Subject: ToolButton: Label Patch!
Posted by tojocky on Thu, 10 Jun 2010 13:56:51 GMT
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Hello all!

I propose to change a little Label method from ToolButton class:
from:
ToolButton& Label(const char *text, int kind = ToolButton::RIGHTLABEL);
to:
ToolButton& Label(const char *text, int kind);
ToolButton& Label(const String &text) {Label(text, text.IsEmpty() ? ToolButton::NOLABEL : ((kind = ToolButton::NOLABEL)||(kind = ToolButton::FORCE)) ? ToolButton::RIGHTLABEL : kind);};

In this case, when i set label, kind option will change and did not call sepparate method "ToolButton& Kind(int _kind)"

and cpp file:
from:

```
ToolButton& ToolButton::Label(const char *text, int _kind)
{
 if(!(kind & FORCE)) {
  kind = _kind;
  Refresh();
 }
 Text(text);
 return *this;
}
```

to:

```
ToolButton& ToolButton::Label(const char *text, int _kind)
{
 if(_kind!=kind) {
  kind = _kind;
  Refresh();
 }
 Text(text);
 return *this;
}
```