
Subject: Re: Windows that cant leave Mainwindow
Posted by [dolik.rce](#) on Mon, 03 Jan 2011 12:31:36 GMT
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Hi Jens!
Welcome to the U++

Jschn88 wrote on Mon, 03 January 2011 11:33

The subwindows should only be moved around in the mainwindow and are not allowed to leave it.

If I understand right, you want something like this: `#include <CtrlLib/CtrlLib.h>`
using namespace Upp;

```
class RestrictedTopWindow:public TopWindow{
    TopWindow* parent;
    typedef RestrictedTopWindow CLASSNAME;
public:
    RestrictedTopWindow(TopWindow* parent):parent(parent){
        SetTimeCallback(-50,THISBACK(CheckPos));
    }
    void CheckPos(){
        Rect allowed=parent->GetRect();
        Rect r=GetRect();
        if(!r.Contains(allowed)){
            SetRect(minmax(r.left,allowed.left,allowed.right-r.GetWidth()),
                    minmax(r.top,allowed.top,allowed.bottom-r.GetHeight()),
                    r.GetWidth(),r.GetHeight());
        }
    }
};
```

```
class App :public TopWindow {
    typedef App CLASSNAME;
public:
    RestrictedTopWindow rtw;
    App():rtw(this){
        Title("MainWindow");
    }
    void LeftUp(Point p,dword){
        rtw.SetRect(p.x,p.y,200,100);
        rtw.Title("Child window").Sizeable().Run();
    }
};
```

```
GUI_APP_MAIN{
    App().Sizeable().Run();
}
```

This code is of course oversimplified and probably not very clever anyway, but it might give you some ideas to start with. The basic idea is that you derive your custom class from TopWindow (or

some TopWindow-derived class) which checks periodically if its location is correct and reposition itself if necessary. Checking every 100ms is fine enough to go unnoticed for human eye

I didn't find any better way to do it, but that doesn't mean that there is none I think there is no callback or virtual method that is called upon repositioning of window, so unless I missed something this is out of scope. But there might a nicer way how to achieve what you want using Docking windows (have a look in bazaar and search here on the forum).

Best regards,
Honza

EDIT: Fixed an error in the code
