Subject: Window move virtual function
Posted by koldo on Thu, 02 Sep 2010 12:11:39 GMT
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Hello all

Working to get the MediaPlayer, I am trying to prepare a SDLCtrl control.

Unfortunately that is not easy: as SDL creates its own window. It is not possible to set SDL to an existing U++ window.

Because of it a SDLCtrl (a Ctrl with SDL inside) would have to move and resize its SDL window, and has to put it over it or has to be transparent to let SDL window to be visible. If not the SDLCtrl would hide its SDL window.

In summary, I have two questions:

- Is there a virtual function that is called if a Ctrl is moved?.
Now it exists Layout() that is run if Ctrl is resized.

- Is there a way to force a window always to be over a U++ window. When I try it U++ window always finally sets on top.

or

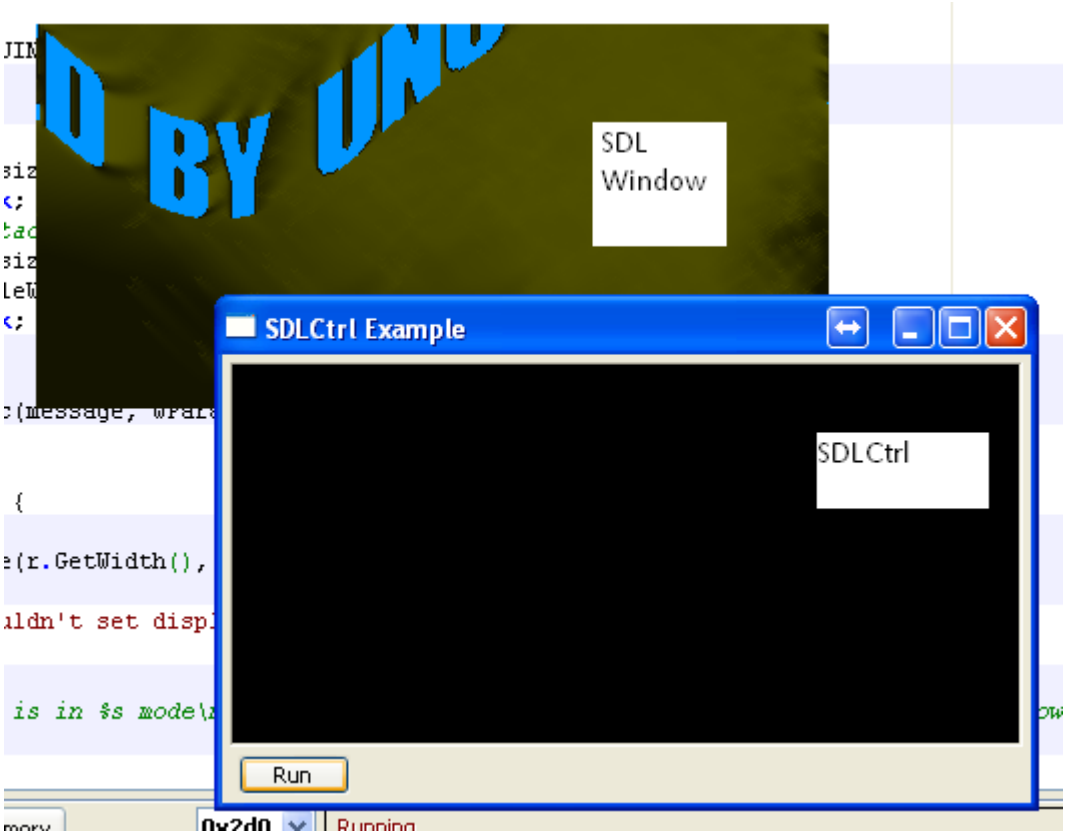
- Is there a way to set transparent both an U++ Ctrl and the parent window rect under it.

You can see these problems in the picture. Size is right but SDLCtrl and window is over SDL, and SDL does not move with SDLCtrl because it does not know when it is moved.

Thank you very much!

File Attachments

1) dib.PNG, downloaded 1238 times



Subject: Re: Window move virtual function
Posted by andrei_natanael on Thu, 02 Sep 2010 13:33:59 GMT
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Hello Koldo,

I don't know much about SDL but i think it's possible to use a window created in U++ and put SDL into it. See SDL_CreateWindowFrom

That may solve your problems

Andrei

Subject: Re: Window move virtual function
Posted by koldo on Thu, 02 Sep 2010 13:53:00 GMT
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Hello Andrei

Good answer. However that function is only available in SDL v1.3, that is experimental from many years ago so is not expected to be released soon .

