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Subject: Re: How to get and set window placement information?

Posted by [mrjt](#) on Thu, 06 Mar 2008 11:30:09 GMT

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I see, I'd never noticed that before. It seems that Upp doesn't retain this information, rather it is done by the operating system.

But you can add the functionality easily enough:

```
class CtrlLibTest : public TopWindow {
public:
    typedef CtrlLibTest CLASSNAME;
    Rect normal;

    CtrlLibTest()
    {
        SetRect(0, 0, 308, 344);
        CenterScreen();
        normal = GetRect();
        Sizeable().MaximizeBox(true).MinimizeBox(true);

        FileIn in(GetDataFile("window.pos"));
        if (in.IsOpen()) {
            in % normal;
            SetRect(normal);
            SerializePlacement(in, true);
        }
    }

    virtual void Layout() {
        if (!IsMaximized() && !IsMinimized() && IsShown())
            normal = GetRect();
    }

    virtual void Close()
    {
        FileOut out(GetDataFile("window.pos"));
        if (out.IsOpen()) {
            out % normal;
            SerializePlacement(out);
        }
        TopWindow::Close();
    }
};
```

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