Subject: Re: Top starting position of GUI changes.
Posted by dolik.rce on Sat, 09 Jul 2011 11:14:30 GMT
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Hi Neil!

The problem is that you use different coordinates when saving the positions then when setting it. GetRect() in you exit function returns absolute position in pixels, while TopPosZ() and LeftPosZ() work with "zoomed coordinates".

The solution you probably want is to use the "non-Z" functions: LeftPos(leftP, 280).TopPos(topP, 135);

Best regards,
Honza

PS: #include <windows.h>
#include <iostream>
#include <fstream>
#include <string>

#include <sstream>
#include <time.h>

#include <iostream>
#include <fstream>
using namespace std;

using namespace std; These includes at the beginning of your files are useless, and especially the windows.h kind of scared me - it obviously fails to compile on non-windows sytems