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Subject: Using an existing win32 control.

Posted by [rxantos](#) on Sat, 23 Jun 2012 10:06:58 GMT

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What would be the procedure of adding an existing Win32 control to an application using Ultimate++?

I'm thinking of using a class derived from `Upp::Ctrl` and then set control as a child window of the window of the `Upp::Ctrl` class. But I don't know how to make `Upp::Ctrl` avoid drawing its background. Nor do I know what do I need to intercept when the control is resized (so I can resize the child control).

Does anyone have an example or at least an indication on how to do it?