

microsoft.public.pocketpc.developer: Re: Funky weird dialog resize FINALLY!

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I never got an answer to this question...after about 5 hours of searching everything under the sun, it occurred to me that the dialog was getting resized when it was reactivated after the first time. Evidently, the `m_bFullScreen` hack is NOT considered by the parent class, at least not after it's loaded and displayed the first time.

The solution was to override the `OnActivate` and comment out the call to the parent, as such:

```
void CPTopTweakDlg::OnActivate(UINT nState, CWnd* pWndOther, BOOL
bMinimized)
{
    //CDialog::OnActivate(nState, pWndOther, bMinimized);
}
```

Evidently nothing was happening in the `OnActivate` anyway because everything seems to be fine. Stubbing it out solved the resize issue.

Posting this in case anybody else runs into this stupid problem.

Mike

michaelw@techemail.com (Mike Welch) wrote in message news:<b3ce3d49.0402261652.4b5003a4@posting.google.com>...
> *I have an app that's doing exactly what I want now, except one strange
> issue. The app was setup as a dialog (modal dialog). Per help here,
> I have turned off the full screen and OK button so it does precicely
> what I want. However, when I show the About/Help dialog, it comes up
> just fine too. But when I click OK on it, the underlying dialog then
> goes full screen. It gets resized!*
>
> *Below is the InitDialog routines, which is where I'd suspect the
> problem to be. However, maybe a Paint has to be trapped or something?
> It's strange that it changes size once the other dialog is gone.*
>
> *I tried doing a DoModal() on the help/about dialog, but that generated
> an error, I think because you can only have 1 modal dialog in an app,*

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> *or at least in the same thread because of how message handling works*
> *if I'm not mistaken. When I changed the DoModal() to a plain Show(),*
> *it then worked fine. However, an additional issue now is that*
> *technically you can return to the main dialog and open a second*
> *help/about dialog...third...nineteenth :) I can hack out a fix for*
> *this though. :)*
>
> *Thanks to everybody who helped here. I would have been really stuck*
> *without you guys.*
>
> *Mike*
>
>
> *Dialog 1:*
> -----
>
> *BOOL CPTopTweakDlg::OnInitDialog()*
> {
> *m_bFullScreen = FALSE; // Prevent full-screen mode when*
> *app is a dialog*
>
> *CDialog::OnInitDialog();*
>
> *SHDoneButton(m_hWnd, SHDB_HIDE); // Turn off OK button when app is*
> *a dialog*
>
> *SetIcon(m_hIcon, TRUE); // Set big icon*
> *SetIcon(m_hIcon, FALSE); // Set small icon*
>
> *CenterWindow(GetDesktopWindow()); // center to the PPC screen*
>
> *<snip>*
>
> *SetCheckboxResetValue(bAutoReset); // Automatically reset?*
>
> *} else*
> *this->EndDialog(IDOK); // This dialog is modal. This sets modal*
> *result which closes main*
>
> *return TRUE; // return TRUE unless you set the focus to a control*
> *}*
>
> *Dialog 2:*
> -----
>
> *BOOL CPocketopHelp::OnInitDialog()*
> {
> *m_bFullScreen = FALSE; // mw This prevents full-screen*
> *mode*
>
> *CDialog::OnInitDialog();*

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```
>  
> SHDoneButton(m_hWnd, SHDB_HIDE); // mw This turns off the OK  
> button  
>  
> return TRUE; // return TRUE unless you set the focus to a control  
> // EXCEPTION: OCX Property Pages should return FALSE  
> }
```