Schedule/VBX Sample 4 - Visual C++ MFC RunTime View Demonstrator

Sample 4 is a Visual C++ sample application designed to demonstrate the use of Schedule/VBX within the Visual C++ environment. It shows how to create a Schedule/VBX control both in a view window at run-time and in a dialog at design-time.

To demonstrate the run-time functionality it uses the OnInitialUpdate function for a view to create a pointer to a CScheduleVBX class instance. It then sets variables in this instance to initialize the views. The “View” menu will let the User select between several viewing modes for the control. You can also invoke multiple instances of the control and set each to a different view. The OnSize function is also overridden and used to resize the Schedule/VBX control to the size of the view client area.

There is also an example of using the control within a Dialog. The “Dialog...” menu option invokes the DoModal for the dialog and displays it. The SchedDlg Dialog class uses the OnInitDialog routine to initialize the screen for the dialog.

Both the Dialog code and the View code create an instance of the CScheduleVBX class. This is a class wrapper derived from the MFC VBControl class. This class is fully defined within the SCHEDULE.H file. Examine this file for additional member routines for setting and getting the property values in the Schedule/VBX control. All the DLL Calls are also prototyped within this H file as well as several routines for extracting parameters off the stack from event callbacks.

Note that the files in the Sample4 directory are the source code only files. If you load this project into Visual C++ you will have to rebuild the Programmer Data Base (PDB file) and the Class Wizard (CLW file) before fully compiling and debugging. These are automatic operations within Visual C++, simply load the project MAK file and issue a Rebuild All command.