
Subject: Re: Having my HWND and eating it, too...
Posted by [tvanriper](#) on Wed, 10 Oct 2007 21:06:44 GMT
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I understand that... but it was exactly the clue I needed to fix my problem.

It's a little gnarly, but my control now works mostly the way I want it to work (I need to fix a small problem related to positioning, but it's close).

I needed to create a new control derived from `Upp::Ctrl`. This control has a constructor (for no real reason, I could probably have omitted this), and an 'Initialize' function that takes an HWND (the 'owner' HWND) and a Rect (the size of the window to create).

Initialize then calls `Upp::Ctrl::Create(HWND owner, WS_CHILD | WS_VISIBLE, 0, false, SW_SHOW, true)` to create the HWND.

I then added a member variable of this class in my control.

When I need to initialize the HWND, I call my new class's `Initialize()` function, which creates the necessary HWND of exactly the type I needed.

I'm able to feed this HWND into the functions I'm using, and it's painting to the area (except for being slightly above it... something I'm trying to fix now).

All-in-all, it works, but not quite as elegantly as I had hoped. It's still sufficiently U++-like (I think) to be acceptable.
