

Re: Catch WM_SIZE

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 - *Date:* Thu, 14 Aug 2008 08:25:01 -0700
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Thank for your answer but this is not what I need.

I want to intercept this message IN my DIALOG. Not in my derived class.

"Scott McPhillips [MVP]" wrote:

"Erakis" <Erakis@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:5BC2F5F0-D19B-4B3E-9881-EAC6B5000B32@xxxxxxxxxxxxxxxxxxxx

Hi,

How to catch the WM_SIZE message of a control created dynamically.
I mean :

```
BOOL CMyDialog::OnInitDialog()
{
    CDialog::OnInitDialog();

    // m_MyControl derived from CWnd
    m_MyControl.Create( NULL, _T(""), WS_VISIBLE, CRect(10, 10, 0, 0),
        this,
        1);
}
```

Add a WM_SIZE message handler in your derived-from-CWnd class. Use the Visual Studio IDE to do this and it will add the message map entry, and the OnSize function declaration, and a stub OnSize function definition.

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Scott McPhillips [VC++ MVP]