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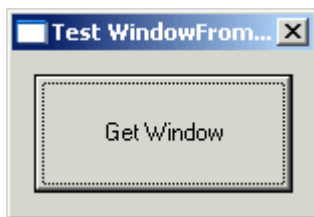
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How to get a window handle from a set of co-ordinates

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Introduction

This is just a simple demonstration of how to obtain a window handle simply by clicking the window. It uses straight C, and should compile under any compiler that will compile windows GUI programs. The included makefile is designed for Microsoft nmake.exe.

How does it work?

For this method to work you need to create a window, so that you can process the **WM_LBUTTONDOWN**. In my application I created the "Get Window" button to start the capture, and it is released after the first click, so you need to click the "Get Window" button each time.

Firstly I captured the mouse, using:

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```
HWND SetCapture(HWND hWnd);
```

so I could get **WM_LBUTTONDOWN** messages when I clicked on other windows. Then when my window is sent **WM_LBUTTONDOWN** messages. Firstly I tried using the **WM_LBUTTONDOWN** x and y positions (**HI** and **LOWORDs** of **lParam**), but after a few odd results, I realized the co-ordinates from the **WM_LBUTTONDOWN** were relative to my applications window. After a little digging in the Win32 SDK docs I found a function that does what I need.

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```
DWORD GetMessagePos(void);
```

This returns the screen position of the cursor encoded in a **DWORD**, in the same way as **lParam** in the **WM_LBUTTONDOWN** message. The x co-ordinate is in the **LOWORD**, and y co-ordinate in the **HIWORD**, then translate this to a **POINT** structure which is defined as:

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```
typedef struct tagPOINT { // pt
    LONG x;
    LONG y;
} POINT;
```

Then I use:

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```
HWND WindowFromPoint(POINT Point);
```

which will return the uppermost window under the mouse, i.e. the window you can see under the mouse, or **NULL**, if no window is found. I then retrieve the window title using:

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```
int GetWindowText(HWND hWnd, LPTSTR lpString, int nMaxCount);
```

And that's the bare bones of it. The use of **g_bCaptureSet** is simply to stop me from setting the mouse capture more than once and also so that I only process **WM_LBUTTONDOWN** messages when I was set up to get window handles.

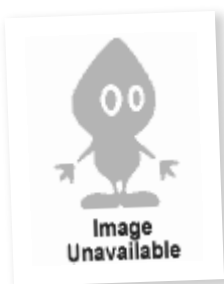
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