luoganda wrote on Sun, 15 April 2018 11:57Quote:I guess I do not fully undestand 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.
Yes, this is what i was asking.

DHCtrl in TabCtrl works as expected - like other controls, BUT,
zorder does not - this is when one want's 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 - incorectly - more or less painting problems.

Yes, that is what I would expect. This cannot work for technical reasons.

Quote:
By the way, adding ScrollBars to Ctrl created wia 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 separatelly?
Exact error message was: Heap is corrupted --memory-breakpoint__61843922

First of all, it is not supported scenario at the moment. One problem here is that probably there are two heaps (one managed by .dll other by application). You can easily solve that by using USEMALLOC - that will switch off U++ heap and use standard new/delete. Expect a drop in performance (10-20% in allocation heavy code).

Mirek