
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 bind C++ object to window handle (for DHCtrl).

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

Mirek
