Subject: How to mix use widgets and win32 window in u++?
Posted by uncodelite on Sun, 27 Dec 2009 01:45:04 GMT
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Hello all,

I try to combine u++ widgets and vim, so I need to create a application which mix use widgets and

the left panel will be a tree (for example, project tree), and the right panel will be a win32 window (like vim editor window, which created by CreateWindow() win32 API).

The reason is that the win32 window is a self-respond-system, it is well done to respond all the message, like WM_PAINT, WM_KEY, ..., and I want to reuse the the source code.

Can anyone tell me how to do this work?

Best regards,
uncodelite

Subject: Re: How to mix use widgets and win32 window in u++?
Posted by mirek on Sun, 27 Dec 2009 07:02:51 GMT
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uncodelite wrote on Sat, 26 December 2009 20:45Hello all,

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There is "DHCtrl" widget that is intended just right for this use - it allows you to embed "native" widgets (those with window handle HWND) into U++ parents (note that U++ widgets do not have HWND).

Mirek

Subject: Re: How to mix use widgets and win32 window in u++?
Posted by uncodelite on Sun, 27 Dec 2009 10:25:19 GMT
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Hi Mirek, it works, thank you.