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Subject: Re: Ctrl creation via dll stuff

Posted by [mirek](#) on Fri, 23 Mar 2018 09:20:40 GMT

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luoganda wrote on Thu, 22 March 2018 21:46

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?

I guess I do not fully understand the question, but in general: If you want to get relative position of two (possibly) unrelated Ctrls, the easiest way is to use GetScreenView (or GetScreenRect if you want 'outer' dimensions) and compute it from these.

Quote:

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?

[/quote]

ATM no. Would be nice to have, not all that hard to do IMO. Not a priority for me right now...

Mirek

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