Child Window Controls: Scroll Bars, List Boxes, Combo Boxes, Edit Controls

Messages from Controls

Most work as follows:
- User interacts with the control
- WM_COMMAND message sent to parent window
- LOWORD(wParam) = Control ID
- wParam = control’s window handle
- HIWORD(wParam) = notification code
  • identifies what the user action was

Scroll Bars are a bit different

Scroll Bar Controls

- User interacts with a scroll bar
  - WM_HSCROLL or WM_VSCROLL message
  - Not WM_COMMAND as for other controls
    • wParam=0 (for attached scroll bar)
    • LOWORD(wParam)=notification code: user action
      - SB_LINEUP (up/left arrow pressed)
      - SB_PAGEDOWN (scroll area beneath/right of “thumb”)
      - SB_THUMBTRACK (scroll “thumb” pressed)
      - SB_THUMBPOSITION (scroll “thumb” released)

Scroll Bar Notification Codes

Lots of Scroll bar styles when creating it
- See online help on SBS_
- Default alignment for attached scroll bar: right side and bottom of window

Some Useful Scrollbar Functions:
- GetScrollPos()—Retrieve current position of thumb
- GetScrollRange()—Retrieve min/max value range
- SetScrollPos()—Set position of thumb
- SetScrollRange()—Set min/max value range
- ShowScrollBar()—Display scroll bar
  • 1st param: hWnd or hScrollBar
  • 2nd param: SB_CTL (standalone) or SB_VERT/SB_HORZ (attached scroll bar)
  • Others: position, range (2 values), etc., visibility flag

CScrollbar Class for Standalones

In Create() member function, include SB_HORZ or SB_VERT style

Make calls to member functions:
- SetScrollPos(), SetScrollRange(), ShowScrollBar(), etc.

Include ON_WM_HSCROLL or ON_WM_VSCROLL message mapping macros

Override Handler, e.g.:
void OnHScroll (UINT nCode , UINT nPos , CScrollBar * pSBar);
  • nCode = SB_*** notification code (user action)
  • nPos = latest thumb position for drags/releases
  nSBar, pSBar pointer to scrollBar, NULL (attached Scrollbars)
The SCROLL1 Example
- Stand-alone scrollbar allows user to enter an integer value between 0 and 50
- Current value is continually displayed in a static control
- See Scroll1 code on Example Programs web page for Win32 API version
- See Scroll1_mfc on Example Programs web page for MFC version

The SCROLL2 Example
- Win32 API Application
- Scroll Bar Attached to a Window
- Creates a window with a vertical scroll bar
- Puts 3 lines of text in client area
- User can scroll through the client area using scroll bar
  - Opposite direction from “normal” scrolling
- See Scroll2 code on Example Programs web page

Attached Vertical Scroll Bar in Doc/View MFC Apps
- Override View class’s OnCreate(...) member function to set range and position of vertical scroll bar
- Use Class Wizard to add: ON_WM_VSCROLL() message mapping macro and OnVScroll(...) handler function in View class:
  - void OnVScroll(UINT nSBCode , UINT nPos , CScrollBar * pScrollBar);
  - Add switch/case statements to handle SB_codes of interest...in OnVScroll() handler function
- See Scroll2_mfc Example Program

List Box Controls
- Lots of styles: see on-line help on LBS_
  - LBS_STANDARD very common
  - can send messages to parent
- Program communicates with list box by sending it messages; some common button messages:
  - LB_RESETCONTENTS, LB_ADDSTRING, LB_GETCURSEL, LB_GETTEXT, LB_DELETESTRING
- Some List Box Notification codes:
  - LBN_SELCHANGE, LBN_DBLCLK
- Combo boxes much like list boxes (CBS_, CB_, CBN_)
- MFC: Add to message map and add handler:
  • ON_LBN_*** (id, memberFtn)
  • void memberFtn( );
- Program examples: listbox, combo

EDIT CONTROLS
- For viewing and editing text
- Current location kept track of with a “carat”
  - A small vertical line
- Backspace, Delete, arrow keys, highlighting work as expected
- Scrolling possible (use WS_HSCROLL, WS_VSCROLL styles)
- No ability to format text with different fonts, sizes, character styles, etc.
- Use Rich Edit Control for this

Edit Control Styles
- Some common styles
  - ES_LEFT, ES_CENTER, ES_RIGHT,
  ES_MULTILINE, ES_AUTOVSCROLL,
  ES_PASSWORD
  - See Online Help on “Edit Styles”
Edit Control Text
- Text in an edit control stored as one long character string
- Carriage return <CR> is stored as ASCII code (0x0D,0x0A)
- <CR> inserted automatically if a line doesn’t fit and wraps
- NULL character inserted only at end of last line of text

Edit Control Messages
- User interacts with edit control,
  - WM_CONTROL message to parent
  - LOWORD(wParam) = Control ID
  - lParam = control’s window handle
  - HIWORD(wParam) = EN_*** notification code
    - identifies what the user action was
    - e.g., EN_CHANGE
    - See Online Help EN_***
- MFC: Add to message map and add handler:
  - ON_EN_*** (id, memberFtn)
  - void memberFtn();

Sending Messages to an Edit Box
- As with other controls use SendMessage()
- Some important messages
  - EM_GETLINECOUNT(multiline edit boxes)
    - Returns number of lines in the control
  - EM_GETLINE: Copy a line to a buffer
  - EM_LINEINDEX: Get a line’s character index
    - Number of characters from the beginning of edit control to start of specified line
  - EM_LINELENGTH to get length of line
- See Edit1 example program

