Subject: Re: Ctrl creation via dll stuff
Posted by luoganda on Thu, 22 Mar 2018 20:46:50 GMT
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DLL_APP_MAIN fix:
I remember that i had similar problem when not using hinstDll.
GetModuleHandle... did not returned same value, so
UPP::Ctrl::InitWin32(hinstDll/*AppGetHandle()*/);
Maybe adding UPP:: in front to all, like in EXE_APP_MAIN.

DHCtrl in TabCtrl:
I am not sure yet for this, maybe testcase another time, but:
how do i get any Ctrl rect position relative to TopWindow? And possibly in Layout override func?
Now i am using
rc=GetRect(); struct sZ{int x,y,w,h;}sz={rc.left,rc.top,rc.Width(),rc.Height()};
but rc.left/rc.top is always zero - how do i get that?

And, by the way, can another exe be implemented - something like a plugin - into upp application,
or is too much trouble implementing this because of separate event loops and such?