
Subject: Re: how to embed a D/COM control in my U++ GUI ?

Posted by [ucanca](#) on Mon, 23 Jan 2006 21:04:47 GMT

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Hi - again.

Back from work and I had a look at U++'s internals.

Am I right in saying that to answer my own question above (how to handle Win32 messages), I need to:

1. Derive MyControl from Ctrl

2. Add the following code to MyControl.ccp

```
LRESULT MyControl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
```

```
{  
    HWND hWnd = GetHWND();  
    switch(message) {  
        case WM_MessageIWantToHandle:  
            MyHandler(hWnd);  
            return 0;  
    }  
}
```

```
return Ctrl::WindowProc(message, wParam, lParam);  
}
```

```
void MyControl::MyHandler(HWND hWnd) { ... }
```

Is that all it takes or have I missed some key step?

Thanks!