

Getting notification for dynamically added controls

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- *From:* Zapanaz <<http://joecosby.com/code/mail.pl>>
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On a similar note to my last question ...

I have a situation where I will present multiple data fields to the user which they can edit.

The number of fields can vary. I have a class which wraps there names and values nicely.

I can build a dialog in the editor and add the fields, but that's not really desireable. It would make more sense to just pass in the class which wraps these fields and construct the whole thing dynamically.

My first question, really, is whether I can just create a CDialog dynamically. I will need to create a subclass of course so I can do things like populate the data fields and read back the user entries.

But I am really not sure how much point there is to creating it in the editor. I mean theoretically I can just instantiate it, add the text labels/fields (CStatic and CEdit instances) then resize the dialog to fit them.

I dug around a little and found these articles

<http://msdn.microsoft.com/msdnmag/issues/06/09/CAtWork/>

<http://msdn.microsoft.com/msdnmag/code/?url=http://msdn.microsoft.com/msdnmag/issues/05/08/CAtWork/Default.a>

But although the author describes it as simple, it looks like a real mess. I downloaded his example code

<http://download.microsoft.com/download/2/e/9/2e9bde04-3af1-4814-9f1e-733f732369a3/CAtWork0508.exe>

and the majority of work seems to be in creating a template.

Is it possible to just use a default template? The original questioner mentioned DLGTEMPLATE, is that a default template I could use? I will end up dynamically sizing the dialog anyway, so any old

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template should work, at least from my point of view.

Second question. I know I should really do more research and trial-and-error on this before I ask the question, but I am worried I am going to get deep into it and have spent a lot of time on it and have painted myself into a corner.

If I am creating, for example, CEdits dynamically, instead of in the editor, they aren't going to have IDs. I guess for what I'm doing, I am just going to need to write default values to them, then read them when the user is done, so I don't know if I even need notifications.

But on the other hand, I often find I need to know when some things happen, like when the user clicks in an edit field.

Without actually trying it, I don't know if this will be a problem or not. I posted another question earlier today where I am running into difficulty trying to get notification when a user clicks in a dynamically-created CListCtrl subclass which doesn't have an editor-created ID.

(Somewhat ironically, the article I cite above that was the person's original question, but it doesn't appear that it ever gets answered.)

Is there a general way to handle this? Is there a way to create message map entries that don't require IDs? Or if not, is there a workable general way of generating IDs? And in the latter case, how do I put them in the message map?

anyway sorry if this is a frustrating question. I know there is a lot more work I could do before I ask it, it's still fairly vague. I suppose I am just trying to figure out if I am going to paint myself into a corner.

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Joe Cosby

<http://joecosby.com/>

When you give food to the poor, they call you a saint.

When you ask why the poor have no food, they call you a communist.

– Archbishop Helder Camara, Brazilian liberation theologian

:: Currently listening to Rattled, 1988, by The Traveling Wilburys, from "The Traveling Wilburys"

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