

**个人总结非常有用的经验**

# 一、经验总结

## 1、WIN32控件加背景图片

|  |
| --- |
| case WM\_PAINT:  {  HBITMAP hbm;  BITMAP bminfo;  hbm = LoadBitmap(GetModuleHandle(NULL), MAKEINTRESOURCE(IDB\_BITMAP1));  GetObject(hbm, sizeof(bminfo), &bminfo);  PAINTSTRUCT ps;  HDC dc = BeginPaint(hwndDlg, &ps);  HDC memdc = CreateCompatibleDC(dc);  SelectObject(memdc, hbm);  // BitBlt(dc,0,0,bminfo.bmWidth,bminfo.bmHeight,memdc,0,0,SRCCOPY);  ::StretchBlt(dc, 0, 0, 990, 404, memdc, 0, 0, bminfo.bmWidth, bminfo.bmHeight, SRCCOPY);  DeleteDC(memdc);  EndPaint(hwndDlg, &ps);  }  return TRUE; |

## 2、WIN32窗体半透明

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| --- |
| #define WS\_EX\_LAYERED 0x00080000//扩展样式  #define WS\_EX\_LAYERED 0x00080000  hwnd = CreateWindowEx(WS\_EX\_LAYERED,  lpszClassName,  lpszTitle,  WS\_CAPTION | WS\_SYSMENU,  CW\_USEDEFAULT, CW\_USEDEFAULT,  iWindowWidth, iWindowHeight,  NULL,  NULL,  hInstance,  NULL);  typedef BOOL(WINAPI \*lpfn) (HWND hWnd, COLORREF cr, BYTE bAlpha, DWORD dwFlags);  lpfn g\_pSetLayeredWindowAttributes;  // 获取函数 SetLayeredWindowAttributes 在User32.dll中的指针  HMODULE hUser32 = GetModuleHandle("USER32.DLL");  g\_pSetLayeredWindowAttributes = (lpfn)GetProcAddress(hUser32, "SetLayeredWindowAttributes");  (\*g\_pSetLayeredWindowAttributes)(hwnd, RGB(250, 0, 0), 215, 2);  **注意：如果是从资源文件中创建的窗口，要在资源文件（\*.rc）扩展样式中加上 |0x00080000** |

## 3、WIN32修改窗体样式

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| --- |
| int gwl\_style=-16 ;  long oldstyle ;  oldstyle=GetWindowLong(hwndDlg,gwl\_style);  SetWindowLong(hwndDlg,gwl\_style,oldstyle|WS\_EX\_LAYERED); |

## 4、按钮加背景图片

|  |
| --- |
| case WM\_PAINT:  {  HBITMAP hbm;  BITMAP bminfo;  hbm = LoadBitmap(GetModuleHandle(NULL), MAKEINTRESOURCE(IDB\_BITMAP1));  GetObject(hbm, sizeof(bminfo), &bminfo);  PAINTSTRUCT ps;  HDC dc = BeginPaint(hwnd, &ps);  HDC memdc = CreateCompatibleDC(dc);  SelectObject(memdc, hbm);  BitBlt(dc, 0, 0, bminfo.bmWidth, bminfo.bmHeight, memdc, 0, 0, SRCCOPY);  DeleteDC(memdc);  EndPaint(hwnd, &ps);  break;  } |

## 5、COMBOX控件下拉大小的设置

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| --- |
| 点击如图倒三角然后拖动边框 |

## 6、从CodeBlocks下的GUI程序移植到VC6.0注意事项

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| --- |
| 要增加如下代码  // 开启视觉效果  #pragma comment(lib, "Comctl32.lib")  #pragma comment(linker,"\"/manifestdependency:type='win32' \  name='Microsoft.Windows.Common-Controls' version='6.0.0.0' \  processorArchitecture='\*' publicKeyToken='6595b64144ccf1df' language='\*'\"")  } |

## 7、为控件设置文本

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| --- |
| SetWindowText(GetDlgItem(hwndDlg, SETXONC), "0x13");  SetWindowText(GetDlgItem(hwndDlg, SETXOFFC), "0x19");  SetWindowText(GetDlgItem(hwndDlg, SETTO), "0"); |

## 8、WIN32下RadioBox默认选中

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| --- |
| SendDlgItemMessage(hwndDlg, RDCHAR, BM\_SETCHECK, 1, 0);//把RadioBox RDCHAR设置为选中  **注意**：在设置为默认选中的时候要把单选按钮(Radiobox)分组。  **方法**：把需要分组的按钮放到一个groupbox中，然后把其中的一个RadioBox的属性设为组 |

## 9、减小生成的EXE体积

|  |
| --- |
| #pragma comment (linker, "/OPT:NOWIN98")  //自定义函数入口  #pragma comment(linker, "/ENTRY:EntryPoint")  //自定义对齐方式  #pragma comment (linker, "/ALIGN:512")  #pragma comment(linker, "/FILEALIGN:512")  // 优化选项  #pragma comment(linker, "/opt:nowin98")  #pragma comment(linker, "/opt:ref")  #pragma comment (linker, "/OPT:ICF")  // 合并区段  #pragma comment(linker, "/MERGE:.rdata=.data")  #pragma comment(linker, "/MERGE:.text=.data")  #pragma comment(linker, "/MERGE:.reloc=.data") |

## 10、判断Radiobox是否选中的方法

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| --- |
| #define Button\_GetCheck(hwndCtl) ((int)(DWORD)SNDMSG((hwndCtl), BM\_GETCHECK, 0L, 0L))  void CheckDisplayStation(HWND hwndDlg)  {  UINT discheck;  discheck = Button\_GetCheck(GetDlgItem(hwndDlg, RDHEX));  if (discheck == BST\_CHECKED){//16进制显示  DisplayHex(1);  }  if (discheck == BST\_UNCHECKED){//字符显示  DisplayHex(0);  }  } |

## 11、Combox增加数据项

|  |
| --- |
| SendDlgItemMessage(hwndDlg, SETCOMNO, CB\_ADDSTRING, 0, (LPARAM)("Cc")); |

## 12、字符转16进制(对于单片机非常有用)

|  |
| --- |
| char szBuf[10];//缓存区  GetWindowText(GetDlgItem(hwndDlg, SDTEXT), szBuf, 10);  int t1, t2;  if (//过滤数据  ((szBuf[0] >= 'A'&&szBuf[0] <= 'F') || (szBuf[0] >= 'a'&&szBuf[0]<'=f') || (szBuf[0] >= '0'&&szBuf[0] <= '9'))  &&  ((szBuf[1] >= 'A'&&szBuf[1] <= 'F') || (szBuf[1] >= 'a'&&szBuf[1] <= 'f') || (szBuf[1] >= '0'&&szBuf[1] <= '9'))  )  {  if (szBuf[0] >= 'a'&&szBuf[0]<'=f'){//小写字母  t1 = szBuf[0] - 87;  }  else if (szBuf[0] >= 48 && szBuf[0] <= 57){//数字  t1 = szBuf[0] - 48;  }  else if (szBuf[0] >= 'A'&&szBuf[0] <= 'F')//大写字母  {  t1 = szBuf[0] - 55;  }  if (szBuf[1] >= 'a'&&szBuf[1]<'=f'){//小写字母  t2 = szBuf[1] - 87;  }  else if (szBuf[1] >= 48 && szBuf[1] <= 57){//数字  t2 = szBuf[1] - 48;  }  else{//大写字母  t2 = szBuf[1] - 55;  }  SendChar(t1 \* 16 + t2);  } |