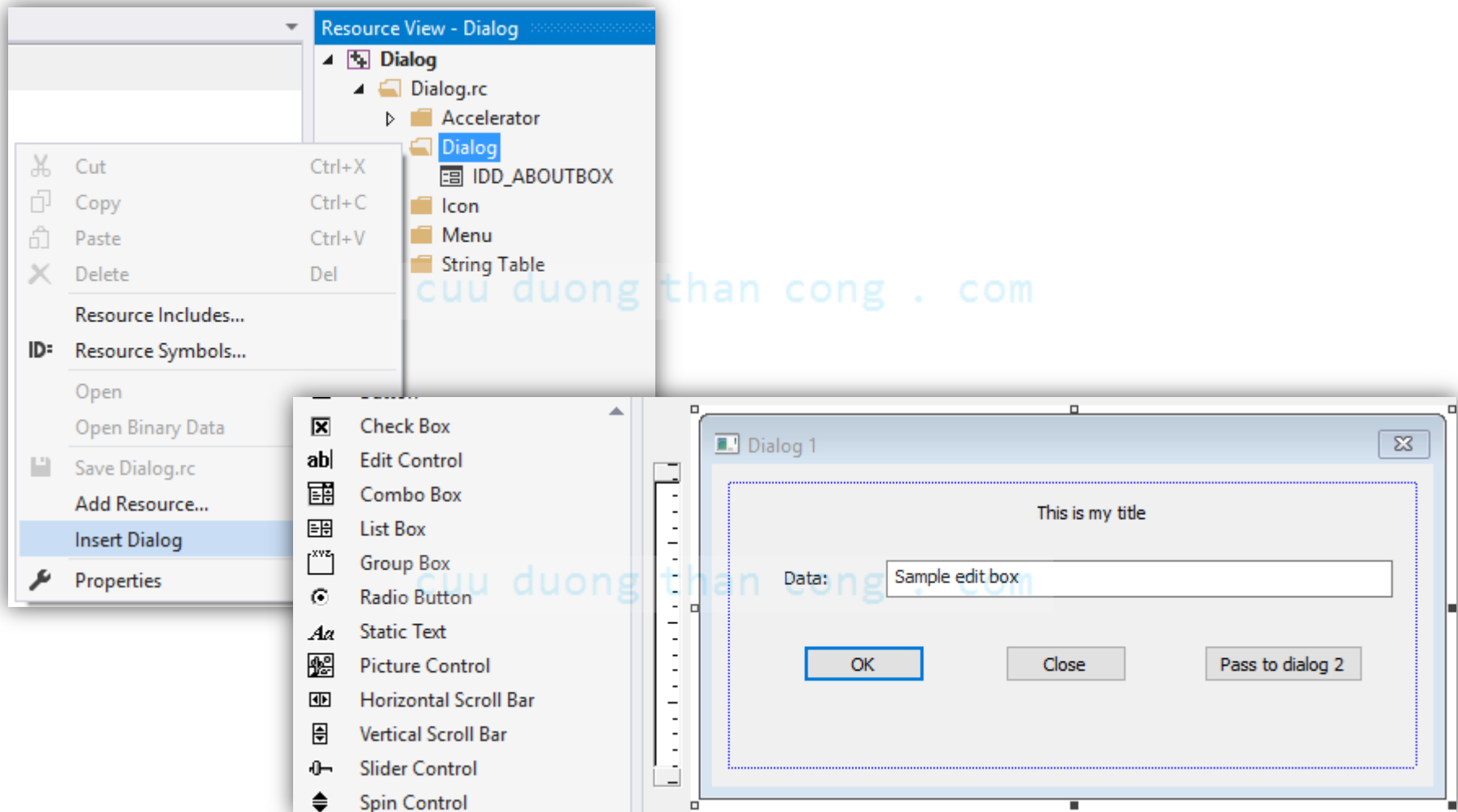


Dialog

Windows programming

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Create & design



Show & Destroy modal dialog

WndProc

```
result = DialogBox(hInst, MAKEINTRESOURCE(IDD_DIALOG1),  
    hWnd, Dialog1_WndProc);  
  
if (result == FALSE) {  
    MessageBox(0, 0, L"Fail", 0);  
} else if (result == TRUE) {  
    MessageBox(0, 0, L"Success", 0);  
}
```

Dialog1_WndProc

```
case WM_COMMAND:  
    int id = LOWORD(wParam);  
    switch (id) {  
    case IDC_OK:  
        EndDialog(hDlg, TRUE);  
        return (INT_PTR)TRUE;  
        break;  
    case IDC_CLOSE:  
        EndDialog(hDlg, FALSE);  
        return (INT_PTR)TRUE;  
        break;
```

Other message to handle

❑ WM_INITDIALOG

- Just like WM_CREATE: handle login on creating dialog

```
case WM_INITDIALOG:  
    // Display data stored from global buffer  
    SetDlgItemText(hDlg, IDC_EDIT1, g_buffer);  
    return (INT_PTR)TRUE;
```

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Back to basic

❑ MessageBox

```
if (MessageBox(0, 0, L"Success", MB_YESNOCANCEL) == IDCANCEL) {  
    // == IDYES  
    // == IDNO  
}
```

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❑ Return value of **EndDialog** function

```
case WM_COMMAND:  
    int id = LOWORD(wParam);  
    switch (id) {  
        case IDC_OK:  
            EndDialog(hDlg, TRUE);  
            return (INT_PTR)TRUE;  
            break;  
        case IDC_CLOSE:  
            EndDialog(hDlg, FALSE);  
            return (INT_PTR)TRUE;  
            break;
```

Modeless dialog

HWND CreateDialog(

HINSTANCE hInstance,

LPCTSTR lpTemplate,

HWND hWndParent,

DLGPROC lpDialogFunc

);

DestroyWindow

Basic operations

- ❑ **GetDlgItem**
- ❑ **GetDlgItemText**
- ❑ **SetDlgItemText**
- ❑ **SendDlgItemMessage**
- ❑ **CheckDlgButton**
- ❑ **CheckRadioButton**
- ❑ **IsDlgButtonChecked**