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!