Subject: Re: Ctrl creation via dll stuff
Posted by luoganda on Fri, 09 Feb 2018 19:51:05 GMT
View Forum Message <> Reply to Message

Quote:Maybe you could quite the whole complaint here...
"Assertion failed in ...CtrlCore\Win32Wnd.cpp,line 528
top->hwnd"
Dll has regular DLL_APP_MAIN and PromptOK is called within LeftDown.
Couldn't it be done without DLL_APP_MAIN, that is without Ctrl::InitWin32(AppGetHandle()); and
AppInitEnvironment__();,
just regular DllMain(onWVer)?
Or are this totally different(nonsharable) things and that 2calls must be called for Ctrl's to work
properly?

Quote:And another one / how to get Ctrl rect relative to main TopWindow?
Quote:What exactly does that mean?
If i have a DHCtrl and want to use it in TabCtrl for exact child position where "slaveCtrl" usually is,
how do i get that position? for regular Ctrl you just call TabCtrl.Set(...), but here it's a little different.
When DHCtrl is assigned to TabCtrl.Set(...) it becomes child of a main TopWindow, so a little
hokus pokus must be used to set position of DHCtrl correctly