Subject: mixed RichEdit widget with MFC Dialog.
Posted by mail863 on Thu, 14 Aug 2014 17:03:01 GMT
View Forum Message <> Reply to Message

I have a project which using MFC Dialog, now I'm adding TextEdit function into this dialog,
I find Upp and it is awesome, excellent, Upp has concept of how to use C++ in a good thinking.

I visited this forum and learned how to use it by myself, but now I still don't know howto imbed RichEdit widget into my already existed MFC Dialog.

can mirek or somebody else give me any advices?

Thanks in advance!

Subject: Re: mixed RichEdit widget with MFC Dialog.
Posted by mirek on Fri, 15 Aug 2014 07:35:23 GMT
View Forum Message <> Reply to Message

mail863 wrote on Thu, 14 August 2014 19:03I have a project which using MFC Dialog, now I'm adding TextEdit function into this dialog,
I find Upp and it is awesome, excellent, Upp has concept of how to use C++ in a good thinking.

I visited this forum and learned how to use it by myself, but now I still don't know howto imbed RichEdit widget into my already existed MFC Dialog.

can mirek or somebody else give me any advices?

Thanks in advance!

Thinking about the issue, perhaps one possible way would be to use existing OCX support. Look at examples/OleCalc.

IMO first try if you can embed OleCalc into your dialog. If that is possible, just change OleCalc to contain RichEdit instead

Mirek

Subject: Re: mixed RichEdit widget with MFC Dialog.
Posted by mail863 on Fri, 15 Aug 2014 10:18:53 GMT
View Forum Message <> Reply to Message

Hi mirek, Thank you very much for your quickly reply.

I study Ctrl class a lot, and thinking if is is possible to use a Top level Ctrl in MFC Dialog Class, and maintain this Top level Ctrl, calculate its position, maintain msg route by myself etc, and the

richedit can be a child Ctrl of it?

I didn't begin to do this, Just thinking is it possible.

Subject: Re: mixed RichEdit widget with MFC Dialog.
Posted by mail863 on Sat, 16 Aug 2014 12:35:23 GMT
View Forum Message <> Reply to Message

Hi mirek, I studied UPP Ctrl's code a lot today, and try to add a method named AttachHwnd in class Ctrl, which create a Top object and attach an existed MFC hwnd to it in my custom created Ctrl, which contains a RichEdit. I think this method can satisfy with my need.

However I cannot implement/resolve it thoroughly, there still left many many problems,
I don't know how to set the event route and let it work elegantly.

I think this is a very useful usage, I'm wondering if UPP can support this function
originaly and if more than one Ctrl can be attached to an external created hwnd.

File Attachments

1) RichEdit In MFC Dialog.JPG, downloaded 1168 times


