
Subject: SizeGrip Problem or Bug

Posted by [huanghuan](#) on Tue, 25 Mar 2008 02:43:53 GMT

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

1. Why send these two message to the top window, and why 0xf008 ?
2. Maybe there is a bug in the second param make from "p". In a case, when SizeGrip leftdown, the ctrl in this window at the topleft will be also receive a leftdown call. These two p values are relative.

Subject: Re: SizeGrip Problem or Bug

Posted by [mirek](#) on Tue, 25 Mar 2008 21:32:55 GMT

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This is an undocumented way how to tell Win32 it should start window resize loop.

Mirek

Subject: Re: SizeGrip Problem or Bug

Posted by [jerry](#) on Wed, 26 Mar 2008 06:16:45 GMT

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I am a friend of Mr. huanghuan's.

The problem is:

```
>> ::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));
>> ::SendMessage(hwnd, WM_LBUTTONDOWN, 0, MAKELONG(p.x, p.y));
```

'p' is a relative position to SizeGrip its self, send it to hwnd?
It's not problem?

Subject: Re: SizeGrip Problem or Bug
Posted by [mirek](#) on Wed, 26 Mar 2008 07:52:11 GMT
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Yes, you are probably correct. Anyway, my guts feeling is that it would work with 0 instead too

However, going to fix it.

Mirek

Subject: Re: SizeGrip Problem or Bug
Posted by [huanghuan](#) on Fri, 28 Mar 2008 17:46:42 GMT
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thank you.

BTW, as you words IF code like this:

```
::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(0, 0));  
::SendMessage(hwnd, WM_LBUTTONDOWN, 0, MAKELONG(0, 0));
```

maybe a leftup sended to the topwindow. Then if a ctrl there at (0,0) and accept this mouse event

...

So I think a relative location should be calculated.

In this leftdown function, as "SendMessage" work, the leftup will be called. It is a little strange.

Subject: Re: SizeGrip Problem or Bug
Posted by [mirek](#) on Fri, 28 Mar 2008 20:37:12 GMT
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Ops, I should have checked before... but what you are quoting is from 2007.1 U++, right?

Current code is:

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

So it looks like I has been fixed already...

Mirek
