CHILD WINDOW CONTROLS

Child window controls are a powerful mechanism for creating user interfaces in Windows applications. They allow you to encapsulate specific functionality with regard to its graphical appearance on the screen, its response to user input, and its method of notifying another window when an important input event has occurred.

Creating Child Window Controls

There are two main ways to create child window controls:

Manually: You can create child window controls manually by defining a window class and registering it with Windows using RegisterClass. You then create the child window based on that class using CreateWindow.



Using predefined controls: Windows provides a set of predefined child window controls that you can use without having to define your own window class. These controls include buttons, check boxes, edit boxes, list boxes, combo boxes, text strings, and scroll bars. To create a predefined child window control, you simply use the name of the control as the window class parameter in CreateWindow.



Communication between Child Window Controls and Parent Windows

Child window controls communicate with their parent windows using messages. The child window control sends messages to the parent window to notify it of important events, such as a button being clicked or a value being changed in an edit box. The parent window sends messages to the child window control to set its properties, such as its text or its enabled state.



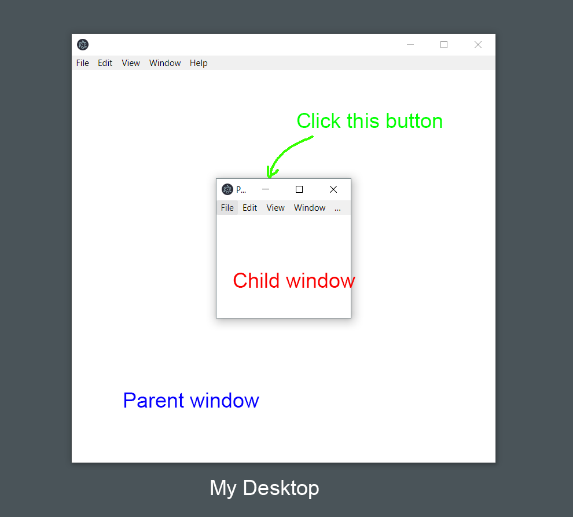
Child Window Controls in Dialog Boxes

Child window controls are used extensively in dialog boxes. The dialog box manager handles the placement and sizing of the child window controls, and it also provides a layer of insulation between your program and the controls themselves. This makes it easier to create dialog boxes without having to worry about the low-level details of child window controls.



Child Window Controls on Normal Windows

You can also use child window controls on the surface of a normal window's client area. However, this involves more work than using child window controls in dialog boxes, because you have to handle the placement and sizing of the child window controls yourself. You also have to handle the input focus, which can be a challenge.



Common Controls

Windows provides a set of specialized child window controls that are collectively known as "common controls." These controls are more complex than the simple standard controls, and they provide additional functionality, such as the ability to display images and to handle drag-and-drop operations.



