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Subject: Windows that cant leave Mainwindow  
Posted by [Jschn88](#) on Mon, 03 Jan 2011 10:33:03 GMT  
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Hello Guys !

While doing my first steps in U++, i got a problem concerning the organisation of my windows.  
I would be verry happy to get this:  
There is a main window that gives me in any way the facility to open other Windows. Ok that still works.  
But now i meet a problem:  
The subwindows should only be moved arround in the mainwindow and are not allowed to leave it.  
I can't find anything concerning this, maybe i read it but didn't get it right ^^.  
I hope im right here with my problem  
Thanks in advance !

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Subject: Re: Windows that cant leave Mainwindow  
Posted by [fudadmin](#) on Mon, 03 Jan 2011 12:12:40 GMT  
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Hi, Jschn88!  
Very welcome to the forums!

I am guessing - Are your subwindows derived from TopWindow?  
2nd guess, you wanted your "subwindows" to be parented by your main window?

Please post minimal code and or screenshots.  
useful link

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Subject: Re: Windows that cant leave Mainwindow  
Posted by [dolik.rce](#) on Mon, 03 Jan 2011 12:31:36 GMT  
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Hi Jens!  
Welcome to the U++

Jschn88 wrote on Mon, 03 January 2011 11:33  
The subwindows should only be moved arround in the mainwindow and are not allowed to leave it.  
If I understand right, you want something like this: `#include <CtrlLib/CtrlLib.h>`  
using namespace Upp;

```
class RestrictedTopWindow:public TopWindow{
    TopWindow* parent;
```

```

typedef RestrictedTopWindow CLASSNAME;
public:
RestrictedTopWindow(TopWindow* parent):parent(parent){
    SetTimeCallback(-50,THISBACK(CheckPos));
}
void CheckPos(){
    Rect allowed=parent->GetRect();
    Rect r=GetRect();
    if(!r.Contains(allowed)){
        SetRect(minmax(r.left,allowed.left,allowed.right-r.GetWidth()),
            minmax(r.top,allowed.top,allowed.bottom-r.GetHeight()),
            r.GetWidth(),r.GetHeight());
    }
}
};

```

```

class App :public TopWindow {
    typedef App CLASSNAME;
public:
    RestrictedTopWindow rtw;
    App():rtw(this){
        Title("MainWindow");
    }
    void LeftUp(Point p,dword){
        rtw.SetRect(p.x,p.y,200,100);
        rtw.Title("Child window").Sizeable().Run();
    }
};

```

```

GUI_APP_MAIN{
    App().Sizeable().Run();
}

```

This code is of course oversimplified and probably not very clever anyway, but it might give you some ideas to start with. The basic idea is that you derive your custom class from TopWindow (or some TopWindow-derived class) which checks periodically if its location is correct and reposition itself if necessary. Checking every 100ms is fine enough to go unnoticed for human eye

I didn't find any better way to do it, but that doesn't mean that there is none I think there is no callback or virtual method that is called upon repositioning of window, so unless I missed something this is out of scope. But there might a nicer way how to achieve what you want using Docking windows (have a look in bazaar and search here on the forum).

Best regards,  
Honza

EDIT: Fixed an error in the code

Subject: Re: Windows that cant leave Mainwindow  
Posted by [Jschn88](#) on Mon, 03 Jan 2011 14:10:12 GMT  
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Your idea is straightforward but sounds good ! I'll test it and see if it runs well.  
Thanks a lot for your help

Best regards  
Jens

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Subject: Re: Windows that cant leave Mainwindow  
Posted by [mrjt](#) on Sat, 26 Mar 2011 08:52:19 GMT  
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I think the best way to achieve this is to not use TopWindows at all. Just create a child control that looks like a window and is dragable around the client area. This will naturally restrict it to the window's area and allow you a lot more flexibility in how the system works.

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