

ActiveX Control Containment: Overview

The ActiveX control containment component adds ActiveX control support to your application. Once you have inserted this component, your application can support embedded ActiveX controls in any **CCmdTarget**-derived class, such as a dialog or view.

[ActiveX Control Containment: Specifics](#)

[ActiveX Control Containment: Results](#)

ActiveX Control Containment: Specifics

To support ActiveX control containment, a project must include `afxdisp.h` and a call to **AfxEnableControlContainer** in the **InitInstance** function. This function is a member of the project's **CWinApp**-derived class.

For more information on ActiveX control containment, see topics on the ActiveX Control Containers in the Details section of *Adding User Interface Features*. You can also see the Container Application section in the *Visual C++ Tutorials*.

ActiveX Control Containment: Results

When the component is inserted, two lines are added in two files of the project.

- The first line is an include file, `afxdisp.h`, that is needed by any embedded ActiveX control. It is placed at the end of your `stdafx.h` file. `Afxdisp.h` is one of many include file provided by Microsoft and should not be modified in any way.
- The second line is a call to the function **AfxEnableControlContainer**, a global function provided by Microsoft. It is placed at the beginning of your application's **InitInstance** function. This function can be found in `PROJECT.CPP`, where `PROJECT` is the name of the project. This function enables support for ActiveX control containment.

Both lines of code are suffixed by the comment:

```
//added by OCC component
```

Once you have inserted this component, see the article "ActiveX Control Containers: Inserting a Control into a Control Container Application" in the Details section of *Adding User Interface Features* in the *Visual C++ Programmer's Guide*.

