
Subject: Re: How to get an "OnParentOpen" in a control

Posted by [koldo](#) on Sun, 27 Dec 2009 15:25:34 GMT

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dolik.rce wrote on Sat, 26 December 2009 23:42Hi Koldo

I believe that Mirek meant virtual function `Ctrl::Layout()` which is called everytime when layout is computed, i.e. when resizing or when ctrl is created. If you overwrite it and put in your code it will be called once everytime you need it. At least I believe that is what you need...

Best regards,
Honza

Thank you Honza

It works, but not perfectly... see:

This is to put a control as the first child

```
bool SetFirstChild(Ctrl *ctrl) {  
    if (Ctrl *p = ctrl->GetParent()) {  
        if (p->GetFirstChild() != ctrl) {  
            p->RemoveChild(ctrl);  
            p->AddChildBefore(ctrl, p->GetFirstChild());  
        }  
        return true;  
    } else  
        return false;  
}
```

The goal is to set the control as the first child (to be the window background) and to fill all the window size:

This works:

```
void StaticImage::Paint(Draw& w) {  
    ...  
    SetFirstChild(this);  
    SizePos();  
}
```

This fills the background but the control is not the first child:

```
void StaticImage::Layout() {  
    static bool resized = false;  
  
    if (!resized)  
        resized = SetFirstChild((Ctrl *)this);  
    SizePos();  
    Ctrl::Layout();  
}
```

With this the program gets hanged:

```
void StaticImage::Layout() {  
    SetFirstChild((Ctrl *)this);  
    SizePos();  
    Ctrl::Layout();  
}
```

Best regards

Koldo
