Subject: How to position dialog in relation to parent window
Posted by awksed on Sun, 29 Jun 2014 13:12:32 GMT
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How do I position a dialog in relation to its parent.

GetRect()/SetRect() in the dialog constructor fails (presumably because the dialog window has not yet been created).

In which function should I reposition the dialog? Are GetRect()/SetRect() the appropriate calls?

Or is there a simpler way to position a dialog relative to its parent?

Thanks,

awksed

Subject: Re: How to position dialog in relation to parent window
Posted by awksed on Thu, 03 Jul 2014 15:28:07 GMT
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FIXED:-

```
MyDlg dlg(this);

dlg.Open();

Rect pr = GetRect();
Rect r  = dlg.GetRect();
Size s  = r.GetSize();

r.top = pr.top + 10;
r.SetSize(s);

dlg.SetRect(r);

dlg.Execute();
```