
Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Wed, 07 May 2008 22:21:04 GMT

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sorry, I posted incomplete quickfix here in forum... here the complete Status function in X11DHCtrl.cpp (some declarations were missing...). From line 294 :

```
////////////////////////////////////
// State handler
void DHCtrl::State(int reason)
{
    Window dummy;
    int x, y;
    unsigned int width, height, border, depth;
    Rect r;

    // No handling if in error state
    if( isError)
        return;

    // Initializes the control if needed (and possible...)
    if(!isInitialized && GetTopWindow() && GetTopWindow()->GetWindow())
        Init();

    if(isInitialized)
    {
        switch( reason )
        {
            case FOCUS      : // = 10,
                break;

            case ACTIVATE   : // = 11,
                break;

            case DEACTIVATE : // = 12,
                break;

            case SHOW       : // = 13,
                MapWindow(IsShown());
                break;

            case ENABLE     : // = 14,
                break;

            case EDITABLE   : // = 15,
                break;
```

```

case OPEN      : // = 16,
break;

case CLOSE     : // = 17,
Terminate();
break;

case POSITION   : // = 100,
case LAYOUTPOS : // = 101,
r = GetRectInParentWindow();
XGetGeometry(Xdisplay, top->window, &dummy, &x, &y, &width, &height, &border, &depth);
if( (x != r.left || y != r.top) && ((int)width == r.Width()) && (int)height == r.Height()))
    XMoveWindow(Xdisplay, top->window, r.left, r.top);
else if( (x == r.left || y == r.top) && ((int)width != r.Width() || (int)height != r.Height()))
    XResizeWindow(Xdisplay, top->window, r.Width(), r.Height());
else if( x != r.left || y != r.top || (int)width != r.Width() || (int)height != r.Height())
    XMoveResizeWindow(Xdisplay, top->window, r.left, r.top, r.Width(), r.Height());

break;

default:
break;

} // switch(reason)
}
} // END DHCtrl::State()

```

In svn that's already ok.
 Sorry again for the missing part

Max