Subject: MenuBar.Execute seems to ignore owner - Bug?
Posted by slashupp on Sun, 29 Nov 2015 06:36:18 GMT

debian 64b

Trying to get menu to popup in center of a control in my window, using Execute(Ctrl*owner, Point p),
no matter what I do it interprets the point as absolute (screen) coordinates.

edit:
I came up with this to find the absolute coord's of myctrl:
Rect myctrl::get_abs_tree_rect()
{
 Ctrl *p=GetParent();
 Rect w, r=GetRect();
 while (p) { w=p->GetRect(); r.left+=w.left; r.top+=w.top; p=p->GetParent(); } //top parent
(p==nullptr) should have absolute coord's?
 return r;
}
seems to work ...