Subject: Re: Showing Images in a Child Frame
Posted by cbpporter on Wed, 27 Aug 2008 14:01:43 GMT
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What do you mean by child window? Do you mean a widget/control/UI element that is placed inside your TopWindow?

If the answer is yes, you need to create a custom control and override it's Paint method, then place that control normally inside you window and it will paint itself. Each widget, including TopWindow only handles it's own painting via the Paint method. Creating the custom control is simple, just choose you parent class for it, something like StaticRect. If you do not want to paint anything, just want to display an Image loaded from the disk, you do not need to create a custom control, just use one that is capable of displaying an image and insert that in you window.