1. CBaseButton类头文件：

#if !defined(AFX\_BASEBUTTON\_H\_\_DC880CB1\_F48D\_4976\_90BF\_21D60C143DA4\_\_INCLUDED\_)

#define AFX\_BASEBUTTON\_H\_\_DC880CB1\_F48D\_4976\_90BF\_21D60C143DA4\_\_INCLUDED\_

#if \_MSC\_VER > 1000

#pragma once

#endif // \_MSC\_VER > 1000

/////////////////////////////////////////////////////////////////////////////

// CBaseButton window

class CBaseButton : public CButton

{

// Construction

public:

CBaseButton();

// Attributes

public:

// Operations

public:

// Overrides

// ClassWizard generated virtual function overrides

//{{AFX\_VIRTUAL(CBaseButton)

public:

virtual void DrawItem(LPDRAWITEMSTRUCT lpDrawItemStruct);

virtual BOOL PreTranslateMessage(MSG\* pMsg);

//}}AFX\_VIRTUAL

// Implementation

public:

void LoadPic(UINT downpic=NULL, UINT uppic=NULL, UINT enabledpic=NULL);

virtual ~CBaseButton();

// Generated message map functions

protected:

//{{AFX\_MSG(CBaseButton)

//}}AFX\_MSG

DECLARE\_MESSAGE\_MAP()

private:

CBitmap m\_Down;

CBitmap m\_Up;

CBitmap m\_Enabled;

};

/////////////////////////////////////////////////////////////////////////////

//{{AFX\_INSERT\_LOCATION}}

// Microsoft Visual C++ will insert additional declarations immediately before the previous line.

#endif // !defined(AFX\_BASEBUTTON\_H\_\_DC880CB1\_F48D\_4976\_90BF\_21D60C143DA4\_\_INCLUDED\_)

1. 源文件：

// BaseButton.cpp : implementation file

//

#include "stdafx.h"

#include "BaseButton.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

static char THIS\_FILE[] = \_\_FILE\_\_;

#endif

/////////////////////////////////////////////////////////////////////////////

// CBaseButton

CBaseButton::CBaseButton()

{

}

CBaseButton::~CBaseButton()

{

m\_Down.DeleteObject();

m\_Up.DeleteObject();

m\_Enabled.DeleteObject();

}

BEGIN\_MESSAGE\_MAP(CBaseButton, CButton)

//{{AFX\_MSG\_MAP(CBaseButton)

//}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

/////////////////////////////////////////////////////////////////////////////

// CBaseButton message handlers

void CBaseButton::DrawItem(LPDRAWITEMSTRUCT lpDrawItemStruct)

{

CDC\* pDC;

CDC memDC;

CBrush brush;

brush.CreateSolidBrush(RGB(255,255,255));

pDC=CDC::FromHandle(lpDrawItemStruct->hDC);

UINT state=lpDrawItemStruct->itemState;

CRect rect=lpDrawItemStruct->rcItem;

//画-按ã¡ä钮£¤

pDC->FillRect(rect,&brush);

memDC.CreateCompatibleDC(pDC);

if(state&ODS\_SELECTED)

{

memDC.SelectObject(m\_Up);

pDC->SetTextColor(RGB(219,147,132));

}

else

{

memDC.SelectObject(m\_Down);

pDC->SetTextColor(RGB(44,102,153));

}

if(state&ODS\_DISABLED)

{

memDC.SelectObject(m\_Enabled);

pDC->SetTextColor(RGB(128,128,128));

}

BITMAP bitstruct;

m\_Up.GetBitmap(&bitstruct);

pDC->BitBlt((rect.Width()/2)-(bitstruct.bmWidth/2),0,rect.Width(),rect.Height(),&memDC,0,0,SRCCOPY);

//写¡ä按ã¡ä钮£¤文?本À?

pDC->SetBkMode(TRANSPARENT);

CString sCaption;

this->GetWindowText(sCaption);

pDC->DrawText(sCaption,rect,DT\_CENTER|DT\_BOTTOM|DT\_SINGLELINE);

memDC.DeleteDC();

brush.DeleteObject();

}

BOOL CBaseButton::PreTranslateMessage(MSG\* pMsg)

{

if(pMsg->hwnd==this->GetSafeHwnd()&&pMsg->message==WM\_KEYDOWN && pMsg->wParam==13)

{

pMsg->lParam=589857;

pMsg->message=WM\_LBUTTONDOWN;

}

if(pMsg->hwnd==this->GetSafeHwnd()&&pMsg->message==WM\_KEYUP && pMsg->wParam==13)

{

pMsg->lParam=589857;

pMsg->message=WM\_LBUTTONUP;

}

return CButton::PreTranslateMessage(pMsg);

}

void CBaseButton::LoadPic(UINT downpic, UINT uppic, UINT enabledpic)

{

if(downpic==NULL||uppic==NULL||enabledpic==NULL)

return;

m\_Down.LoadBitmap(downpic);

m\_Up.LoadBitmap(uppic);

m\_Enabled.LoadBitmap(enabledpic);

}

1. 效果



1. 使用

略。