
Subject: Re: Using an existing win32 control.
Posted by [dolik.rce](#) on Sun, 24 Jun 2012 04:38:55 GMT
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Hi,

You can try to have a look at DHCtrl - it is a Ctrl derived class that allows you to access the HWND directly, so it might be the best way. I have almost no win32 programming experience, however, so I can't tell if it is even possible to run win32 control without win32 event loop.

To see how how to do the resizing and other event handling, have a look at GLCtrl. It uses DHCtrl to paint OpenGL graphics directly on U++ widget and will probably give few good hints.

Out of curiosity, what kind of control would you like to use this way? It might be actually easier to implement it in U++, or it might be even implemented by someone

Best regards,
Honza
