
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();
```
