
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();  
    }  
};
```
