
Subject: how is the WindowProc of DHCtrl working?

Posted by [bitsun](#) on Sat, 14 Apr 2007 00:27:54 GMT

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I create a widget class myself, and i want to embed the widget in the TopWindow.

The code is simple, i would ignore the constructor:

```
struct VtkWidget : public DHCtrl
{
private:
    Point p;
    String text;
public:
    typedef VtkWidget CLASSNAME;
    myVTKApp *theVTKApp;
    VtkWidget();
    LRESULT WindowProc(/*HWND hWnd, */UINT message, WPARAM wParam, LPARAM lParam);

LRESULT VtkWidget::WindowProc(/*HWND hWnd, */UINT message, WPARAM wParam,
    LPARAM lParam)
{
    switch (message)
    {
        case WM_CREATE:
        {
            theVTKApp = new myVTKApp(GetHWND());
            MessageBox (NULL, TEXT ("vtk sub window is created!"), TEXT ("HelloMsg"), 0);
            return 0;
        }
        // case WM_PAINT:
        case WM_LBUTTONDOWN:
        case WM_LBUTTONUP:
        case WM_MBUTTONDOWN:
        case WM_MBUTTONUP:
        case WM_RBUTTONDOWN:
        case WM_RBUTTONUP:
        case WM_MOUSEMOVE:
        case WM_CHAR:
        case WM_TIMER:
        //case 0x81: //this is WM_NCCREATE
        if (theVTKApp->iren->GetInitialized())
        {
            return vtkHandleMessage2(GetHWND(), message, wParam, lParam, theVTKApp->iren);
        }
        break;
    }
    return DHCtrl::WindowProc(message, wParam, lParam);
}
```

I want the vtk to take over the message handling.

The problem is that WM_Create can be fired ,but other message can not, and after WM_CREATE it keeps firing WM_NCCREATE(I am sure, since i put a breakpoint before the if ,and the message==0x81),thats strange.

Does anybody know what might be wrong? maybe the WindowProc does sth that I do not know.
