What's the point of the MoveWindow function when we already have SetWindowPos?

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Commenter Phil Quirk notes via the suggestion box, "MoveWindow is just a weird function. I guess it's easier to call than SetWindowPos, but that's the only thing it seems to have going for it."

Yup, that's about right.

The `MoveWindow` function doesn't really do anything you couldn't already do yourself with `SetWindowPos`. It's just a convenience function. And it you look at it pretty closely, it's really not that big of a convenience either, saving you one parameter (`hwndInsertAfter`) and replacing the flag `SWP_NOREDRAW` with a boolean parameter.

Whoop-dee-doo.

It shouldn't take too much imagination to figure out how this situation came about. It's the same reason why you have both `CreateWindow` and `CreateWindowEx` .

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