Subject: need Picture control window
Posted by Mark999 on Sat, 28 Jul 2007 03:08:37 GMT
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I need a class of window that I can draw inside of it.

Basically I just need a rectangle on the dialog box. This will define the boundaries of where to draw.

What I need to do is draw a grid so I can draw a picture with the mouse. Just like the icon editor.

I'll look again at the dialog editor. Maybe it's called something different?

Subject: Re: need Picture control window
Posted by mrjt on Sat, 28 Jul 2007 07:43:52 GMT
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You can draw inside of a TopWindow by inheriting from it and overloading 'virtual void Paint(Draw &draw)'. You can also inherit from Ctrl and do the same, then add your control to the window.