Subject: Mouse over button example -"catch me if you can..."
Posted by fudadmin on Sun, 26 Mar 2006 11:48:59 GMT
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```
#include <CtrlLib/CtrlLib.h>
//this demonstrates how to install some useful callbacks... :)

class MoButton : public Button {
    bool wasHere;
public:
 typedef MoButton CLASSNAME;
 Callback WhenMouseEnter, WhenMouseLeave;
 virtual void   MouseEnter(Point p, dword f) {wasHere=true; WhenMouseEnter();}
 virtual void   MouseLeave();
 void SetWasNotHere() {wasHere=false;}

 MoButton(){;}
 ~MoButton(){;}
};

void  MoButton::MouseLeave() {
 if (wasHere){
  ReleaseCapture(); //do I really need this?
  wasHere=false;
  WhenMouseLeave();
 }
}


class App : public TopWindow {
 MoButton opener;
 TopWindow info;
public:
 typedef App CLASSNAME;
 void openerIn();
 void openerOut();
 void openerFix();

 App();
};

void App::openerIn(){
 info.BottomPosZ(5, 200).HSizePos(200, 200); //use it here if you want to adjust according to
button pos...

 if(!info.IsOpen()) { info.Open(); opener.SetFocus(); }
}
```

```
void App::openerOut(){
 if(info.IsOpen()) { info.Close(); }
}

void App::openerFix(){
 if(info.IsOpen()) { info.SetFocus(); opener.SetWasNotHere(); }
}

App::App() {
 Add(opener.TopPosZ(5, 50).LeftPos(10, 250));
 opener.SetLabel("opener test Button Mouse-In Mouse-Out");

 info.Title("Catch me if you can!... :)");

 opener.WhenMouseEnter = THISBACK(openerIn);
 opener.WhenMouseLeave = THISBACK(openerOut);
 opener.WhenPush = THISBACK(openerFix);

 OpenMain();
 Sizeable().Zoomable();
 Title("Mouse Over Button");
}


GUI_APP_MAIN
{
 App().Run();
}
```

feel free to critisize and improve...
