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Subject: Re: win32 multiscreen / multimonitor problem fix

Posted by [rylek](#) on Tue, 09 Dec 2008 23:25:52 GMT

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Hello!

Thanks, accepted into the live U++ tree with slight code compression and avoiding to use internal Ctrl variables, please check for errors ;-):

```
Rect Ctrl::GetWorkArea() const
{
// return MonitorRectForHWND(GetHWND());
// mst:2008-12-08, hack for better multimonitor support.
const Ctrl *topctl = GetTopCtrl();
HWND hwnd = topctl->GetHWND();
if(!hwnd && !((topctl = topctl->GetOwnerCtrl()) && (hwnd = topctl->GetHWND()))
    hwnd = ::GetFocus();
return MonitorRectForHWND(hwnd);
}
```

Regards

Tom

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