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

Posted by [mirek](#) on Fri, 28 Sep 2007 20:09:55 GMT

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I see, thanks.

I think you can find this article useful:

<http://slingkid.blogsome.com/>

Quote:

The trick in asking the OS to resize a window is sending the window a WM\_SYSCOMMAND message. The following are parameters you pass in the message to specify how the window should be resized.

```
public const int SC_DRAGMOVE = 0xF012;
public const int SC_DRAGSIZE_N = 0xF003;
public const int SC_DRAGSIZE_S = 0xF006;
public const int SC_DRAGSIZE_E = 0xF002;
public const int SC_DRAGSIZE_W = 0xF001;
public const int SC_DRAGSIZE_NW = 0xF004;
public const int SC_DRAGSIZE_NE = 0xF005;
public const int SC_DRAGSIZE_SW = 0xF007;
public const int SC_DRAGSIZE_SE = 0xF008;
```

Usually, in your OnMouseDown method, you would delegate the job of resizing to the OS. The code below does just that.

We are already using this in U++ - look at

```
void SizeGrip::LeftDown(Point p, dword flags)
```

It seems to work well on all platforms.

I believe that using SC\_DRAGMOVE = 0xF012 instead of 0xF008 should solve your problem...

In the same function, there is also X11 implementation, based on

<http://standards.freedesktop.org/wm-spec/1.3/ar01s04.html>

As you can see, replacing

```
m.data.l[2] = 8;
```

should do the trick for X11...

Mirek

(BTW, it perhaps might be useful to make this more public in CtrlCore).

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