
Subject: How do I text overlay an image in a Upp::Button ?

Posted by [jlfranks](#) on Sat, 26 Jan 2008 00:08:48 GMT

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I have a virtual keyboard layed out with Upp Buttons.
The goal is to show an image bitmap keycap that does not
have a letter embedded in it, i.e. a blank key cap.

Next, we want to set the label text with a single letter for
that particular button. The reason for doing this is to avoid
creating tons of keycaps (upper/lower case) for each character set for locals of interest (including
Asian).

The problem is that the Button widget lays out the image to one side of the label. We want the text
to overlay the image.

The keycap is dark background, and the ink for the text should be white.

Is there a way of accomplishing this short of writing a custom widget?

--jlf
