Subject: Docking - Stable?
Posted by jeremy_c on Fri, 20 Aug 2010 13:28:34 GMT
View Forum Message <> Reply to Message

I would like to use the docking code in Bazaar, is it stable (API and relatively bug free)?

Thanks,

Jeremy

Subject: Re: Docking - Stable?
Posted by jeremy_c on Fri, 20 Aug 2010 13:38:21 GMT
View Forum Message <> Reply to Message

Hm, I just realized there are two docking systems in Bazaar? DockCtrl and Docking ? Is there a prefeered one? DockCtrl doesn't seem to have been updated since Nov 2008 while Docking was updated Jul 2010.

Jeremy

Subject: Re: Docking - Stable?
Posted by jeremy_c on Fri, 20 Aug 2010 17:02:24 GMT
View Forum Message <> Reply to Message

I've decided to go w/Docking as it seems to be maintained, not sure about DockCtrl.

BTW... It was very easy to go from my previous "TabCtrl" setup to a docking setup. Very nice!

Jeremy

Subject: Re: Docking - Stable?
Posted by Novo on Sat, 21 Aug 2010 15:54:55 GMT
View Forum Message <> Reply to Message

jeremy_c wrote on Fri, 20 August 2010 09:28I would like to use the docking code in Bazaar, is it stable (API and relatively bug free)?

Thanks,

Jeremy

Docking has problems on Linux. Windows seems to be fine.

Subject: Re: Docking - Stable?
Posted by jeremy_c on Sat, 21 Aug 2010 16:00:31 GMT
View Forum Message <> Reply to Message

Hm, that's too bad. Any road map for fixing it or is it a dead project? I'm really enjoying it but am on Windows right now.

Jeremy

Subject: Re: Docking - Stable?
Posted by Novo on Sat, 21 Aug 2010 18:35:36 GMT
View Forum Message <> Reply to Message

jeremy_c wrote on Sat, 21 August 2010 12:00Hm, that's too bad. Any road map for fixing it or is it a dead project? I'm really enjoying it but am on Windows right now.

Jeremy

The problem I'm suffering from is that floating windows cannot be docked back. It looks like a some kind of uninitialized variable to me because it seems to disappear when application is dragged to another workspace. This is just a guess.

Subject: Re: Docking - Stable?
Posted by mrjt on Mon, 23 Aug 2010 13:50:33 GMT
View Forum Message <> Reply to Message

The problem with Docking on Linux is to do with the way Window Managers work with X11. Unlike Win32 there is no message from the WM to tell you that the window has moved. Instead I have to watch for a certain series of unrelated events and assume that it's a window move. Unfortunately this is highly dependent on the specifics of the WM implementation. For instance in Ubuntu it will work on the most basic graphics mode but not with any effects enabled, as I cannot find any way of determining a window drag-drop. It's a real pain in the arse.

I'm not sure what problem you are seeing though. I woudln't expect to see the window diappear, just be undockable.

Subject: Re: Docking - Stable?
Posted by Novo on Mon, 23 Aug 2010 15:34:42 GMT
View Forum Message <> Reply to Message

mrjt wrote on Mon, 23 August 2010 09:50
I'm not sure what problem you are seeing though. I woudln't expect to see the window diappear, just be undockable.

It doesn't disappear. It gets undockable.

Another strange situation: I just double-checked DockingExample1/2 on 32 bit Ubuntu 10.04 at work. And they work absolutely perfect. Last week I checked docking with my own application on Ubuntu x64 10.04 at home and it had problems. I will double check that.

Subject: Re: Docking - Stable?
Posted by Novo on Tue, 24 Aug 2010 03:53:11 GMT
View Forum Message <> Reply to Message

I double checked. Docking doesn't work on my home PC. Below are results of an investigation.

Valgrind:

```
==7405== Conditional jump or move depends on uninitialised value(s)
==7405==    at 0x46C11B: Upp::Splitter::SetStyle(Upp::Splitter::Style const&) (Splitter.cpp:245)
==7405==    by 0x46C26F: Upp::Splitter::Splitter() (Splitter.cpp:262)
==7405==    by 0x5D335A: Upp::DockPane::DockPane() (DockPane.cpp:410)
==7405==    by 0x5BFE80: Upp::DockWindow::DockWindow() (DockWindow.cpp:1469)
==7405==    by 0x40B45E: wnb3::wnb3() (main.cpp:32)
==7405==    by 0x40F3BC: GuiMainFn_() (main.cpp:1344)
==7405==    by 0x40F36B: main (main.cpp:1342)
==7405==  Uninitialised value was created by a stack allocation
==7405==    at 0x40F398: GuiMainFn_() (main.cpp:1343)
```

Where wnb3 and main.cpp are my class and cpp file.

