

X11DHCtrl.cpp, from line 293 :

```
////////////////////////////////////
// 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,
                =====>HERE MapWindow(IsShown());
```

break;

Ciao

Max
