Subject: Why ie cannt catch messages from keyboard and mouse
Posted by bauso on Sat, 27 Feb 2010 13:16:34 GMT
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I try to make a wrapper class for Internet Explorer, and, when I use DHCtrl as browser's host window,ie cannt response any messages from keyboard and mouse. It only display the page.But if I use CreateWindowEx to create a window as the host window,ie working properly.Is it because the reasons for the upp's message loop?

File Attachments
1) iedemo.rar, downloaded 550 times

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by mirek on Sat, 27 Feb 2010 16:41:36 GMT
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bauso wrote on Sat, 27 February 2010 08:16I try to make a wrapper class for Internet Explorer, and, when I use DHCtrl as browser's host window,ie cannt response any messages from keyboard and mouse. It only display the page.But if I use CreateWindowEx to create a window as the host window,ie working properly.Is it because the reasons for the upp's message loop?

I believe that I know why (because messages are directed to DHCtrl). It could be fixed by overriding WindowProc.

I would like to help and in fact, I very much like to have such wrapper class in uppsrc. What about posting the source code (package) here?

Mirek

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by jiuzhi on Sun, 28 Feb 2010 12:01:23 GMT
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I had try to overriding WindowProc and send message to ie's document handle,or setfocus to ie's document,but did not work.

Because I just want a control to browse a web page,I only spent a few hours to get this, so it is very simple.

File Attachments
1) ie.rar, downloaded 548 times

Subject: Re: Why ie cannt catch messages from keyboard and mouse

Posted by mirek on Mon, 01 Mar 2010 09:02:06 GMT
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jiuzhi wrote on Sun, 28 February 2010 07:01I had try to overriding WindowProc and send message to ie's document handle,or setfocus to ie's document,but did not work.

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OK, found it.

The problem is that DHCtrl was originally designed for OpenGL widget - in that case, it was not desirable that widget would eat all event messages. That is why by default, DHCtrl is disabled (so that parent Ctrl can take over message processing, effectively returning it back to DHCtrl, because in U++, message dispatch to child widgets is done by CtrlCore).

So the one simple remedy is to:

```
 LRESULT hdIECtrl::WindowProc( UINT message, WPARAM wParam, LPARAM lParam )
{
 switch (message)
 {
 case WM_SIZE:
  wb.doResize();
  break;;
 case WM_CREATE:
  wb.attach(GetHWND());
  EnableWindow(GetHWND(), true);
                    break;
 }

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

Now we have to fix those Heap leaks and we have one quite useful class... (what a pity that right now, there is no Linux counterpart).

Mirek

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by jiuzhi on Mon, 01 Mar 2010 13:51:26 GMT
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luzr wrote on Mon, 01 March 2010 17:02jiuzhi wrote on Sun, 28 February 2010 07:01I had try to overriding WindowProc and send message to ie's document handle,or setfocus to ie's

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Thank you,luzr.
A simple solution is really unexpected, I was really very little understanding of Upp.

The heap leaks is on pClientSite.Because it can not work properly, so too lazy to go and change, heihei
I had update the attachment on third floor.Also modified in one place:

```
 long hdWB::attach(HWND hwnd)
 {
  if(hwnd){
   if(m_hwnd && m_hwnd!=hwnd) detach();
  }else return -2;
```

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by mirek on Mon, 01 Mar 2010 14:06:05 GMT
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jiuzhi wrote on Mon, 01 March 2010 08:51luzr wrote on Mon, 01 March 2010 17:02jiuzhi wrote on Sun, 28 February 2010 07:01I had try to overriding WindowProc and send message to ie's document handle,or setfocus to ie's document,but did not work.

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Mirek

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by jiuzhi on Mon, 01 Mar 2010 14:19:31 GMT
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luzr wrote on Mon, 01 March 2010 22:06
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Mirek
May not have to, IE is a self-management of these resources, but ie does not release the used memory is an old problem, as if without any solution. If really want to achieve a browser, I think it is better to use webkit

---

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by jiuzhi on Mon, 01 Mar 2010 15:06:40 GMT
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I had add a new function displayHtml
Attachment in the third floor has been updated

Subject: Re: Why ie cannt catch messages from keyboard and mouse
Posted by mirek on Tue, 02 Mar 2010 18:05:11 GMT
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jiuzhi wrote on Mon, 01 March 2010 09:19luzr wrote on Mon, 01 March 2010 22:06
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Mirek
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True, but IE does not use U++ heap, so any IE leaks remain undetected.

If U++ says leaks, it means such memory was allocated using our new....