
Subject: Execute(), LPARAM and WPARAM

Posted by [amando1957](#) on Thu, 13 Nov 2008 17:50:46 GMT

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Hi to all,

I tried an event handler like this:

```
class midi_in : public Withmidi_inLayout<TopWindow>
{
};
```

```
GUI_APP_MAIN
```

```
{
    midi_in inApp;
    // "IpGot" is just a dummy:
    LPARAM IpGot;

    for(;;)
        switch(inApp.Execute())
        {
            // for this I need the LPARAM and WPARAM:
            case MM_MIM_DATA:
                inApp.getMidiInData(IpGot);
                break;
            case WM_KEYDOWN:
                PromptOK(t_("Want to quit proggy?"));
                return;
        }
}
```

```
inApp.Run();
}
```

How can I read the LPARAM and WPARAM values now?
Are there any get-functions?

Martin

Subject: Re: Execute(), LPARAM and WPARAM

Posted by [mirek](#) on Fri, 14 Nov 2008 10:36:21 GMT

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amando1957 wrote on Thu, 13 November 2008 12:50Hi to all,

I tried an event handler like this:

```
class midi_in : public Withmidi_inLayout<TopWindow>
{
};
```



```

GUI_APP_MAIN
{
    midi_in inApp;
    // "IpGot" is just a dummy:
    LPARAM IpGot;

    for(;;)
        switch(inApp.Execute())
        {
            // for this I need the LPARAM and WPARAM:
            case MM_MIM_DATA:
                inApp.getMidiInData(IpGot);
                break;
            case WM_KEYDOWN:
                PromptOK(t_("Want to quit proggy?"));
                return;
        }

    inApp.Run();
}

```

How can I read the LPARAM and WPARAM values now?
Are there any get-functions?

Martin

Not sure what "inApp.Execute" does and how it returns windows message.

However, to achieve what you need, override

```
virtual LRESULT Ctrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam);
```

Mirek

Subject: Re: Execute(), LPARAM and WPARAM
 Posted by [amando1957](#) on Fri, 14 Nov 2008 20:23:43 GMT
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Made it like this now:

```

LRESULT midi_in::WindowProc(
    UINT message, WPARAM wParam, LPARAM lParam)
{
    switch(message)

```



```
{
case MM_MIM_DATA:
    getMidInData(IParam);
    break;
case WM_KEYDOWN:
    if (wParam==27)
        if (PromptYesNo("Want to quit proggy?"))
            { Ctrl::ExitWin32();
            }
    return 0;
}

return Ctrl::WindowProc(message, wParam, lParam);
}
```

and that runs, given the call of the base function on bottom.
Thanks for the hint.

Martin

Subject: Re: focus = transparent window
Posted by [amando1957](#) on Sat, 15 Nov 2008 12:45:10 GMT
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But makes a transparent window now:
The desktop is being copied each time it gets the focus, looks like:

Dealing with focus I have found these, but cannot make sense from them:

```
void TopWindow::ActiveFocus0(Ctrl& ctrl)
void TopWindow::Activate()
```

Not to guess, as its not a child:

```
void TopWindow::ChildGotFocus()
```

Made a seperate test case, but it did not repeat, there I got the expected grey window.

Martin

Subject: Re: focus = transparent window
Posted by [mirek](#) on Sat, 15 Nov 2008 14:43:33 GMT
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amando1957 wrote on Sat, 15 November 2008 07:45 But makes a transparent window now:
The desktop is being copied each time it gets the focus, looks like:

Dealing with focus I have found these, but cannot make sense from them:

```
void TopWindow::ActiveFocus0(Ctrl& ctrl)
void TopWindow::Activate()
```

Not to guess, as its not a child:
`void TopWindow::ChildGotFocus()`

Made a seperate test case, but it did not repeat, there I got the expected grey window.

Martin

IMO, event loop is not running.

Mirek

Subject: Re: focus = transparent window
Posted by [amando1957](#) on Sun, 16 Nov 2008 12:29:15 GMT
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Quote:IMO, event loop is not running.

I made it like this now:
GUI_APP_MAIN
{
 midi_in inApp;
 ///// not this:
 // inApp.Run();
 ///// but this:
 TopWindow().Run();
}

Now I have the grey window as desired, but the WM_KEYDOWN is not handled anymore.
I'll play around a little and find out former or later.
Thanks for the hints.

Martin
