

Re: ? Modeless Dialog: No OnInitDialog, No Template (No Controls)

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-09/msg00332.html>

- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Mon, 04 Sep 2006 23:10:29 -0400
-

Create for a dialog is **not** the same as Create for a window; note that CDialog::Create actually does a ::CreateDialog call, not a ::CreateWindow call. Well, to be precise, it does a ::CreateDialogIndirect call. So there is **NO** reason to assume that CreateEx applies to a CDialog, and therefore using it is incorrect.

```
BOOL CDialog::Create(LPCTSTR lpszTemplateName, CWnd* pParentWnd)
{
... dropped irrelevant code from this text
```

```
HINSTANCE hInst = AfxFindResourceHandle(lpszTemplateName, RT_DIALOG);
HRSRC hResource = ::FindResource(hInst, lpszTemplateName, RT_DIALOG);
HGLOBAL hTemplate = LoadResource(hInst, hResource);
BOOL bResult = CreateIndirect(hTemplate, pParentWnd, hInst); // <= note this line!
FreeResource(hTemplate);

return bResult;
}
```

Compare this to CWnd::CreateEx:

```
BOOL CWnd::CreateEx(DWORD dwExStyle, LPCTSTR lpszClassName,
LPCTSTR lpszWindowName, DWORD dwStyle,
int x, int y, int nWidth, int nHeight,
HWND hWndParent, HMENU nIDorHMenu, LPVOID lpParam)
{
...stuff omitted here

AfxHookWindowCreate(this);
HWND hWnd = ::CreateWindowEx(cs.dwExStyle, cs.lpszClass,
cs.lpszName, cs.style, cs.x, cs.y, cs.cx, cs.cy,
cs.hwndParent, cs.hMenu, cs.hInstance, cs.lpCreateParams);

... stuff omitted here
if (hWnd == NULL)
return FALSE;
... stuff omitted here
return TRUE;
}
```

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Since you can't really use `::CreateWindow` or `::CreateWindowEx` to create a dialog, its usage is incorrect. I'm even surprised that it can create a window. So just don't call `CreateEx`.

On Mon, 4 Sep 2006 17:31:19 -0400, "Alec S." <@> wrote:

"Joseph M. Newcomer" <newcomer@xxxxxxxxxxxx> wrote in message
news:24vmf2h2eu7pfa59er2f4943d9raqcc52j@xxxxxxxxxxx

There is no `CreateEx` that creates a dialog, so you are doing something deeply wrong.

There*is* a `Create` method. That's what you should be using.

From what I understand, `CreateEx` allows you to create a window in the same way that `Create` does, but also set extended style

attributes in one step. Either way, I am using `Create` instead and manually setting the extended styles.

`CreateEx` would be inappropriate for the reasons given above

This is what I've got now:

```
CWWnd* pWnd = new CWWnd;  
pWnd->Create(IDD_DIALOG_A, NULL);
```

Why not do

```
pWnd->Create(CWWnd::IDD);
```

? It is easier to write, and avoids any need to reference the actual symbol used for the dialog ID.

```
pWnd->ModifyStyleEx(NULL,  
WS_EX_TOPMOST|WS_EX_TOOLWINDOW|WS_EX_LAYERED|WS_EX_TRANSPARENT);
```

I believe you have to do `SetWindowPos` to set the "topmost" property; I'm not sure that setting it in this way actually does anything. Many style bits cannot be changed after window creation, and some style bits cannot be changed just by `ModifyStyle`, but must be modified by calling an appropriate method, and the style bits merely reflect the change that the API method effected.

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```
pWnd->ModifyStyle(WS_CAPTION, NULL);
```

ModifyStyle takes two DWORD arguments, so why are you giving it a pointer argument such as NULL? I can believe

```
pWnd->ModifyStyle(WS_CAPTION, 0);
```

but I can't understand why you would think a NULL pointer represents a DWORD value

```
pWnd->MoveWindow(m_Left, m_Top, m_Width, m_Height);
```

How do you determine these values? If they are hardwired integers, you can assume they will only work correctly on your machine.

```
::SetLayeredWindowAttributes(pWnd->GetSafeHwnd(), NULL, m_Opacity,  
LWA_ALPHA);
```

It seems to work just fine.

Yes, it should work fine. But you said in your original message

however when I use CreateEx to spawn it modeless, the dialog's controls are not created.

which is exactly the behavior I would expect from calling CreateEx, since it is flat-out incorrect for creating a dialog.

joe

Joseph M. Newcomer [MVP]

email: newcomer@xxxxxxxxxxxxx

Web: <http://www.flounder.com>

MVP Tips: http://www.flounder.com/mvp_tips.htm

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