1. CRxButton类代码：
2. 头文件：

#if !defined(AFX\_RXBUTTON\_H\_\_4725A27E\_C5F5\_4BAA\_ABF4\_4F20647D8050\_\_INCLUDED\_)

#define AFX\_RXBUTTON\_H\_\_4725A27E\_C5F5\_4BAA\_ABF4\_4F20647D8050\_\_INCLUDED\_

#if \_MSC\_VER > 1000

#pragma once

#endif // \_MSC\_VER > 1000

// RxButton.h : header file

//

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

// CRxButton window

class CRxButton : public CButton

{

// Construction

public:

CRxButton();

// Attributes

public:

// Operations

public:

// Overrides

// ClassWizard generated virtual function overrides

//{{AFX\_VIRTUAL(CRxButton)

public:

virtual void DrawItem(LPDRAWITEMSTRUCT lpDrawItemStruct);

virtual BOOL PreTranslateMessage(MSG\* pMsg) ;

protected:

//}}AFX\_VIRTUAL

// Implementation

public:

virtual ~CRxButton();

// Generated message map functions

protected:

//{{AFX\_MSG(CRxButton)

//}}AFX\_MSG

DECLARE\_MESSAGE\_MAP()

private:

CBitmap m\_up;

CBitmap m\_down;

};

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

//{{AFX\_INSERT\_LOCATION}}

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

#endif // !defined(AFX\_RXBUTTON\_H\_\_4725A27E\_C5F5\_4BAA\_ABF4\_4F20647D8050\_\_INCLUDED\_)

1. 源文件

// RxButton.cpp : implementation file

//

#include "stdafx.h"

#include "RxButton.h"

#include "resource.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

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

#endif

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

// CRxButton

CRxButton::CRxButton()

{

m\_up.LoadBitmap(IDB\_BIT\_UP);

m\_down.LoadBitmap(IDB\_BIT\_DOWN);

}

CRxButton::~CRxButton()

{

m\_up.DeleteObject();

m\_down.DeleteObject();

}

BEGIN\_MESSAGE\_MAP(CRxButton, CButton)

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

//}}AFX\_MSG\_MAP

END\_MESSAGE\_MAP()

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

// CRxButton message handlers

void CRxButton::DrawItem(LPDRAWITEMSTRUCT lpDrawItemStruct)

{

CString sCaption;

CDC \*pDC,memDC;

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

CFont font;

UINT state=lpDrawItemStruct->itemState;

this->GetWindowText(sCaption);

memDC.CreateCompatibleDC(pDC);

CRect rect=lpDrawItemStruct->rcItem;

font.CreatePointFont(120,"黑体",pDC);

pDC->SelectObject(&font);

if(state&ODS\_FOCUS)

{

pDC->SetTextColor(RGB(0,0,0));

memDC.SelectObject(&m\_down);

}

else

{

pDC->SetTextColor(RGB(255,255,255));

memDC.SelectObject(&m\_up);

}

if(state&ODS\_DISABLED)

{

pDC->SetTextColor(RGB(0,0,0));

memDC.SelectObject(&m\_down);

}

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

pDC->SetBkMode(TRANSPARENT);

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

font.DeleteObject();

memDC.DeleteDC();

}

BOOL CRxButton::PreTranslateMessage(MSG\* pMsg)

{

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

{

pMsg->lParam=589857;

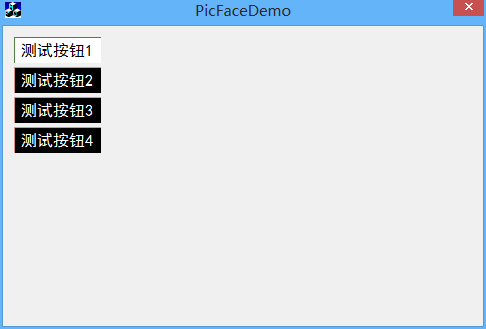
pMsg->message=WM\_LBUTTONDOWN;

}

return CButton::PreTranslateMessage(pMsg);

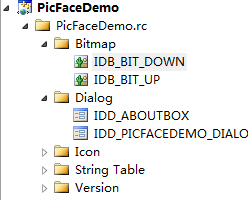
}

1. 效果



1. 使用方法

添加位图资源：

1. ID分别为IDB\_BIT\_DOWN,IDB\_BIT\_UP，用以作为按钮被按下，和弹上时显示的按钮背景图片。
2. 放置按钮，并为之添加关联控件变量，将控件类型改成CRxButton类型。
3. 将按钮的属性中Owner Draw项改成True;