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Subject: Using an existing win32 control.  
Posted by [rxantos](#) on Sat, 23 Jun 2012 10:06:58 GMT  
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What would be the procedure of adding an existing Win32 control to an application using Ultimate++?

I'm thinking of using a class derived from `Upp::Ctrl` and then set control as a child window of the window of the `Upp::Ctrl` class. But I don't know how to make `Upp::Ctrl` avoid drawing its background. Nor do I know what do I need to intercept when the control is resized (so I can resize the child control).

Does anyone have an example or at least an indication on how to do it?

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Subject: Re: Using an existing win32 control.  
Posted by [dolik.rce](#) on Sun, 24 Jun 2012 04:38:55 GMT  
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Hi,

You can try to have a look at `DHCtrl` - it is a `Ctrl` derived class that allows you to access the `HWND` directly, so it might be the best way. I have almost no win32 programming experience, however, so I can't tell if it is even possible to run win32 control without win32 event loop.

To see how how to do the resizing and other event handling, have a look at `GLCtrl`. It uses `DHCtrl` to paint OpenGL graphics directly on U++ widget and will probably give few good hints.

Out of curiosity, what kind of control would you like to use this way? It might be actually easier to implement it in U++, or it might be even implemented by someone

Best regards,  
Honza

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