DUILIB维护说明

**1、void CXXX::Notify(TNotifyUI& msg)函数中msg.sType 可以取值如下：**

#define DUI\_MSGTYPE\_MENU (\_T("menu"))

#define DUI\_MSGTYPE\_LINK (\_T("link")) 链接

#define DUI\_MSGTYPE\_TIMER (\_T("timer")) 定时器

#define DUI\_MSGTYPE\_CLICK (\_T("click")) 鼠标点击

#define DUI\_MSGTYPE\_RETURN (\_T("return")) 回车

#define DUI\_MSGTYPE\_SCROLL (\_T("scroll")) 滚动

#define DUI\_MSGTYPE\_DROPDOWN (\_T("dropdown"))

#define DUI\_MSGTYPE\_SETFOCUS (\_T("setfocus"))

#define DUI\_MSGTYPE\_KILLFOCUS (\_T("killfocus"))

#define DUI\_MSGTYPE\_ITEMCLICK (\_T("itemclick")) 点击item

#define DUI\_MSGTYPE\_TABSELECT (\_T("tabselect")) tab选中

#define DUI\_MSGTYPE\_ITEMSELECT (\_T("itemselect")) item选中

#define DUI\_MSGTYPE\_ITEMEXPAND (\_T("itemexpand")) item展开

#define DUI\_MSGTYPE\_WINDOWINIT (\_T("windowinit")) 窗口初始化

#define DUI\_MSGTYPE\_BUTTONDOWN (\_T("buttondown")) 按钮被按下

#define DUI\_MSGTYPE\_MOUSEENTER (\_T("mouseenter")) 鼠标进入

#define DUI\_MSGTYPE\_MOUSELEAVE (\_T("mouseleave")) 鼠标离开

#define DUI\_MSGTYPE\_TEXTCHANGED (\_T("textchanged")) 文本变化

#define DUI\_MSGTYPE\_HEADERCLICK (\_T("headerclick")) 点击列表头

#define DUI\_MSGTYPE\_ITEMDBCLICK (\_T("itemdbclick")) 双击列表项

#define DUI\_MSGTYPE\_SHOWACTIVEX (\_T("showactivex"))

#define DUI\_MSGTYPE\_ITEMCOLLAPSE (\_T("itemcollapse"))

#define DUI\_MSGTYPE\_ITEMACTIVATE (\_T("itemactivate"))

#define DUI\_MSGTYPE\_VALUECHANGED (\_T("valuechanged")) 改变值

#define DUI\_MSGTYPE\_SELECTCHANGED (\_T("selectchanged")) 选中改变

2、Duilib中的消息映射

//声明结束

#define DUI\_END\_MESSAGE\_MAP() \

{ \_T(""), \_T(""), DuiSig\_end, (DUI\_PMSG)0 } \

}; \

//定义消息类型--执行函数宏

#define DUI\_ON\_MSGTYPE(msgtype, memberFxn) \

{ msgtype, \_T(""), DuiSig\_vn, (DUI\_PMSG)&memberFxn}, \

//定义消息类型--控件名称--执行函数宏

#define DUI\_ON\_MSGTYPE\_CTRNAME(msgtype,ctrname,memberFxn) \

{ msgtype, ctrname, DuiSig\_vn, (DUI\_PMSG)&memberFxn }, \

//定义click消息的控件名称--执行函数宏

#define DUI\_ON\_CLICK\_CTRNAME(ctrname,memberFxn) \

{ DUI\_MSGTYPE\_CLICK, ctrname, DuiSig\_vn, (DUI\_PMSG)&memberFxn }, \

//定义selectchanged消息的控件名称--执行函数宏

#define DUI\_ON\_SELECTCHANGED\_CTRNAME(ctrname,memberFxn) \

{ DUI\_MSGTYPE\_SELECTCHANGED,ctrname,DuiSig\_vn,(DUI\_PMSG)&memberFxn }, \

//定义killfocus消息的控件名称--执行函数宏

#define DUI\_ON\_KILLFOCUS\_CTRNAME(ctrname,memberFxn) \

{ DUI\_MSGTYPE\_KILLFOCUS,ctrname,DuiSig\_vn,(DUI\_PMSG)&memberFxn }, \

//定义menu消息的控件名称--执行函数宏

#define DUI\_ON\_MENU\_CTRNAME(ctrname,memberFxn) \

{ DUI\_MSGTYPE\_MENU,ctrname,DuiSig\_vn,(DUI\_PMSG)&memberFxn }, \

//定义与控件名称无关的消息宏

//定义timer消息--执行函数宏

#define DUI\_ON\_TIMER() \

{ DUI\_MSGTYPE\_TIMER, \_T(""), DuiSig\_vn,(DUI\_PMSG)&OnTimer }, \

3、在代码中如何使用消息映射，比如把控件与消息响应函数关联？

在类的头文件里添加代码：DUI\_DECLARE\_MESSAGE\_MAP()

