Subject: win32 multiscreen / multimonitor problem fix
Posted by mst99 on Tue, 09 Dec 2008 22:28:10 GMT
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I'm new u++ user and I'm very impressed by it.

Working under win32 with multiscreen / monitors and running theide or testapps on my right (extended) screen I found little problem that some menu items, popups and top windows was shown on the left (main) and not on the right (extended) screen.

Here is a small, perhaps dirty hack which resolved my problem.

martin

modified CtrlCore/Win32Wnd.cpp:

```
<---------- snip ---------->
Rect Ctrl::GetWorkArea() const
{
    // return MonitorRectForHWND(GetHWND());
    // mst:2008-12-08, hack for better multimonitor support.
    HWND hwnd = GetHWND();
    if (!hwnd && parent)
        hwnd = parent->GetTopCtrl()->GetHWND();
    if (!hwnd && top && top->owner)
        hwnd = top->owner->GetTopCtrl()->GetHWND();
    if (!hwnd)
      hwnd = ::GetFocus();
    return MonitorRectForHWND(hwnd);
}
```

Subject: Re: win32 multiscreen / multimonitor problem fix
Posted by rylek on Tue, 09 Dec 2008 23:25:52 GMT
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Hello!

Thanks, accepted into the live U++ tree with slight code compression and avoiding to use internal Ctrl variables, please check for errors ;-):

```
Rect Ctrl::GetWorkArea() const
{
// return MonitorRectForHWND(GetHWND());
// mst:2008-12-08, hack for better multimonitor support.
 const Ctrl *topctl = GetTopCtrl();
 HWND hwnd = topctl->GetHWND();
```

```
 if(!hwnd && !((topctl = topctl->GetOwnerCtrl()) && (hwnd = topctl->GetHWND())))
  hwnd = ::GetFocus();
 return MonitorRectForHWND(hwnd);
}
```

Regards

Tom
