

Using ActiveX Controls

Microsoft ActiveX Controls

- ⚡ Reusable software components that can be plugged into many different programs
- ⚡ Allows you to design & use custom controls
- ⚡ Like concept of hardware components
- ⚡ Expansion of OLE technology
 - Enables combining documents created with different apps into a single doc
 - ActiveX allows it to work in a distributed environment (e.g., the internet)

COM Technology

- ⚡ Microsoft's Component Object Model
- ⚡ Interface and interaction model
- ⚡ Defines how to construct ActiveX objects & how interfaces are designed
- ⚡ A COM "Interface":
 - Like a function call into an ActiveX object
 - COM specifies how function must be built & called
 - And how to pass data & events to/from controls
 - Not specific to any language
- ⚡ ActiveX controls can be used with many different tools (e.g., Access, FoxPro, VB)

Automation

- ⚡ Key technology in ActiveX
- ⚡ Enables an app embedded in another app to activate itself & control its part of the user interface
 - Does its thing and shuts itself down when user moves on
 - e.g., an Excel spreadsheet in a Word document

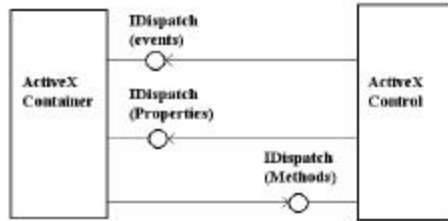
Servers and Containers

- ⚡ Embedding an ActiveX object in another app
- ⚡ Embedded object is implemented as an ActiveX "server"
- ⚡ Containing object called a "container"
- ⚡ A server can also be a container
 - (e.g., Internet Explorer)
- ⚡ ActiveX control: a special case of ActiveX server
 - ActiveX controls cannot run on their own
 - Stored in an .ocx file
- ⚡ In MFC any class derived from CWnd can be an ActiveX control container
- ⚡ COleControl is base class for ActiveX controls

Interaction between control & container

- ⚡ Occur through three IDispatch Interfaces
 - Events
 - Properties
 - Methods

IDispatch Interfaces



ActiveX Control Events

- ⚡ Notification messages sent from the control to the container application
 - Usually as a result of user action
- ⚡ Control sends event to container when something occurs inside control
 - e.g., mouse clicks, pressed buttons, expiring timers
- ⚡ Triggering of events done in the IDispatch interface in the container
- ⚡ Calls a handler function in the container
- ⚡ Two types: Stock & Custom

ActiveX Control Properties

- ⚡ Attributes of controls visible to and usually modifiable by container
 - Stock: e.g., background color, default font
 - Custom: related to functionality of control
- ⚡ Provided by container but maintained by control
- ⚡ Must also specify property aspects
 - name shown to container
 - internal variable used in code

ActiveX Control Methods

- ⚡ Functions exposed by control and called by container
- ⚡ Use Visual Studio Wizards to add methods to a control
 - Specify name, return type, & parameters

Adding an ActiveX Control to a Dialog Box

- ⚡ Right click on dialog box
 - Click "Insert ActiveX control"
 - "Insert ActiveX Control" dialog box appears
- ⚡ Scroll through ActiveX controls registered on system
 - Select the one you want
- ⚡ Click "OK" and control will be added

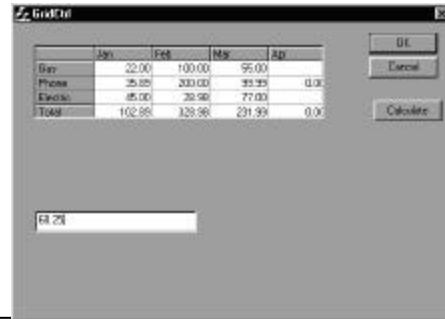
Configuring an ActiveX Control

- ⚡ Just as with other controls, use Class Wizard (Properties Box) to add message-handling functions and to associate with an MFC objects
- ⚡ Add member variables just as though it were a standard control
- ⚡ Most controls will have many properties exposed as variables and many methods (member functions)

An Example: Using the Microsoft Hierarchical Flex Grid Control

- ⌘ Grid Control
 - Like a mini spread sheet
 - Divided into rows and columns --> cells
 - Tracks active cells, size & contents of each cell
 - Data in a cell obtained through a member function call
 - You can:
 - Retrieve current row, cell, column information
 - Set attributes (font, size, contents) for current cell
 - Retrieve attributes of current cell

The GridCtrl App



Preparing the App

- ⌘ New MFC AppWizard (exe) application
 - Choose Dialog-based application type
 - In Advanced Features, make sure ActiveX Controls check box is selected
 - Name it GridCtrl

Adding the Microsoft ActiveX FlexGrid Control

- ⌘ Right click on App's dialog box
 - Click "Insert ActiveX control"
 - "Insert ActiveX Control" dialog box appears
- ⌘ Scroll through ActiveX controls registered on system
 - Select "Microsoft Flex Grid Control 6.0"
- ⌘ Click "OK" and control will be added to app's dialog box
- ⌘ Expand size of control

- ⌘ Click on grid control to bring up its properties box, change following properties:
 - ID: IDC_GRID
 - Rows: 5, Fixed Rows: 1
 - Cols: 5, Fixed Cols: 1
 - ScrollBars: 0-None
- ⌘ Add an edit control
 - ID: IDC_EDIT
- ⌘ Add a "Calculate" button
 - ID: IDC_CALC

- ⌘ Add and attach member control variables to edit and grid controls in the CGridCtrlDlg class:

Resource ID	Category	Type	Variable name
IDC_EDIT	Control	CEdit	m_edit
IDC_GRID	Control	CMSFlexGrid	m_grid

- ⌘ Add protected member variables to CGridCtrlDlg class:
 - BOOL m_bEditing
 - int m_nRow
 - int m_nCol

- ⚡ Add initialization code to CGridCtrlDlg::OnInitDialog
 - See listing
- ⚡ Use Class Wizard to add a "Button Click" event handler for the Grid control
 - Class: CGridCtrlDlg
 - Lightning bolt (Events)
 - Object ID: IDC_GRID
 - Message: Click
 - Handler Function: default ClickGrid()
- ⚡ Add code to ClickGrid()
 - See listing

Recomputing the Totals

- ⚡ Add a click event handler to the "Calculate" button
 - Object ID: IDC_CALC
 - Class: CGridCtrlDlg
 - Message: BN_CLICKED
 - Function: default OnCalc()
- ⚡ Add code to OnBnClickedCalc()
 - See listing
- ⚡ Build the Application