
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?

File Attachments

1) [dib.PNG](#), downloaded 826 times
