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Subject: Re: Toolbox inside a TopWindow  
Posted by [mrjt](#) on Thu, 31 Jan 2008 10:25:15 GMT  
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The major problem with the code you posted is that you are trying to open the tool window in the constructor of the main window. This doesn't work because at that point the main window hasn't been opened yet.

A better solution is to add this function to the main window:

```
Quote:virtual void State(int reason) {  
    if (reason == Ctrl::OPEN) {  
        toolWnd.SetRect(Rect(0, 0, 140, 200));  
        toolWnd.ToolWindow().Open(this);  
        toolWmd.CenterOwner();  
    }  
}
```

However, if you want the window to be restricted to the borders of the main window it is a different problem, more like MDI. There is no intrinsic way of doing this in Upp, though you can imitate it using a normal ctrl with a 'fake' window frame.

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