
Subject: DockWindow->Button hover paint bug
Posted by [luoganda](#) on Sun, 12 Aug 2018 08:22:02 GMT
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When hovering over a regular Button in DockWindow(and DockWindow is detached like on pic), there is that highlightFrame bug,
but when that same Button is hovered in DockWindow(in a dockable state) it's drawn like expected.

Other controls seems to be drawn as expected when hovered - docked or not.

That Button hover highlightFrame bug is also the same, when mouse goes out of control - that frame bug is exactly like when 1stTime hoveredOn.

See attached image.

File Attachments

1) [DockButtonHover.jpg](#), downloaded 548 times

```
ic WithAppSmxLayout<DockWindow>,public SWndDocks<AppSmx>{
```

```
ASSNAME;
```

```
> allParser;
```

```
<AppSmx>::pWnd=this;
```

```
<AppSmx>::WhenAction=[this] (SScriptCtrls::U  
ocks=this;
```

```
s,"AppSmx");Sizeable().
```

```
hinOutsetFrame());cl.Ac
```

```
ACK(DockManager);
```

```
dummy;
```

```
e=false;ASSERT(!once);o
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```
it=&dummy;
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```
nippet=[](String fnamef
```

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xpandVecObj=[](String&s
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nternalTool=[](const St
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```
ng("\1")<<str);
```

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docking initialisation
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```
our dockable controls i
```

```
best to set a minimum
```

```
by themselves
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```
able(c1,"TheCtrl 1").Si
```

```
ock(0,\"Title\",200,100
```

```
me(0,200,\"key-Cp\")");
```

```
rame(0,200,\"key-Cp\")"
```

```
=\";button=\\\"TheBtn\\\">>>mbox(\\\"heyHo\\\"");
```

```
:button=\\\"TheBtn\\\">>>msgbox(\\\"heyHo\\\"");
```

```
l(\\\"\"+script+\"\\\"");
```

```
l(\\\"\"+script+\"\\\"");//
```

```
heToolDirCreatePanels("usertools/controls");
```

AppSmx

manager

TheCtrl

Button1

2

Button: