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

Posted by [Tom1](#) on Thu, 06 Mar 2008 13:42:04 GMT

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Thanks, James! I only added another `&& !IsFullScreen()` to the `Layout()` function to take care of that scenario too. Now it should work all the way. However, I would like to see the following additions made to the `TopWindow` class, but I guess it's up to Mirek to decide, right?

Anyway:

```
private:
```

```
Rect normalrect;
```

```
public:
```

```
Rect &GetNormalWindowRect(){ return normalrect; }
```

```
void SetNormalWindowRect(Rect &rect){
```

```
    normalrect=rect;
```

```
    if (!IsMaximized() && !IsMinimized() && !IsFullScreen() && IsShown()) SetRect(rect);  
}
```

```
virtual void Layout(){
```

```
    // or where ever the following belongs so that it
```

```
    // gets properly executed even when the virtual Layout()
```

```
    // function gets overridden in an inherited class
```

```
    ...
```

```
    if (!IsMaximized() && !IsMinimized() && !IsFullScreen() && IsShown()) normalrect = GetRect();
```

```
    ...
```

```
}
```

```
// Tom
```

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