An excellent option would be the opposite: Is it possible to create a DHCtrl using an existing window handle?

Subject: Re: Window move virtual function
Posted by koldo on Thu, 02 Sep 2010 14:20:47 GMT
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Well, at least in windows, the way to move the SDL window with the window is using virtual void DHCTrl::State(int reason).

The only problem is that the SDL window is under the U++ window

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Subject: Re: Window move virtual function
Posted by koldo on Thu, 02 Sep 2010 14:20:48 GMT
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Well, at least in windows, the way to move the SDL window with the window is using virtual void DHCTrl::State(int reason).

The only problem is that the SDL window is under the U++ window

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Subject: Re: Window move virtual function
Posted by koldo on Thu, 02 Sep 2010 16:09:52 GMT
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Hello

Finally it works in Windows.

The trick has been this:

```
void SDLCtrl::State(int reason) {
 switch(reason) {
 case OPEN:
  {
   GuiLock __;
   CloseHWND();
   HWND phwnd = GetTopCtrl()->GetHWND();
   if(phwnd) {
    hwnd = hwndSDL;
    SetParent(hwndSDL, phwnd);
   }
  }
```

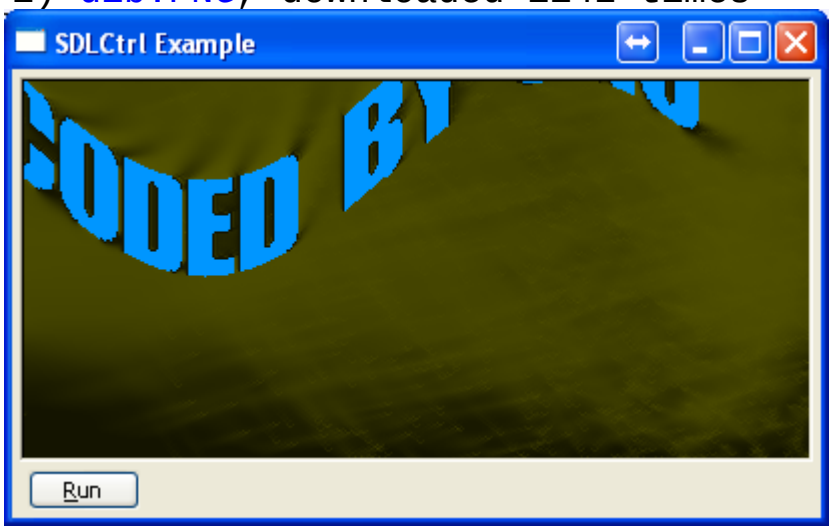
```
  break;
 default:
  DHCtrl::State(reason);
 }
}
```

The only problem is that it is necessary to change DHCtrl, as hwnd and CloseHWND() have to be "protected:" instead of "private:".

Mirek, Daniel, Massimo, other, what do you think about this?

File Attachments

1) dib.PNG, downloaded 1142 times



Subject: Re: Window move virtual function
Posted by koldo on Sat, 04 Sep 2010 21:40:06 GMT
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Quote:The only problem is that it is necessary to change DHCtrl, as hwnd and CloseHWND() have to be "protected:" instead of "private:".

Mirek, Daniel, Massimo, other, what do you think about this?
Do you approve this?

```
#ifdef PLATFORM_WIN32
#ifndef PLATFORM_WINCE

class DHCtrl : public Ctrl {
public:
 virtual void    State(int reason);
```

```
 virtual LRESULT WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
 virtual void    NcCreate(HWND hwnd);
 virtual void    NcDestroy();

private:
 void OpenHWND();
 void SyncHWND();

protected: // NEW
 void CloseHWND();
 HWND   hwnd;

public:
 HWND    GetHWND()                       { return hwnd; }
// void    Refresh()                     { InvalidateRect(GetHWND(), NULL, false); }

 DHCtrl();
 ~DHCtrl();
};
```

Subject: Re: Window move virtual function
Posted by koldo on Tue, 05 Oct 2010 06:17:28 GMT
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Done in other post thanks to Mirek .
