
Subject: Re: SizeGrip Problem or Bug

Posted by [mirek](#) on Fri, 28 Mar 2008 20:37:12 GMT

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Ops, I should have checked before... but what you are quoting is from 2007.1 U++, right?

Current code is:

```
void SizeGrip::LeftDown(Point p, dword flags)
{
    TopWindow *q = dynamic_cast<TopWindow *>(GetTopCtrl());
    if(!q || q->IsMaximized() || !q->IsSizeable()) return;
#ifdef PLATFORM_WIN32
    HWND hwnd = q->GetHWND();
    p = GetMousePos() - q->GetRect().TopLeft();
    if(hwnd) {
        ::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));
        ::SendMessage(hwnd, WM_LBUTTONDOWN, 0, MAKELONG(p.x, p.y));
    }
}
```

So it looks like I has been fixed already...

Mirek