Uninitialized value: Splitter::Splitter() --> SetStyle(StyleDefault()) --> StyleDefault()

StyleDefault() for some reason returns an uninitialized value. I couldn't track it down more closely. Initialization happens in GUI_APP_MAIN.

Did I miss something in initialization?

Subject: Re: Docking - Stable?
Posted by mrjt on Thu, 26 Aug 2010 15:29:13 GMT
View Forum Message <> Reply to Message

That shouldn't have anything to do with it, it's in the CtrlLib code underneath. It's probably this:
```
Splitter& Splitter::SetStyle(const Style& s)
{
 if(chstyle != &s) {
  chstyle = &s;
  RefreshLayout();
  Refresh();
 }
 return *this;
}
```
chstyle is technically uninitialised on object construction but the code is perfectly safe.

The docking problem is to do with window manager events. I haven't tried Ubuntu 10.04 because it wierdly doesn't like my hardware but I woudl guess that at work the GUI effects are turned off, whcih makes it work.

I'd love to know how to determine window movement correctly on Ubuntu with GUI Effects on, but everything I've tried so far has failed.

Subject: Re: Docking - Stable?
Posted by mdelfede on Thu, 26 Aug 2010 22:21:57 GMT
View Forum Message <> Reply to Message

mrjt wrote on Mon, 23 August 2010 15:50The problem with Docking on Linux is to do with the way Window Managers work with X11. Unlike Win32 there is no message from the WM to tell you that the window has moved. Instead I have to watch for a certain series of unrelated events and assume that it's a window move. Unfortunately this is highly dependent on the specifics of the WM implementation. For instance in Ubuntu it will work on the most basic graphics mode but not with any effects enabled, as I cannot find any way of determining a window drag-drop. It's a real pain in the arse.

I'm not sure what problem you are seeing though. I woudln't expect to see the window diappear, just be undockable.

I've seen that in my X11DHCtrl control the State() handler responds to window move events with a POSITION (100) reason... Isn't that one what you're looking for ?
I've got compiz fully enabled and the State() handler gets called correctly on window moves.
Ubuntu 10.04 64 bit with all effects enabled.

Ciao

Max

Edit : that *MUST* have worked in previous ubuntu releases too, is an important part of X11DHCtrl, I use it to keep native windows in sync with upp ones, and the control is working since about 1-2 years.
You can test it easily putting a breakpoint on line 349 od X11DHCtrl.cpp, and run the small

attached test application.
Beware, GlCtrl needs a small patch, it got broken on these days.... see the post
http://www.ultimatepp.org/forum/index.php?t=msg&th=5460& amp;start=0&

File Attachments

1) TestGL.zip, downloaded 734 times

Subject: Re: Docking - Stable?
Posted by Novo on Fri, 27 Aug 2010 02:47:06 GMT
View Forum Message <> Reply to Message

Two small changes will make valgrind satisfied.

1) Adding "style = NULL;" before "SetStyle(Splitter::StyleDefault());" in SplitterFrame::SplitterFrame().

2) Adding "chstyle = NULL;" before "SetStyle(StyleDefault());" in Splitter::Splitter().

Could somebody apply these changes to the Trunk, please?

TIA

Subject: Re: Docking - Stable?
Posted by mrjt on Tue, 07 Sep 2010 10:02:48 GMT
View Forum Message <> Reply to Message

mdelfede wrote on Thu, 26 August 2010 23:21I've seen that in my X11DHCtrl control the State() handler responds to window move events with a POSITION (100) reason... Isn't that one what you're looking for ?
I've got compiz fully enabled and the State() handler gets called correctly on window moves.
Ubuntu 10.04 64 bit with all effects enabled.
Thanks. I'll check but I think the problem is that the message is only sent after the window has moved, not during the drag operation.
