
Subject: Re: Having my HWND and eating it, too...
Posted by [Oblivion](#) on Wed, 10 Oct 2007 20:31:55 GMT
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Ah, I see. I'm converting my MFC-based multiprotocol (so a client-server system is used) messenger to UPP and encountered similar problems.

Well, AFAIK it is not possible that way. If I understand it right, you derive your child windows from TopWindow, but you do not Open() them. Unless they are opened, they cannot be TopWindows; they stay as ctrl (which -- conceptually -- has no HWND). On the other hand, if they are Opened() they cannot be child ctrls anymore, at most they can be child top or popup windows. If your client programs are in U++ too, you could pass ctrl* instead. But if they are not, and you are trying to "draw" something, you could pass a "Rect" and an ID to the ctrl (this means that you have to modify your apps IPC message framework).

Namely, as far as I know there is no HWND of ctrls "in the main window." (AFAIK, not explicitly).
