

Adding Coolant On Off Buttons to Main Dialog Face

Refer to [How to Edit KMotionCNC Faces.pdf](#) for opening KmotionCNC source files.

- 1) In Visual Studio click on Resource View >KMotionCNC>KMotionCNC.rc>Dialog and open IDD_KMOTIONCNC_&_CUSTOM.
- 2) Copy & Paste one of the buttons. I copied & Pasted the “edit” button for fixture offset. Click on new pasted button and in the Properties for button change the ID to IDC_OnCoolant. And change the Caption to CoolantOn. Then resize button to desired size. Now repeat the above for the Coolant Off button.
- 3) Go to File menu and save. Now click View>Solution Explorer. Open KMotionCNC>Source Files and open KMotionCNCDlg.cpp file.

At the bottom of the.....

```
"BEGIN_MESSAGE_MAP(CKMotionCNCDlg, CDlgX)
//{{AFX_MSG_MAP(CKMotionCNCDlg)"
```

Add the following code

```
ON_BN_CLICKED(IDC_OnCoolant, &CKMotionCNCDlg::OnBnClickedOnCoolant)
ON_BN_CLICKED(IDC_OffCoolant, &CKMotionCNCDlg::OnBnClickedOffCoolant)
END_MESSAGE_MAP()
```

Find this statement

```
void CKMotionCNCDlg::OnBnClickedSpindleoff()
{
    Interpreter->InvokeAction(5,FALSE); // do the defined action for M Code
}
```

And add these statements below the SpindleOff statement above....

```
void CKMotionCNCDlg::OnBnClickedOnCoolant()
{
    Interpreter->InvokeAction(8,FALSE); // do the defined action for M8 Code
}

void CKMotionCNCDlg::OnBnClickedOffCoolant()
{
    Interpreter->InvokeAction(9,FALSE); // do the defined action for M9 Code
}
```

- 4) Go to File menu and save. Next in the Solution Explorer open KMotionCNC>Header Files and open KMotionCNC.h.

At the bottom below this statement

```
afx_msg void OnBnClickedSpindleoff();
```

add these 2 statements....

```
afx_msg void OnBnClickedOnCoolant();
afx_msg void OnBnClickedOffCoolant();
```

- 5) Go to File menu and Save all. Then go to Build menu and Rebuild KmotionCNC. See if there are any errors. If not hit F5 keyboard button to Start Debugging , this will launch KMotionCNC.