

Re: Dynamically created default CButton

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2007-04/msg00042.htm>

- *From:* "Timothy Dean" <tim.dean@xxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Fri, 13 Apr 2007 09:23:22 -0600
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Both:

If the visible button is the default button, it will trigger when the Enter key is pressed. If it is not the default, or not present, the button in the upper right will trigger when the Enter key is pressed.

For some reason, default buttons that are created at run time using Create and the BS_DEFPUSHBUTTON style do not work like normal default buttons created with the resource editor. When you press enter, the default button will not fire. Instead the OnOk message is fired. That is what is causing this challenge. If the default button would work like it is supposed to (as it does when it is created with the dialog editor), it wouldn't be a problem. So now I need to "roll my own" default button handler which is a challenge since the DM_GETDEFID message doesn't work either.

Timothy Dean

<r_z_aret@xxxxxxxxxxxxx> wrote in message
<news:604t131tkfibv2ibeogo8iiop6kaqupmr6@xxxxxxxxxxxxx>

On Thu, 12 Apr 2007 09:02:50 -0600, "Timothy Dean"
<tim.dean@xxxxxxxxxxxxxxxxxxxxxx> wrote:

I am talking about the OK button that you can optionally display in the upper right corner of the app in addition to, or replacing the X button. If a user clicks on that button, it will fire the OnOK message. If there was a default button on the page, I need to make sure NOT to fire the default button. If they hit enter on that page, as long as some other button doesn't have focus, the same OnOK message will fire. In that case, I need to search the page for a default button and execute that action. I could do

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some special handling in PreTranslateMessage, but this is definately not my preferred approach. Using OnOK is really not the preferred approach for this either.

The right approach is to use the DM_GETDEFID message which was created for this very purpose. Windows will fire this message when it needs to know if

I don't use MFC. So I'll answer in straight Win32 and then try to translate in MFC.

Straight Win32

Leave the button in the upper right corner and its handler alone. If another button is visible, make sure it has a unique Control ID. Then handle WM_COMMAND messages for that Control ID.

MFC

Leave the button in the upper right corner and its handler alone. If another button is visible, make sure its ID isn't IDOK, and assign a separate handler to it.

Both:

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Timothy Dean

"Dan McCarty" <dmccarty@xxxxxxxx> wrote in message news:1176328921.184618.24530@xx

On Apr 6, 10:12 am, "Timothy Dean" <tim.d...@xxxxxxxxxxxxxxxxxxxxxxxx> wrote:

There is a message that is supposed to handle this, DM_GETDEFID. This message will be sent to the parent window asking for the default button ID. This works great in Windows, but doesn't seem to fire at

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through.

Because when you dynamically create the button you haven't let MFC define the MESSAGE_MAP like it does when you create the button in the resource editor.

Just handle IDOK in a switch statement in your OnCommand or OnCmdMsg handlers and call OnButtonClick(), which is what MFC is doing anyway.

-Dan.

To reply to me, remove the underscores (_) from my email address (and please indicate which newsgroup and message).

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