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.

Subject: Re: how is the WindowProc of DHCtrl working?
Posted by mirek on Sat, 14 Apr 2007 21:56:19 GMT
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I am not quite sure what is wrong, however, WM_NCCREATE is used to bing C++ object to window handle (for DHCtrl).

See Win32Wnd.cpp 436 Ctrl::WndProc for details.

Mirek
