

Re: WM_COPY,WM_PASTER override in CEdit

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-07/msg00871.html>

- *From:* "mike" <nospamplease.com>
 - *Date:* Thu, 13 Jul 2006 12:18:58 -0400
-

As usual as soon as I post I find the answer. After tracing through the code I realized OnCopy() should return a value.

The declaration should be
afx_msg LRESULT OnCopy(WPARAM,LPARAM);

sorry.

"mike" <nospamplease.com> wrote in message
news:%23QNVJCppGHA.2360@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

I want to modify data that is copied from and to my application through the clipboard. Everthing works perfectly in debug mode but the app crashes in release version. The debugger doesn't display any exception errors or access errors in debug mode.

The problem has to do with the overrides to WM_COPY and WM_PASTE in my CEdit derived class.

These messages do not display through MFC's message map so I added them manually.

I have 2 edit controls in a dialog based app.

```
CCustEdit m_Edit1;  
CCustEdit m_Edit2;
```

```
In OnInitDialog() I subclass each edit  
m_Edit1.SubclassDlgItem(IDC_EDIT1,this);  
m_Edit2.SubclassDlgItem(IDC_EDIT2,this);  
The edits are not included in the DoDataExchange macro
```

In the release compiled version:

When the app runs, I enter data into edit1, highlight the data, and right click on the edit and click copy. The OnCopy override has no code at this time so the clipboard is not involved..

When my mouse simply moves into the edit2 space, the app crashes. I don't click in the box or anything, just the mouse move.

```
Spy shows this message after the WM_COPY on edit 1  
000B06EC R WM_CONTEXTMENU  
000B06EC P message 0x0118 (UnKnown) wParam 0000FFFF lParam BF8C3DCA  
000B06EC P message 0x0118 (UnKnown) wParam 0000FFFF lParam BF8C3DCA
```

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```
000B06EC S.WM_GETDLGCODE
000B06EC R WM_GETDLGCODE
fuDlgCode:DLGC_WANTARROWS|DLGC_HASSETSEL|DLGC_WANTCHARS
```

I've created a clean Dialog app with a simple derived CEdit class with overrides to the above commmands. Below is the derived class. Are these overrides illegal?

Is there something I'm not doing?

```
class CCustEdit : public CEdit
{
// Construction
public:
CCustEdit();

// Attributes
public:

// Operations
public:

// Overrides
// Class Wizard generated virtual function overrides
//{{AFX_VIRTUAL(CCustEdit)
//}}AFX_VIRTUAL

// Implementation
public:
virtual ~CCustEdit();

// Generated message map functions
protected:
//{{AFX_MSG(CCustEdit)
afx_msg void OnCopy();
afx_msg void OnPaste();
//}}AFX_MSG

DECLARE_MESSAGE_MAP()
};

////////////////////////////////////
// CCustEdit

CCustEdit::CCustEdit()
{
}

CCustEdit::~~CCustEdit()
```

```
{  
}
```

```
BEGIN_MESSAGE_MAP(CCustEdit, CEdit)  
//{{AFX_MSG_MAP(CCustEdit)  
ON_MESSAGE(WM_COPY, OnCopy)  
ON_MESSAGE(WM_PASTE, OnPaste)  
//}}AFX_MSG_MAP  
END_MESSAGE_MAP()
```

```
////////////////////////////////////
```

```
////////////////////////////////////
```

```
// Function name : CCustEdit::OnCopy
```

```
// Description :
```

```
// Return type : void
```

```
////////////////////////////////////
```

```
void CCustEdit::OnCopy()
```

```
{
```

```
}
```

```
////////////////////////////////////
```

```
// Function name : CCustEdit::OnPaste
```

```
// Description :
```

```
// Return type : void
```

```
////////////////////////////////////
```

```
void CCustEdit::OnPaste()
```

```
{
```

```
}
```