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Subject: Re: DockCtrl (A dockable window widget for U++)

Posted by [mirek](#) on Fri, 28 Sep 2007 13:16:12 GMT

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Oblivion wrote on Wed, 26 September 2007 08:57

```
Rect DockableCtrl::GetWindowRect(TopWindow& window, Rect& r)
```

```
{
```

```
#ifdef PLATFORM_WIN32
```

```
    Rect wrect = r;
```

```
    ::AdjustWindowRect(wrect, window.GetStyle(), false); //Win32 call
```

```
    return wrect;
```

```
#endif
```

BTW, are you aware that in U++, rect of window excludes "decorations"?

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