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Subject: Re: Ctrl creation via dll stuff

Posted by [luoganda](#) on Fri, 09 Feb 2018 19:51:05 GMT

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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

ApplnitEnvironment\_\_();,

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

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