Hello all

Working to get the MediaPlayer, I am trying to prepare a SDLCtrl control.

Unfortunately that is not easy: as SDL creates its own window. It is not possible to set SDL to an existing U++ window.

Because of it a SDLCtrl (a Ctrl with SDL inside) would have to move and resize its SDL window, and has to put it over it or has to be transparent to let SDL window to be visible. If not the SDLCtrl would hide its SDL window.

In summary, I have two questions:

- Is there a virtual function that is called if a Ctrl is moved?.
Now it exists Layout() that is run if Ctrl is resized.

- Is there a way to force a window always to be over a U++ window. When I try it U++ window always finally sets on top.

or

- Is there a way to set transparent both an U++ Ctrl and the parent window rect under it.

You can see these problems in the picture. Size is right but SDLCtrl and window is over SDL, and SDL does not move with SDLCtrl because it does not know when it is moved.

Thank you very much!

File Attachments
1) dib.PNG, downloaded 820 times