
Subject: FIX - SizeGrip executes first MenuEntry ofMenuBar

Posted by loki **on Fri, 25 Jan 2008 20:42:47 GMT**

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Hello,

I got some problem with the SizeGrip in the StatusBar.

After releasing the MouseButton on it, the first entry in theMenuBar is executet. Both, StatusBar andMenuBar belong to the same Ctrl.

I think it has something to do with this code:

```
void SizeGrip::LeftDown(Point p, dword flags)
{
    TopWindow *q = dynamic_cast<TopWindow *>(GetTopCtrl());
    if(!q || q->IsMaximized() || !q->IsSizeable()) return;
    p = q->GetMouseViewPos();
#ifdef PLATFORM_WIN32
    HWND hwnd = q->GetHWND();
    if(hwnd) {
        ::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));
        ::SendMessage(hwnd, WM_LBUTTONUP, 0, MAKELONG(p.x, p.y));
    }
#endif
}
```

Edit

This should fix it under Windows. Can't test it under Linux.

p = q->GetMouseViewPos();

I use 2008.1 beta

greetings
loki

File Attachments

1) [Testcase.zip](#), downloaded 474 times

Subject: Re: FIX - SizeGrip executes first MenuEntry ofMenuBar

Posted by mirek **on Fri, 25 Jan 2008 21:51:23 GMT**

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loki wrote on Fri, 25 January 2008 15:42This should fix it under Windows. Can't test it under Linux.

p = q->GetMouseViewPos();

Thanks, indeed, good testcase, good hint at the problem!

Anyway, what if the TopWindow has some frame?

I have fixed it with:

```
p = GetMousePos() - q->GetRect().TopLeft();
```

Mirek
