
Subject: Re: Ctrl creation via dll stuff

Posted by [luoganda](#) on Sun, 15 Apr 2018 09:57:38 GMT

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

DHCtrl in TabCtrl works as expected - like other controls, BUT,
zorder does not - this is when one wants to have another usual Ctrl somewhere intersecting that DHCtrl in TabCtrl and above it, that is when DHCtrl is below it.
DHCtrl below is somehow shown - incorrectly - more or less painting problems.

By the way, adding ScrollBars to Ctrl created via dll does not work, this error is when AddFrame is called,

this was the same error message when i wanted to allocate memory in exe but then release it in dll or vice versa, breakpoint with heap corruption.

Can for example, String(or any other) core class be used globally through exe/dll?

Or must they use some kind of allocator where class is - allocation/deallocation in exe/dll separately?

Exact error message was: Heap is corrupted --memory-breakpoint__61843922
