Subject: Re: Label and Focus
Posted by mirek on Wed, 26 Dec 2007 10:28:39 GMT

forlano wrote on Wed, 26 December 2007 04:45Hello,

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

Uh, there is a couple of problems with your code. In fact, it works only very accidentally

Instead of going into details: I would never do this using Label to represent individual pieces. Instead, pieces should not be widgets! Make an array of pieces (16 + 16), when clicking board position, identify the piece standing on it, then SetCapture for the board and move the piece.

Long time ago I was experimenting with simple chess algorithm (only 5x5 board and peons). There is no dragging, but perhaps you could find it helpful... attaching.

Mirek

File Attachments

1) Chess.zip, downloaded 346 times