
Subject: Re: Mouse wheel and TopWindow
Posted by [atmks](#) on Fri, 24 Nov 2006 00:34:52 GMT
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hi, i found the solution
i used a dll hook technology:

dll source:

hook.h

```
#ifndef _HOOK_HOOK_H
#define _HOOK_HOOK_H

#define DllImport extern "C" __declspec(dllimport)
#define DllExport extern "C" __declspec(dllexport)

#ifndef flagDLL
#define DLLIMPORT __declspec(dllexport)
#else
#define DLLIMPORT __declspec(dllimport)
#endif

void DLLIMPORT SetHooks(HHOOK hk,HWND hwnd);
LRESULT DLLIMPORT CALLBACK MouseProc(int nCode, WPARAM wParam, LPARAM lParam);
```

#endif

hook.cpp

```
#include <windows.h>
#include <stdio.h>
#include "hook.h"

HHOOK hMouseHook = NULL;
HWND mHwnd = 0;
HWND cur_hwnd = 0;

BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason, LPVOID lpReserved) {
    switch (reason) {
        case DLL_PROCESS_ATTACH:
            break;
        case DLL_PROCESS_DETACH:
            break;
        case DLL_THREAD_ATTACH:
            break;
```

```

case DLL_THREAD_DETACH:
    break;
}
return TRUE;
}

void DLLIMPORT SetHooks(HHOOK hk,HWND hwnd) {
    hMouseHook = hk;
    mHwnd = hwnd;
}

LRESULT DLLIMPORT CALLBACK MouseProc(int nCode, WPARAM wParam, LPARAM lParam)
{
    HWND hwnd_spion = FindWindow("spion",0);
    PostMessage(hwnd_spion,nCode,wParam,lParam);
    return CallNextHookEx(hMouseHook,nCode,wParam,lParam);
}

```

application source
main.cpp:

```

int WM_MYMOUSEWHEEL;
HMODULE hMod;
HHOOK hHk;

...
LRESULT CALLBACK WndProc (HWND hwnd, UINT message, WPARAM wParam, LPARAM lParam) {
    if(message==WM_MYMOUSEWHEEL) {
        //mousewheel event
    }
    ...
}

GUI_APP_MAIN() {

    WNDCLASS wndclass ;
    ...
    wndclass.lpszClassName = TEXT("spion") ;
    ...

    hMod = LoadLibrary("hook.dll");

    if(hMod == NULL)
        LOG("LoadLibrary failed");

    hHk = SetWindowsHookEx(14,&MouseProc,hMod,0);
}

```

```
if(hHk == NULL)
LOG("SetWindowsHookEx failed");

SetHooks(hHk,hwnd);

WM_MYMOUSEWHEEL = RegisterWindowMessage("mouse_wheel_rulez");

...
}
```
