

The scratch window

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Sometimes you need a quick and dirty window and you don't want to go through all the hassle of registering a class for it. For example, you might need a window to do a brief snippet of DDE, or you just need a window to own a message box.

To save yourself the trouble of registering a class for every single weenie thing you might need a window for, you can get lazy and register a single "scratch window" class and simply subclass it on an as-needed basis.

```
ATOM RegisterScratchWindowClass(void)
{
    WNDCLASS wc = {
        0,                // style
        DefWindowProc,   // lpfnWndProc
        0,                // cbClsExtra
        0,                // cbWndExtra
        g_hinst,         // this file's HINSTANCE
        NULL,            // hIcon
        LoadCursor(NULL, IDC_ARROW), // hCursor
        (HBRUSH)(COLOR_BTNFACE+1), // hbrBackground
        NULL,            // lpszMenuName
        TEXT("Scratch"), // lpszClassName
    };
    return RegisterClass(&wc);
}

HWND
CreateScratchWindow(HWND hwndParent, WNDPROC wp)
{
    HWND hwnd;
    hwnd = CreateWindow(TEXT("Scratch"), NULL,
                       hwndParent ? WS_CHILD : WS_OVERLAPPED,
                       0, 0, 0, 0, hwndParent, NULL, NULL, NULL);

    if (hwnd) {
        SubclassWindow(hwnd, wp);
    }
    return hwnd;
}
```

Now if you need a quick one-off window, you can just create a scratch window instead of creating a custom window class just to handle that specific task.

We'll see the scratch window in action soon.



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