, 23 Jul 2010 12:19:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

In such a situation it is better to crash ASAP than abort silently IMO. The code should work if count == 0 and count < 0 indicates that either a) the container has been picked, which I don't think has happened in this case) or b) There is some memory error somewhere else which needs fixing. The function was almost certainly called on a hanging/invalid pointer.

Subject: Re: Docking: ContextMenu behaviour
Posted by [kohait00](#) on Fri, 23 Jul 2010 12:38:57 GMT

ok, that could probably be..your're right..in most cases its better to fix such problems in dev. stage of app to ensure rightful behaviour towards api.
