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Subject: LRUList, what is that?

Posted by [bytefield](#) on Wed, 06 Feb 2008 11:16:12 GMT

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Hi. What is doing LRUList? I found nothing about in documentation. It is used in UWord example.

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Subject: Re: LRUList, what is that?

Posted by [mrjt](#) on Wed, 06 Feb 2008 12:29:42 GMT

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It stands for Last Recently Used List, and I would guess that in UWord it is used for ordering the the recently used files in the File menu.

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Subject: Re: LRUList, what is that?

Posted by [bytefield](#) on Wed, 06 Feb 2008 21:14:16 GMT

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Thanks, that help me understanding UWord.

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Subject: Another question...

Posted by [bytefield](#) on Wed, 06 Feb 2008 21:36:24 GMT

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How can i get application size, (or get notified on resize)? It help me serializing app. size, store it and load at next start.

I have tried with GetRect()/SetRect(...) but wont work. I want my app. to remember it last size and position, and get initialized with these next time. So need a little help here .  
(My app is layout based)

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Subject: Re: Another question...

Posted by [cbpporter](#) on Thu, 07 Feb 2008 08:28:16 GMT

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bytefield wrote on Wed, 06 February 2008 23:36How can i get application size, (or get notified on resize)? It help me serializing app. size, store it and load at next start.

I have tried with GetRect()/SetRect(...) but wont work. I want my app. to remember it last size and position, and get initialized with these next time. So need a little help here .  
(My app is layout based)

You could try to override void Layout() in your class. It should have access to the correct size of you window. Since in U++ most things are placed and sized automatically with the help of the

logical coordinate system, GetRect/GetSize do not work as expected in instances where the control does not exist yet or does not have a parent. In Paint and Layout, the control exists, it has been set into position, so this methods work. It is little hard to get used to this system, but you'll probably appreciate it when writing custom controls and not having to worry about their layout.

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Subject: Re: Another question...  
Posted by [mrjt](#) on Thu, 07 Feb 2008 10:04:36 GMT  
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You may also want to look at TopWindow::SerializePlacement and perhaps save yourself some effort

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Subject: Re: Another question...  
Posted by [bytefield](#) on Thu, 07 Feb 2008 18:26:15 GMT  
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Thanks, i will try it this night .

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