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

Posted by [razvan](#) on Fri, 20 Jan 2006 19:07:43 GMT

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Hi,

I'm trying to embed a COM control, (in my case the WebBrowser) in an application.

I saw the OLE/CTRL classes, but I can't figure out how to use them.

If you can give me a short example or some tips, it will be very helpful.

Thank you,

Razvan

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

Posted by [rylek](#) on Mon, 23 Jan 2006 09:25:20 GMT

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Hello!

Unfortunately, this is not very simple. To be honest, the lack of an OLE container object is one of the big omissions in the current version of U++. Of course we would love to have one but, as we have always financed U++ development by our commercial projects, we haven't met the demand for it yet (on the other hand, it is already possible to develop ActiveX controls as such using the U++ library). As usual, all volunteers are welcome to help us on this, however I'm afraid that at least some cooperation from me or Mirek will be needed in any case as it is quite likely to have some fallout on the control core module and the window management system.

Regards

Tomas

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

Posted by [ucanca](#) on Mon, 23 Jan 2006 14:08:33 GMT

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Hi - I'm in the same situation as Razvan.

Specifically, regarding a webbrowser, how easy would it be to use HTMLLayout (<http://www.terrainformatica.com/htmllayout/>)?

Apparently, it also can be used through the good ol' Win32 API but this means handling the Win32 messages and I don't know how to this either... Could someone provide me with some pointers, please?

Thanks!

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.cpp

```
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!

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

Posted by [mirek](#) on Mon, 23 Jan 2006 22:25:01 GMT

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Correct.

There is however one thing you should know: Normal "child" Ctrl's do not have associated HWND (just top-level Ctrl's have one).

However, there is special Ctrl derived "DHCtrl" class that is basically child Ctrl with HWND.

Mirek

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

Posted by [ucanca](#) on Mon, 23 Jan 2006 23:34:22 GMT

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That's the bit I couldn't work out! Many thanks, luzr.

I'm still pretty new to U++ but I'm absolutely amazed by what you guys have achieved - this framework deserves to be far more widely known!!

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

Posted by [hojtsy](#) on Tue, 07 Feb 2006 16:15:49 GMT

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ucanca wrote on Mon, 23 January 2006 09:08 Specifically, regarding a webbrowser, how easy would it be to use HTMLLayout (<http://www.terraininformatica.com/htmllayout/>)?

Apparently, it also can be used through the good ol' Win32 API but this means handling the Win32 messages and I don't know how to this either... Could someone provide me with some pointers, please?

The license of HTMLLayout is more restrictive than of U++. If you release non-free apps with HTMLLayout, you have to pay \$350. Seems like a big obstacle for me...

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

Posted by [mirek](#) on Tue, 07 Feb 2006 19:13:08 GMT

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BTW, depends what you consider "HTML viewer". "Basic" HTML, without JavaScript, DHTML etc.. should not be that hard to implement - most likely as HTML -> RichText convertor.

Mirek

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

Posted by [hojtsy](#) on Thu, 09 Feb 2006 11:31:05 GMT

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As an exercise I created the most simple HTML->Qtf converter. Currently it can only handle

<i><u><s> and
. Feel free to improve and extend.

You can also use the example app to experience with the Qtf format in real-time.

File Attachments

1) [HtmlDemo.zip](#), downloaded 1748 times

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

Posted by [ucanca](#) on Fri, 10 Feb 2006 00:27:35 GMT

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Thanks, hojtsy - I'll have a go this weekend!

Re: Htmlayout's license, you're right, it is not really an option for a commercial application. FYI and for rendering only, QHTM (<http://www.gipsysoft.com/qhtm/>) looks like a much cheaper alternative. (it is actually the solution I had gone for...)

Ideally, embedding IE or the ActiveX version of the Mozilla browser would be a far better solution (apologies to the non-Windows developers) but this would require U++ to support COM/ActiveX objects... (definitely above my current U++ skills for the time being)

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

Posted by [c-smile](#) on Thu, 09 Mar 2006 06:17:04 GMT

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Iuzr wrote on Tue, 07 February 2006 11:13BTW, depends what you consider "HTML viewer". "Basic" HTML, without JavaScript, DHTML etc.. should not be that hard to implement - most likely as HTML -> RichText convertor.

Mirek

Propbably this would be interesting somehow:

<http://www.terrainformatica.com/wiki/pmwiki.php/Harmonia>

It is a GUI library for D programming language / digitalmars.com. It is functional analog of U++ as far as I can see, but in D.

Harmonia has simple HTML alike engine used for Declarative UI purposes - layout of dialogs, forms, help, etc.

So probably it makes sense to port it in U++.

And regarding HTMLLayout and for information: I also have windowless version which can be integrated better in U++.

Andrew.
