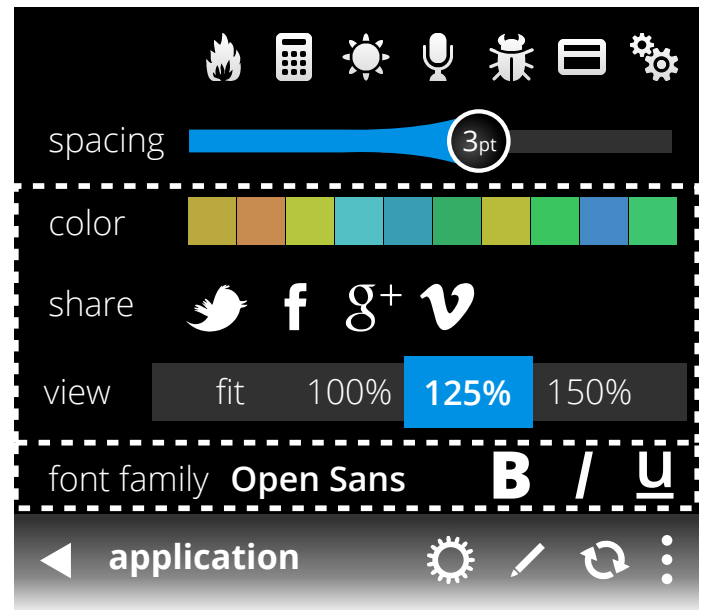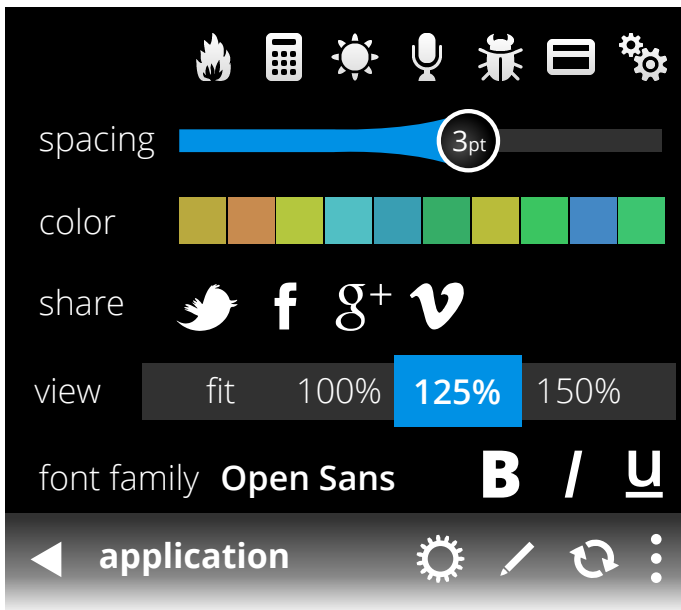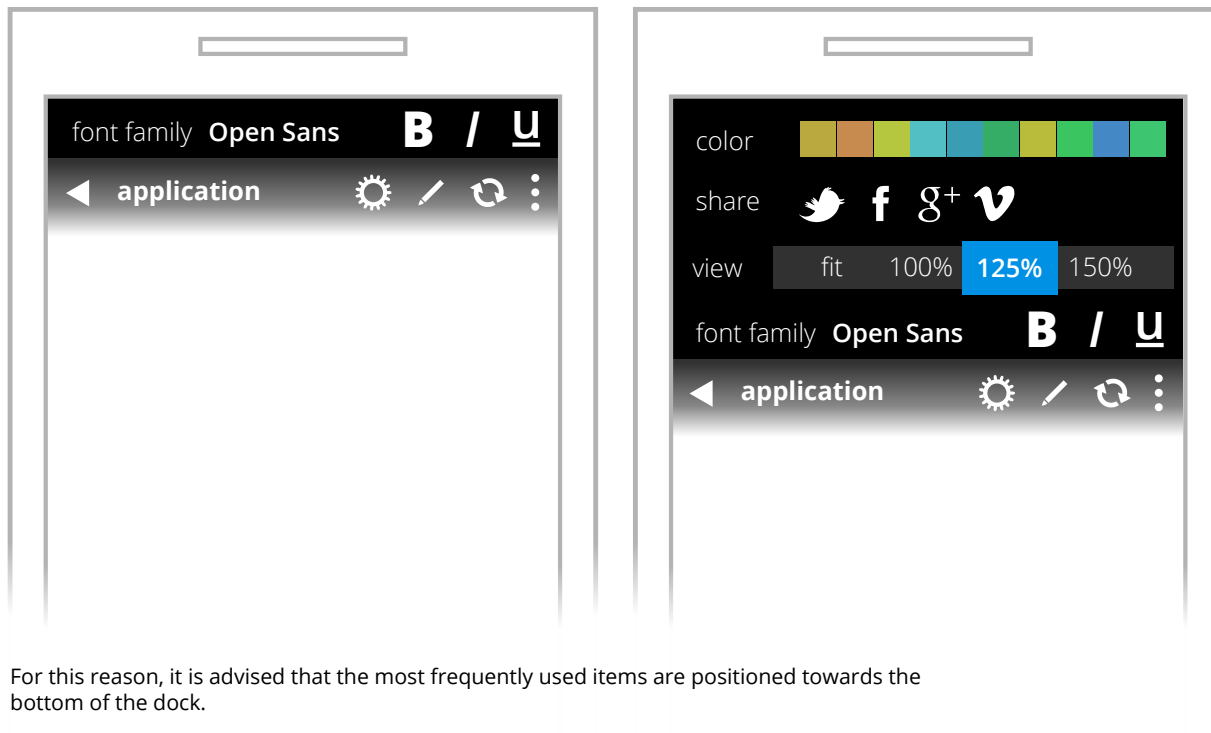# header, the third

Let's say we have a very big application, full of controls. The header might be something like this:

The user might want only a handful of controls visible all the time, the most useful ones. The header dock should have multiple open states, defined by invisible **dockState** items. (dashed line)

This would allow the following states additionally to a fully open dock

For this reason, it is advised that the most frequently used items are positioned towards the bottom of the dock.