
Subject: region defined windows or Rounded rectangle windows

Posted by [amit](#) on Fri, 30 Nov 2007 06:37:28 GMT

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hi,

I am trying to have a region defined window in winXP.

Using the win 32 method i did the following:

1) added the below code in the constructor of TopWindow class

```
HRGN window_region = CreateRoundRectRgn(
    0,    // x-coordinate of upper-left corner
    0,    // y-coordinate of upper-left corner
    224,  // x-coordinate of lower-right corner
    489,  // y-coordinate of lower-right corner
    20,   // height of ellipse
    20    // width of ellipse
);
SetWindowRgn(GetHWND(), window_region, TRUE);
```

but the resultant was no change just same old rectangular window, is there any thing wrong here and also is there any native way in U++ for region defined windows??

regards,
