
Subject: Re: How to do something when window is shown

Posted by [mrjt](#) on Mon, 28 Jul 2008 08:42:31 GMT

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```
virtual void State(int reason)
{
    BaseClass::State(reason);
    if (reason == Ctrl::OPEN) {
        // Window opening
    }
}
```

There are other states also.

As far as I know, nothing triggers a TopWindow's WhenAction, and a quick source search fails to turn anything up.