MFC’s CEdit Class
- Some important member/inherited functions
  - SetWindowText(LPSTR)
    - Sends a WM_SETTEXT message
    - Copy text in buffer to the control
    - Replaces current contents
    - Parameter could be a CString
  - GetWindowText(LPSTR)
    - Sends a WM_GETTEXT message
    - Copies all lines in the control to the specified buffer
    - Parameter could be a CString
- Lots of others, see Online Help on CEdit

Child and Popup Windows
- Child Window Controls are predefined window controls (buttons, static text, etc.)
  - These are examples of *child windows*
- OK if controls have exact features required
- But sometimes we need custom child windows
  - Where we can have a WndProc() that does exactly what we want it to

Child Window
- Most common type of custom window
- Always attached to parent window
  - Always on top of parent
  - Parent minimized ➠ child disappears
  - Reappears when parent restored
  - Parent destroyed ➠ child also destroyed
- Used to deal with a specific task
  - e.g., getting user input
- Each has its own message-processing WndProc function
Popup window
- Same general properties as child window, but:
  - Not physically attached to parent
  - Can be positioned anywhere on screen
  - Handy if the user needs to move things around on client area

Creating and Using a Child Window – Win32 API
- 1. Register a new window class for child using `RegisterClass()`
  - Could be done in `WinMain()` or when needed in `WndProc()`
- 2. Create child window using `CreateWindow()`
  - Should have WS_CHILD style
- 3. Write separate message-processing function for child window

Sending Messages to a Child Window
- Use `SendMessage()` and specify:
  - Child window's handle
    - Obtained when the child window was created
  - Message ID & parameters

WM_USER Messages
- Defined in Windows.h as a number not used by predefined messages
- All higher numbers also unused by Windows
- Can use WM_USER + # for any type of activity
- Example--could have a header file containing:
  ```
  #define WM_MYKILLCHILD WM_USER
  // tell child window to vanish
  #define WM_MYMAXCHILD WM_USER+1
  // tell child window to maximize
  ```
- Use in child's WndProc() function’s switch/case
- Child windows can send messages to parent or to other child windows

CHILD EXAMPLE PROGRAM
- User clicks "Create" menu item:
  - Child window appears with "Destroy Me" button and some text
- User clicks "Send Message" menu item:
  - Caption on child window changes
- User clicks "Destroy Me" button in child window:
  - Child window disappears
- Both parent and child window have a line of text displayed in client areas

Details of CHILD Application
- 1. Register Child Window Class with `RegisterClass()`
  - Message processing function: `ChildProc()`
  - `ChildProc()` will receive messages from any windows based on this class
  - Class Icon: IDI_APPLICATION icon
  - Cursor shape: Load standard IDC_CROSS cursor
  - Background: LTGRAY_BRUSH background brush
  - Menu: None to be used here
- 2. Create Child Window using `CreateWindow()`
3. Menu item response
   - User clicks “Create” menu item (WM_COMMAND, IDM_CREATE)
     • Program’s WndProc() executes:
       if(!hChild)
         hChild = CreateWindow ("ChildClass", "Child Window", WS_CHILD |
         WS_THICKFRAME | WS_MINIMIZEBOX |
         WS_MAXIMIZEBOX | WS_CAPTION |
         WS_SYSMENU, 10, 30, 200, 150, hWnd, NULL, hInstance, NULL);
   - Logic allows only one child window at a time

Sending Messages

In Main Window’s WndProc()
   - User clicks “Send Message” menu item
   - WndProc() uses SendMessage() to send a WM_USER msg to child window

In Child’s ChildProc()
   - ChildProc()’s response to WM_USER from parent:
     • Uses SetWindowText() to set its caption bar
   - Response to creation (WM_CREATE):
     • CreateWindow() to create a “Destroy Me” pushbutton
     • 3-deep nesting of windows: Parent (main window), Child Window, Button Control
   - Response to expose event (WM_PAINT):
     • Output a line of text to child window client area
   - Response to user clicking button (WM_COMMAND):
     • Use GetParent(hChild) to get the parent’s window handle
     • Destroys itself with a call to DestroyWindow(hChild)
     • Send USER+1 message to parent

Main Window’s WndProc()’s response to this (WM_USER+1):
   - Set hChild to NULL so another child can be created
   - WndProc() also responds to expose events (WM_COMMAND) by outputting a line of text to main window’s client area
   - So text in both windows is visible whenever either is exposed

Child_mfc Example

Similar to Win32-API Example
   - Create the child window when user selects “Show” menu item
   - It in turn creates a “Destroy Me” push button
   - Change title of child window when user selects “Send” menu item
   - Child window’s push button destroys itself when clicked

Note the new class: Cchild is added to project
   - Right click on project to bring up Add Class dialog box
   - Also must #include “child.h” in Cview class to be able to use the new class

Child Windows -- MFC

1. Register window class with:
   AfxRegisterWndClass( UINT nClassStyle, HCURSOR hCursor,
   HBRUSH hbrBackground, HICON hIcon);
   • Returns a pointer to the class name (LPCSTR)
   • Can be used in CWnd::Create()
2. Add new child class derived from CWnd to project
   • Add message maps & handler functions as needed
3. Instantiate a new child object in view’s OnCreate()
   • Window class obtained from step 1
4. Use object’s Create() member function to create the child window
5. Invoke its (or its CWnd parent’s) member functions to alter its behavior/appearance
POPPUP WINDOWS

- Not restricted to the parent window’s client area
- Can appear anywhere on screen
- Handy for small utility programs
  - e.g., Window that shows current cursor position in a painting program
- Ideal for applications with multiple independent sections, e.g.:
  - Communications program with simultaneous terminal sessions in different popup windows
- Create with `CreateWindow()`
  - WS_POPUP style (mutually exclusive with WS_CHILD)
  - Coordinates are screen coordinates