

Under what circumstances will a dialog box not use the caption specified in the resource file?

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Could it be space aliens?

Under what circumstances will a dialog box not use the caption specified in the resource file? In particular, we have a modal dialog box that is not using the caption from the resource file. Even if we explicitly call `SetWindowText` from within the `WM_INITDIALOG` handler, the call succeeds but the caption remains unchanged.

The dialog box's initial title is the value specified in the resource template. And if you set it again in the `WM_INITDIALOG` handler, then that new title overwrites the title from the resource template. Perhaps the problem is that some other code that runs after your `WM_INITDIALOG` handler is changing the title yet again.

The customer sheepishly wrote back,

[banging head against the wall]

Being skeptical that there could ever be anything else overwriting the code I went to debug with Spy++. After some considerable effort I found out that yes, further down ~30 lines there's a call to `SetWindowText` that changes the title to something else.

Thanks for making me look again.

Sometimes the fault is not in our stars but in ourselves.

Raymond Chen

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