
Subject: How to mix use widgets and win32 window in u++?

Posted by [uncodelite](#) on Sun, 27 Dec 2009 01:45:04 GMT

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Hello all,

I try to combine u++ widgets and vim, so I need to create a application which mix use widgets and the left panel will be a tree (for example, project tree), and the right panel will be a win32 window (like vim editor window, which created by CreateWindow() win32 API).

The reason is that the win32 window is a self-respond-system, it is well done to respond all the message, like WM_PAINT, WM_KEY, ..., and I want to reuse the the source code.

Can anyone tell me how to do this work?

Best regards,
uncodelite