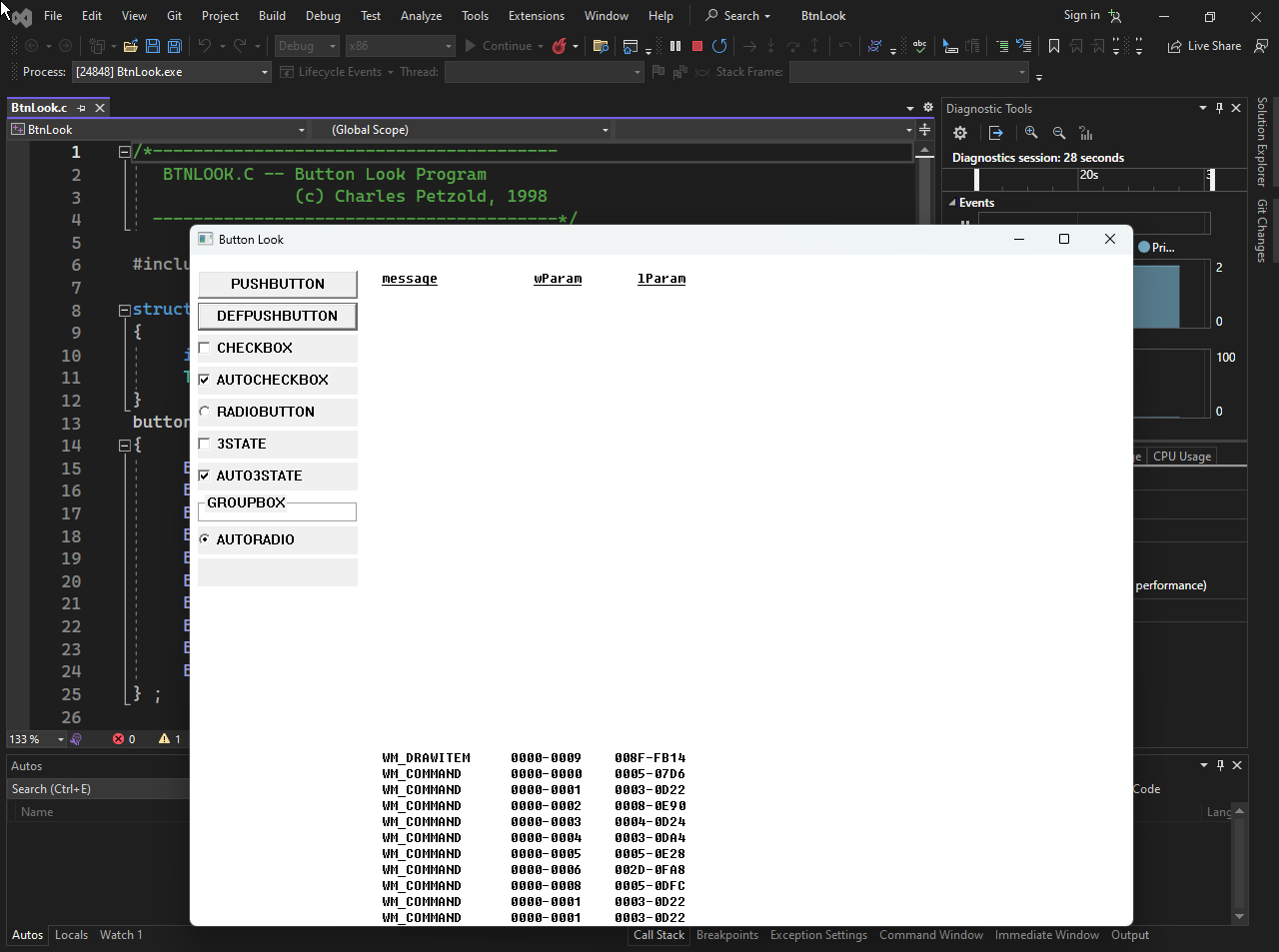
Additional Notes

The Windows programming documentation discusses child window controls in two places:

* Simple standard controls: These controls are described in /Platform SDK/User Interface Services/Controls.
* Common controls: These controls are described in /Platform SDK/User Interface Services/Shell and Common Controls/Common Controls.

I won't be discussing the common controls in this chapter, but they'll appear in various programs throughout the rest of the book.

*BtnLook program in chapter 9…*



The video illustration…



BTNLOOK Program Overview

The BTNLOOK program creates 10 child window button controls, one for each of the 10 standard styles of buttons. It displays the wParam and lParam parameters of the WM\_COMMAND messages sent by the buttons to the parent window procedure. The button with the style BS\_OWNERDRAW is displayed with a background shading because this is a style of button that the program is responsible for drawing.

Key Functionalities

Creates 10 child window button controls using the CreateWindow function.

* Handles WM\_CREATE, WM\_SIZE, WM\_PAINT, WM\_DRAWITEM, WM\_COMMAND, and WM\_DESTROY messages.
* Displays the wParam and lParam parameters of the WM\_COMMAND messages sent by the buttons.
* Handles owner-draw buttons, which are buttons that the program is responsible for drawing.
* The WndProc function handles all of the window messages for the main window.
* The CreateWindow function is used to create the child window button controls.
* The WM\_CREATE message handler creates the child window button controls and sets their initial positions.
* The WM\_SIZE message handler updates the positions of the child window button controls when the window is resized.
* The WM\_PAINT message handler draws the background of the window and the text labels for the buttons.
* The WM\_DRAWITEM message handler is sent to the owner-draw button, and it is responsible for drawing the button.
* The WM\_COMMAND message handler is sent to the parent window procedure whenever a button is clicked.
* The WM\_DESTROY message handler cleans up the resources used by the program and posts a WM\_QUIT message to the message queue.

Additional Notes:

* The program uses the GetDialogBaseUnits function to get the character size for the system font.
* The program uses the ScrollWindow function to scroll the contents of the client area when the buttons are resized.
* The program uses the InvalidateRect function to invalidate the client area when the buttons are clicked.

Child Windows

Child windows are windows that are created within the client area of another window, called the parent window. Child windows are typically created to provide additional functionality or content to the parent window. For example, a button on a dialog box is a child window of the dialog box.

Creating Child Windows

Child windows are created using the CreateWindow function. The CreateWindow function takes a number of parameters, including the following:

* Class name: The name of the window class. The window class defines the default appearance and behavior of the window.
* Window text: The text that will be displayed in the window's title bar.
* Window style: A set of flags that determine the appearance and behavior of the window.
* x position: The x-coordinate of the upper-left corner of the window's client area relative to the upper-left corner of the parent window's client area.
* y position: The y-coordinate of the upper-left corner of the window's client area relative to the upper-left corner of the parent window's client area.
* Width: The width of the window's client area.
* Height: The height of the window's client area.
* Parent window: The handle to the parent window.
* Child window ID: An ID that identifies the child window.
* Instance handle: The instance handle of the application.
* Extra parameters: Additional parameters that can be specified for certain types of windows.

Creating Buttons

Buttons are a common type of child window. To create a button, you can use the CreateWindow function and specify the following parameters:

* Class name: TEXT("button")
* Window text: The text that will be displayed on the button.
* Window style: WS\_CHILD | WS\_VISIBLE | BS\_DEFPUSHBUTTON
* x position: The x-coordinate of the upper-left corner of the button relative to the upper-left corner of the parent window's client area.
* y position: The y-coordinate of the upper-left corner of the button relative to the upper-left corner of the parent window's client area.
* Width: The width of the button.
* Height: The height of the button.
* Parent window: The handle to the parent window.
* Child window ID: The ID of the button.
* Instance handle: The instance handle of the application.
* Extra parameters: NULL

Processing Child Window Messages

Child windows send messages to their parent window to communicate with it. The parent window is responsible for processing these messages. To process child window messages, the parent window's window procedure must handle the WM\_COMMAND message.

Destroying Child Windows

Child windows are destroyed when their parent window is destroyed. You can also destroy a child window explicitly using the DestroyWindow function.

Additional Notes

* Child windows can be nested. This means that a child window can be the parent of other child windows.
* Child windows can be modal or non-modal. Modal child windows prevent the user from interacting with other windows until the modal child window is closed.
* Child windows can be repainted by the parent window or by the system.