
Subject: Re: Different color for three state option button

Posted by [forlano](#) on Wed, 12 Apr 2006 09:55:16 GMT

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fudadmin wrote on Wed, 12 April 2006 03:38Ok, Luigi, it' time for you to learn image designer...
Try and tell how it works...

P.S I haven't tested the logic and all functionality properly. This is a quick sample. Try to improve...

Any questions - just ask...

Unzip into ForlanoOption folder (no folders inside!)

Aris,

It works as all your code although this time it is not at all friendly and in the laizy people style

If I desire a three state button with no standard images I think should be enough a declaration as this:

```
btnOpt.Add("Label_text", img1thState, img2thState, img3thState);
```

where img1thState, img2thState, img3thState are the images defined in the *.iml file.

Moreover it could be useful a method that set the position of the text with respect the image:

```
btnOpt.TextvsImage(LEFT); // test at the left of the image  
btnOpt.TextvsImage(RIGHT); // test at the left of the image
```

The bottom and top case can be resolved with a separate label below of upper the button. Then, in the U++ style, should be possible the following line:

```
btnOpt.Add("Label_text", img1thState, img2thState, img3thState).TextvsImage(LEFT);
```

The same for a two state button:

```
btnOpt.Add("Label_text", img1thState, img2thState).TextvsImage(LEFT);
```

The minimum dimension of the button should be calculate considering the text lenght and the greatest of the three image dimension.

If I've not said silly thing I'll put this post in the wish list.

Luigi
