
Subject: Re: Window move virtual function
Posted by [koldo](#) on Sat, 04 Sep 2010 21:40:06 GMT
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Quote: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?
Do you approve this?

```
#ifdef PLATFORM_WIN32
#ifdef PLATFORM_WINCE

class DHCtrl : public Ctrl {
public:
    virtual void    State(int reason);
    virtual LRESULT WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
    virtual void    NcCreate(HWND hwnd);
    virtual void    NcDestroy();

private:
    void OpenHWND();
    void SyncHWND();

protected: // NEW
    void CloseHWND();
    HWND  hwnd;

public:
    HWND  GetHWND()                { return hwnd; }
    // void Refresh()              { InvalidateRect(GetHWND(), NULL, false); }

    DHCtrl();
    ~DHCtrl();
};
```
