
Subject: MenuBar.Execute seems to ignore owner - Bug?

Posted by [slashupp](#) on Sun, 29 Nov 2015 06:36:18 GMT

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debian 64b

Trying to get menu to popup in center of a control in my window, using Execute(Ctrl*owner, Point p),
no matter what I do it interprets the point as absolute (screen) coordinates.

edit:

I came up with this to find the absolute coord's of myctrl:

```
Rect myctrl::get_abs_tree_rect()
```

```
{  
  Ctrl *p=GetParent();  
  Rect w, r=GetRect();  
  while (p) { w=p->GetRect(); r.left+=w.left; r.top+=w.top; p=p->GetParent(); } //top parent  
  (p==nullptr) should have absolute coord's?  
  return r;  
}
```

seems to work ...

Subject: Re: MenuBar.Execute seems to ignore owner - Bug?

Posted by [mirek](#) on Sun, 29 Nov 2015 19:46:23 GMT

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GetScreenView / GetScreenRect....
