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Subject: how to simulate text links?

Posted by [bonami](#) on Fri, 19 Jun 2009 02:27:42 GMT

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i need to write a couple of lines of text and when user clicks one, an image is shown. Thus, they are much like text links in web browsers. How to?

in Paint(),

```
w.DrawRect(GetSize(), SColorFace());
```

```
w.DrawText(0, 0, "Graphical introduction", Arial(30).Underline(), Blue);
```

Then how to determine the text's area so that I know user clicks on it? `Font::GetHeight()` may be working, but how about the width? `FontInfo::GetWidth(int)` seems okay, but i'll have to count the characters one by one. Is there an easy way please? thank you.

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