

How to Read an Active X Control?

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My application is an MFC application but since MFC is essentially a Object Oriented wrapper for Win32 I am taking the liberty to post my question here. I also must confess that I am not an Active X programmer.

Here is my problem:

I have to read a text string from a non editable TextBox in an "alien" application. I say "alien" b'cas it is a third party application whose source code is not available to me. The third party vendor tells me that the non editable TextBox is implemented as an Active X Control.

The issues I have are as follows:

1. What must I do to get a handle (in MFC it would be a CWnd to the ACTIVE X Control)?
2. I Don t believe that Spy++ lists all the Windows that I can visually see in the target (i.e. third party) application. What are the Windows that Spy++ will EXCLUDE in its Windows Hierarchy display.
3. Once I get a handle (in MFC – CWnd) to an Active X window I can get the IUnknown to the Active X Control. Please let me know if this understanding of mine is correct. The IUnknown can be obtained by any one of the following calls:

```
LPUNKNOWN pUnk;  
IUnknown *pi=0;  
pUnk = localParentCWnd->GetControlUnknown();
```

If the ActiveX control is inside an ActiveX container then:

```
cmdTarg = (CCmdTarget *) localParentCWnd;  
pUnk = cmdTarg->GetControllingUnknown();
```

If the ActiveX Container has native Windows controls inside it then:

```
HRESULT hr = AtlAxGetControl(localParentCWnd->m_hWnd,&pi);
```

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