
Subject: Re: Display problem with Splitter, GLCtrl andMenuBar
Posted by [mdefede](#) on Tue, 13 May 2008 18:53:56 GMT

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Well, hopefully () solved!

In CtrlCore/X11DHCtrl.cpp, 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,
SyncNativeWindows();
break;

default:
break;

} // switch(reason)
}
}

```

And in CtrlCore/X11Wnd.cpp, from line 152 :

```

// Gets the rect inside the parent window
Rect Ctrl::GetRectInParentWindow(void) const
{
    Rect r = GetRect();
    Ctrl *q = parent;
    while(q)
    {
        if(q->top)
            break;
        r += q->GetRect().TopLeft() + q->GetView().TopLeft();
        q = q->parent;
    }
    if(q)
        r += q->GetView().TopLeft();
    return r;
}

```

Ciao

Max