
Subject: Re: Label and Focus

Posted by [mirek](#) on Wed, 26 Dec 2007 10:28:39 GMT

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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 358 times
