
Subject: Re: GUI with Menu bar and 5 Labels/Text Boxes

Posted by [nneilson](#) on Wed, 03 Feb 2010 20:23:42 GMT

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For always on top this works and where it is placed.

```
MyApp() {  
    CtrlLayout(*this, "Neilson1");  
    TopMost(true, true);  
}
```

When I answer a post this is how I do it (if I can).

The CODE that works AND where it is to be placed.

Now if I can get the same (code and placement) for:

1. Set initial position for upper left corner of the GUI.
2. Set undecorated (no top bar).

Note: The top bar is usually picked to drag. When undecorated (no top bar) getting the vacant space in the menu bar to be "picked" for dragging was a bit of work in Java. Somebody must have done this in u++.
