

VS2005 and VS 6.0

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- *From:* "saywhat" <no@xxxxxx>
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Is there a definitive reference for how to adapt the different features in 2005 for 6.0? e.g., I can't seem to figure out how to override functions like OnPaint, etc. I see them in the class view, but when clicked they lead me to the afxwin.h file's declarations.

Here's where the class wizard came in handy, I know that there's no more class wizard in .net but how to use that functionality without?

I need a friggin tutorial for this... just got VS2005 and want to start re-doing my 6.0 project. For now all I want is to override member functions for the MFC classes... any help here?

TIA

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