

Re: insert dialog

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-10/msg00785.html>

- *From:* "Tom Serface" <tserface@xxxxxxx>
 - *Date:* Thu, 20 Oct 2005 14:42:56 -0700
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Hi Frank,

Take a look at these articles and see if they help:

<http://www.codeproject.com/dialog/modelesschild.asp>
<http://www.codeproject.com/dialog/CRHChildDialog.asp>

Tom

"frank" <f_rubino@xxxxxxxxxxxx> wrote in message
news:%23xgiYmb1FHA.560@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
> A question regarding MS Visual C++ 6.0 and inserting a second dialog:
> Could someone tell me what additional steps to take in order to be
> able to add in a second dialog box after you have let the MFC Wizard
> create
> a working dialog project of lets say name of: FIRST?
> So far I have taken these steps and am getting error messages.
> steps:
> 1 In resources of FIRST clicked on insert dialog
> 2 New dialog gets ID of ID_Dialog1
> 3 Use wizard to Create new class CSecondDialog, with base class set to
> Cdialog
> 4 In the command button's code section that I want to have open the second
> dialog box I add the following lines:
> //create the second dialog window
> m_dlg.Second.Create(ID_Dialog1, this);
>
> //show the second dialog window
> m_dlg.Second.ShowWindow(SW_SHOW);
> 5 Include the header for this Second dialog at the top of the original
> dialog
> source code in the #include area with others, sidenote of what order
> here?
> #include "SecondDialog.h"
> 6 Include the header for the main FIRST dialog in the Seconddlg.cpp source
> code file
> for the second dialog
> #include "FIRSTDialog.h"
> 7 then in FIRST's message map area, after the public and protected area I

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> add:
> private:
> CSecondDlg m_dlgSecond;
> /*****
> *****/
> Ok what else needs to be done because the compiler complains of missing
> a semicolon before the member variable?
>
>
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