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Subject: Re: Window move virtual function  
Posted by [koldo](#) on Thu, 02 Sep 2010 16:09:52 GMT  
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Hello

Finally it works in Windows.

The trick has been this:

```
void SDLCtrl::State(int reason) {
    switch(reason) {
        case OPEN:
            {
                GuiLock __;
                CloseHWND();
                HWND phwnd = GetTopCtrl()->GetHWND();
                if(phwnd) {
                    hwnd = hwndSDL;
                    SetParent(hwndSDL, phwnd);
                }
            }
            break;
        default:
            DHCtrl::State(reason);
    }
}
```

The only problem is that it is necessary to change DHCtrl, as hwnd and CloseHWND() have to be "protected:" instead of "private:".

Mirek, Daniel, Massimo, other, what do you think about this?

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#### File Attachments

1) [dib.PNG](#), downloaded 744 times

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