

---

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

Posted by [Oblivion](#) on Fri, 28 Sep 2007 14:59:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Fri, 28 September 2007 16:16 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"?

Yes I am well aware of that. And that caused me some trouble

But are there any "rectangle" methods that doesn't exclude them? I hate to take care of nc area manually all the time

---