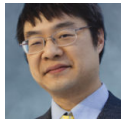


Modifying the CS_NOCLOSE style does affect all windows of the class, just not necessarily in an immediately noticeable way

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In a discussion of [how not to disable the Close button](#), Rick C claims that [changing the style does not affect windows that are already created](#).

Actually, it does. You can't see it, but the effect is there.

Take our [scratch program](#) and make these changes:

```

DWORD CALLBACK NewThread(void *)
{
    CreateWindow(
        TEXT("Scratch"),
        TEXT("Scratch 2"),
        WS_VISIBLE | WS_OVERLAPPEDWINDOW,
        CW_USEDEFAULT, CW_USEDEFAULT,
        CW_USEDEFAULT, CW_USEDEFAULT,
        NULL, NULL, g_hinst, 0);

    MSG msg;
    while (GetMessage(&msg, NULL, 0, 0)) {
        TranslateMessage(&msg);
        DispatchMessage(&msg);
    }

    return 0;
}

void OnChar(HWND hwnd, TCHAR ch, int cRepeat)
{
    DWORD id;

    switch (ch) {
    case ' ':
        SetClassLong(hwnd, GCL_STYLE,
            GetClassLong(hwnd, GCL_STYLE) ^ CS_NOCLOSE);
        break;

    case '+':
        CloseHandle(CreateThread(0, 0, NewThread, 0, 0, &id));
        break;
    }
}

HANDLE_MSG(hwnd, WM_CHAR, OnChar);

```

Run this program, hit the **+** to open another window, then hit the space bar to set the `CS_NOCLOSE` style.

The window that is passed to `SetClassLong` updates its close button, but the other window does not.

But this is purely a visual artifact. If you try to click on the close button of either window, it will not work.

So don't change the `CS_NOCLOSE` style thinking that it affects just your window. It actually affects all windows of the class. But it may not look that way at a casual glance.

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