
Subject: Re: why the ctrl doesn't have HWND?

Posted by [Lance](#) on Thu, 05 May 2016 02:56:51 GMT

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Still very primitive, but you can get some idea.

Not all State (reason) needs to be taken care of. Seems it's fine if you only do the POSITION case.

Flicks, flicks, flicks. Let's see if somebody can make it smoother.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class MyPopup : public Ctrl
{
public:
    virtual void Paint(Draw& w)
    {
        w.DrawText(10,20,String().Cat()<<"Daw in the faked Ctrl,"
        " my HWND is"<<GetHWND(),StdFont(),White());
    }
};
```

```
class PopupHolder : public Ctrl
{
public:

    void Reset()
    {
        if(!GetTopCtrl())
            return;
        popup.Close();
        popup.SetRect( GetRect() + this->GetTopCtrl()->GetScreenRect().TopLeft() );
        popup.PopUp(this,true,false);
    }
}
```

```
virtual void State(int reason)
{
    switch(reason)
    {
```

```
        // FOCUS    = 10,
        case ACTIVATE: // = 11,
            LOG("ACTIVATE");
```

```

    Reset();
    break;
case DEACTIVATE:// = 12,
    LOG("DEACTIVATE");
    popup.Close();
    break;
case SHOW://      = 13,
    LOG("SHOW");
    Reset();
    break;
// ENABLE      = 14,
// EDITABLE    = 15,
case OPEN://    = 16,
    LOG("OPEN");
    Reset();
    break;
case CLOSE://   = 17,
    LOG("CLOSE");
    popup.Close();
    break;
case POSITION:// = 100,
    LOG("Position");
    Reset();
    break;
case LAYOUTPOS:// = 101,
    LOG("LAYOUTPOS");
    Reset();
    break;
}
}

```

```

MyPopup popup;
};
struct MyApp: public TopWindow
{
    MyApp()
    {
        //Add(e.LeftPos(30,600).TopPos(40,400));
        Add(h.SizePos());
    }
    PopupHolder h;

```

```

typedef MyApp CLASSNAME;
};

```

```

GUI_APP_MAIN
{

```

```
MyApp().MinimizeBox().MaximizeBox().Sizeable().Run();  
}
```