DUI\_BEGIN\_MESSAGE\_MAP(CDuiFrameWnd, WindowImplBase)

DUI\_ON\_CLICK\_CTRNAME(\_T("btnStartIssue"), btnStartIssueFunc)

DUI\_END\_MESSAGE\_MAP()

消息响应函数定义如下：void btnStartIssueFunc(TNotifyUI& msg);

其中”btnStartIssue”是按钮控件的name属性值。

4、windows标准消息处理和自定义消息处理

对于windows标准消息，在MessageHandler函数中直接处理，下面是一些标准消息：

#define WM\_NULL 0x0000

#define WM\_CREATE 0x0001

#define WM\_DESTROY 0x0002

#define WM\_MOVE 0x0003

#define WM\_SIZE 0x0005

#define WM\_ACTIVATE 0x0006

/\*

\* WM\_ACTIVATE state values

\*/

#define WA\_INACTIVE 0

#define WA\_ACTIVE 1

#define WA\_CLICKACTIVE 2

#define WM\_SETFOCUS 0x0007

#define WM\_KILLFOCUS 0x0008

#define WM\_ENABLE 0x000A

#define WM\_SETREDRAW 0x000B

#define WM\_SETTEXT 0x000C

#define WM\_GETTEXT 0x000D

#define WM\_GETTEXTLENGTH 0x000E

#define WM\_PAINT 0x000F

#define WM\_CLOSE 0x0010

#ifndef \_WIN32\_WCE

#define WM\_QUERYENDSESSION 0x0011

#define WM\_QUERYOPEN 0x0013

#define WM\_ENDSESSION 0x0016

#endif

#define WM\_QUIT 0x0012

#define WM\_ERASEBKGND 0x0014

#define WM\_SYSCOLORCHANGE 0x0015

#define WM\_SHOWWINDOW 0x0018

#define WM\_WININICHANGE 0x001A

#if(WINVER >= 0x0400)

#define WM\_SETTINGCHANGE WM\_WININICHANGE

#endif /\* WINVER >= 0x0400 \*/

#define WM\_DEVMODECHANGE 0x001B

#define WM\_ACTIVATEAPP 0x001C

#define WM\_FONTCHANGE 0x001D

#define WM\_TIMECHANGE 0x001E

#define WM\_CANCELMODE 0x001F

#define WM\_SETCURSOR 0x0020

#define WM\_MOUSEACTIVATE 0x0021

#define WM\_CHILDACTIVATE 0x0022

#define WM\_QUEUESYNC 0x0023

#define WM\_GETMINMAXINFO 0x0024

#pragma region Desktop Family

#if WINAPI\_FAMILY\_PARTITION(WINAPI\_PARTITION\_DESKTOP)

/\*

\* Struct pointed to by WM\_GETMINMAXINFO lParam

\*/

typedef struct tagMINMAXINFO {

POINT ptReserved;

POINT ptMaxSize;

POINT ptMaxPosition;

POINT ptMinTrackSize;

POINT ptMaxTrackSize;

} MINMAXINFO, \*PMINMAXINFO, \*LPMINMAXINFO;

#endif /\* WINAPI\_FAMILY\_PARTITION(WINAPI\_PARTITION\_DESKTOP) \*/

#pragma endregion

#define WM\_PAINTICON 0x0026

#define WM\_ICONERASEBKGND 0x0027

#define WM\_NEXTDLGCTL 0x0028

#define WM\_SPOOLERSTATUS 0x002A

#define WM\_DRAWITEM 0x002B

#define WM\_MEASUREITEM 0x002C

#define WM\_DELETEITEM 0x002D

#define WM\_VKEYTOITEM 0x002E

#define WM\_CHARTOITEM 0x002F

#define WM\_SETFONT 0x0030

#define WM\_GETFONT 0x0031

#define WM\_SETHOTKEY 0x0032

#define WM\_GETHOTKEY 0x0033

#define WM\_QUERYDRAGICON 0x0037

#define WM\_COMPAREITEM 0x0039

#if(WINVER >= 0x0500)

#ifndef \_WIN32\_WCE

#define WM\_GETOBJECT 0x003D

#endif

#endif /\* WINVER >= 0x0500 \*/

#define WM\_COMPACTING 0x0041

#define WM\_COMMNOTIFY 0x0044 /\* no longer suported \*/

#define WM\_WINDOWPOSCHANGING 0x0046

#define WM\_WINDOWPOSCHANGED 0x0047

#define WM\_POWER 0x0048

用户自定义消息，例如WM\_UPDATECOLOR

#define WM\_UPDATECOLOR WM\_USER+1

用户需要写消息处理函数，然后再MessageHandler中判断消息，然后调用消息处理函数。