
Subject: About DHCtrl and window handles...

Posted by [mirek](#) on Mon, 12 Nov 2007 19:39:35 GMT

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mdelfede wrote on Mon, 12 November 2007 07:02luzr wrote on Mon, 12 November 2007 12:23
Well, the trouble is that this is (and has to be) platform specific.

Of course... but there is a thing that I don't like in Upp, and is that many platform specific methods are made public... I'd separate them from the public interface.

What is that supposed to solve?

BTW, there are people suggest to me to make ALL methods public and virtual...

Quote:

Ok, but I don't understand if EventProc is called on each control for all Windows or not.

Normally, only to top-level Ctrls (GetParent() == NULL).

Of course, existing DHCtrl recieves them too. So better to say, to all windows with handles, but handles for non-top-level windows are yet to be implemented in X11, that is the important part of the task...

Quote:

- Both A and B once, with A as parameter
- Only to A, as B don't need repaint

EventProc is already redirected to the window with given handle, if that answers your question....

Quote:

And, second question, how does MainWindos's EventProc dispatch the message to windowless controls ?

Nope. Dispatching to windowless ctrls is already done by platform independent code. Platform depended ends at distributing top-level events.

Quote:

And to windowed ones ?

There is a map in X11 platform specific code that maps handles to Ctrl *.

Quote:

Again an example :

A is a top level window, and B is a child of A, but with window handle too. What happens if I click on B ?

- B gets the event directly, A gets nothing

In Win32 DHCtrl, this is the case.

Quote:

And, last question (sorry, but it's a complicated matter...), another example :

-A is a main window (with XWindow inside), B is a child of A (no matter if windowed or not...) and C is a child of B.

Hey, wait a moment. This is common misconception. Parentship is not the same thing as ownership.

All top-level widgets have no parents. Anyway, they can have owners.

Mirek
