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

Posted by [mirek](#) on Sun, 27 Dec 2009 07:02:51 GMT

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uncodelite wrote on Sat, 26 December 2009 20:45Hello 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

There is "DHCtrl" widget that is intended just right for this use - it allows you to embed "native" widgets (those with window handle HWND) into U++ parents (note that U++ widgets do not have HWND).

Mirek
