
Subject: CDialog::OnInitDialog (MFC) like method?
Posted by [alex100](#) on Mon, 08 Nov 2010 10:48:38 GMT
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Hello all

I need to customize some visual things in the main app window, like system menu and related.

If i call GetSystemMenu(GetHWND(),0) on constructor it returns null. But if i call it on a button handler it works.

It seems that system menu is not available yet during constructor.

My question is: Is there any handle/method like CDialog::OnInitDialog (VC++/MFC) where it is guaranteed that all visual controls are ready to be customized?

Thanks you very much

Alex

Subject: Re: CDialog::OnInitDialog (MFC) like method?
Posted by [mirek](#) on Mon, 08 Nov 2010 11:21:26 GMT
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alex100 wrote on Mon, 08 November 2010 05:48Hello all

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If i call GetSystemMenu(GetHWND(),0) on constructor it returns null. But if i call it on a button handler it works.

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My question is: Is there any handle/method like CDialog::OnInitDialog (VC++/MFC) where it is guaranteed that all visual controls are ready to be customized?

No.

I guess the simple approach is just to call whatever equivalent of OnInitDialog after you open the window.

If this seems too ugly (e.g. you are creating some library), you can get as close as possible to MFC by overriding WindowProc method (Win32 specific, but so is your problem). Eventually, there is even "NcCreate" virtual method that can be overridden.

Just do not forget to call "original" WindowProc / NcCreate at the end of your init code...

Subject: Re: CDialog::OnInitDialog (MFC) like method?
Posted by [alex100](#) on Mon, 08 Nov 2010 12:09:56 GMT
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"I guess the simple approach is just to call whatever equivalent of OnInitDialog after you open the window."

It seems interesting for me. But tell me how i know that window is already opened?

I simply make:

```
MyApp app;  
app.run();
```

Thanks

Alex

Subject: Re: CDialog::OnInitDialog (MFC) like method?
Posted by [dolik.rce](#) on Mon, 08 Nov 2010 13:10:49 GMT
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alex100 wrote on Mon, 08 November 2010 13:09But tell me how i know that window is already opened?

I simply make:

```
MyApp app;  
app.run();  
You can open the window explicitly:MyApp app;  
app.Open();  
//do your customization here  
app.Run(); //now this only starts the event loop for the already opened window
```

Honza

Subject: Re: CDialog::OnInitDialog (MFC) like method?
Posted by [cbpporter](#) on Mon, 08 Nov 2010 13:36:13 GMT
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U++ control exist from the point they are constructed, so usualy you should have no problems. Exception is for controls that are linked to the underlying windows system, like TopWindow. In the constructor it is not guaranteed to have a HWND because your window is not open yet and for WinAPI it may not exist. In your button handler the window already exists and is open.

I would recommend adding a method that opens the window and sets the correct parameters if it must be done each time.

Subject: Re: CDialog::OnInitDialog (MFC) like method?

Posted by [alex100](#) on Mon, 08 Nov 2010 13:38:23 GMT

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I want to customize the main (frame) dialog. I want to access to the controlbox options

```
class MyApp: public WithMyAppLayout<TopWindow>
```

It stills return null on

```
HMENU hMenu = GetSystemMenu(GetHWND(),0);
```

I am calling it in this way inside OnInitDialog

```
myApp app;  
app.Open();  
app.OnInitDialog()  
app.Run();
```

If i call an Exclamation dialog inside the OnInitDialog() I can not see yet the main frame window, just the exclamation box

Any further help?

Alex

Subject: Re: CDialog::OnInitDialog (MFC) like method?

Posted by [cbpporter](#) on Mon, 08 Nov 2010 13:49:39 GMT

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Sorry, I ran your example and both GetHWND and GetSystemMenu return non-NULL value. Maybe you can post a test case?

Subject: Re: CDialog::OnInitDialog (MFC) like method?

Posted by [alex100](#) on Mon, 08 Nov 2010 14:15:17 GMT

Mistake of mine

I wrote:

```
myApp app;  
app.OnInitDialog()  
app.Open();  
app.Run();
```

Now using
myApp app;
app.Open();
app.OnInitDialog()
app.Run();

It works perfectly!

Thanks to all of you

Alex
(Upp is a very nice tool!)