
Subject: Mouse over button example -"catch me if you can..."

Posted by [fudadmin](#) on Sun, 26 Mar 2006 11:48:59 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
//this demonstrates how to install some useful callbacks... :)
```

```
class MoButton : public Button {
    bool wasHere;
public:
    typedef MoButton CLASSNAME;
    Callback WhenMouseEnter, WhenMouseLeave;
    virtual void MouseEnter(Point p, dword f) {wasHere=true; WhenMouseEnter();}
    virtual void MouseLeave();
    void SetWasNotHere() {wasHere=false;}
```

```
    MoButton(){};
    ~MoButton(){};
};
```

```
void MoButton::MouseLeave() {
    if (wasHere){
        ReleaseCapture(); //do I really need this?
        wasHere=false;
        WhenMouseLeave();
    }
}
```

```
class App : public TopWindow {
    MoButton opener;
    TopWindow info;
public:
    typedef App CLASSNAME;
    void openerIn();
    void openerOut();
    void openerFix();
```

```
    App();
};
```

```
void App::openerIn(){
    info.BottomPosZ(5, 200).HSizePos(200, 200); //use it here if you want to adjust according to
    button pos...
```

```
    if(!info.IsOpen()) { info.Open(); opener.SetFocus(); }
}
```

```

void App::openerOut(){
    if(info.IsOpen()) { info.Close(); }
}

void App::openerFix(){
    if(info.IsOpen()) { info.SetFocus(); opener.SetWasNotHere(); }
}

App::App() {
    Add(opener.TopPosZ(5, 50).LeftPos(10, 250));
    opener.SetLabel("opener test Button Mouse-In Mouse-Out");

    info.Title("Catch me if you can!... :)");

    opener.WhenMouseEnter = THISBACK(openerIn);
    opener.WhenMouseLeave = THISBACK(openerOut);
    opener.WhenPush = THISBACK(openerFix);

    OpenMain();
    Sizeable().Zoomable();
    Title("Mouse Over Button");
}

GUI_APP_MAIN
{
    App().Run();
}

```

feel free to criticize and improve...
