Subject: Label and Focus
Posted by forlano on Wed, 26 Dec 2007 09:45:04 GMT
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Hello,

I put a picture made with the iml designer inside a label to build a piece of a chessboard. I can drag it over an empty layout with this snippet:

```
void Chessboard::LeftDown(Point pos, dword flags)
{   if (!piece.HasCapture()) piece.SetCapture();
 else piece.ReleaseCapture();
}


void Chessboard::MouseMove(Point pos, dword flags)
{
    p = pos;
    if (piece.HasCapture()) piece.LeftPosZ(p.x - D/2, D).TopPosZ(p.y - D/2, D);
  Refresh();
}
```

Unfortunately the piece is moved even when I click click and drag OUT of the label size.
Perhaps I've programmed in a bad way, but now I need to know when I leftclick if I clicked the label or the empty layout. Is there a way?
In future, with many pieces on the board (32), I need to recover the name/adress of the piece. In this case a button with a focus maybe a better ctrl? By the way, in the previous snippet If I change the Label with a Button I'm not able to click and drag anything.

Thank you,
Luigi

PS: I attach the whole package, just other few lines, for a better understanding