

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