
Subject: Re: About DHCtrl and window handles...
Posted by [mirek](#) on Mon, 12 Nov 2007 22:21:36 GMT
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mdelfede wrote on Mon, 12 November 2007 15:53luzr wrote on Mon, 12 November 2007 20:39mdelfede 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?

Well, that should force derived controls to be platform-independent, if methods are made private, or at least that would force user code (not derived from Ctrl) to **not** use platform dependent stuffs.... IMHO those should be good reasons.

IMHO, core classes should encapsulate all platform dependent behaviour.

IMO, that is the bad way how to do things. I am pretty sure that "#ifdef PLATFORM_WIN32" is enough warning for anybody planning to use it, no need to stay in a way if you really need to do platform specific stuff.

Quote:

Ok, so I guess I did understand right... it's the Xwindow()[] map, right ? So, if I hook my handle inside it, my control gets Events as usual non-windowed controls ?

I suppose so, but frankly, I never really studied child windows in X11

In any case, X11 returns a target handle. That determines the widget whose EventProc is about to be called...

Quote:

Yes, I know the difference....

A child is usually an included control (or at least a dependent control), ownership is related to create/destroy it, not to the appearance nor to event handling.

Nope (or yes, but you are quoting another context and non-U++ terminology).

Owned window is a top-level window that has related owner.

For example, Find dialog in ide is owned by the main ide window. Such Find dialog is owned but really does not have parent (its GetParent is NULL).

Quote:

MainWindow->A->B (-> represent Parent of)

B is windowed. I get the event... should I reflect to toplevel window ? I think that should be the more consistent way to do the job...

No.

Mirek
