
Subject: OptionImage ctrl: how to make it better...

Posted by [fudadmin](#) on Wed, 12 Apr 2006 15:24:38 GMT

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Ok, I'm posting my a bit improved OptionImage control version and we can discuss it here...

```
class OptionImage : public Option {
protected:
    Image imgYes, imgNo, imgMaybe;
public:
    virtual void Paint(Draw& draw);
    OptionImage& SetImage(const Image& m1, const Image& m2, const Image& m3)
        { imgYes = m1; imgNo = m2; imgMaybe = m3; Refresh(); return *this; }
    OptionImage& SetImage(const Image& m1, const Image& m2)
        { imgYes = m1; imgNo = m2; Refresh(); return *this; }

    OptionImage& ThreeState(bool b = true)          { threestate = b; notnull = false; return *this; }

typedef OptionImage CLASSNAME;
OptionImage();
~OptionImage(){};
};

OptionImage::OptionImage()
{

}

void OptionImage::Paint(Draw& w) {
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0, 0, sz.cx, sz.cy, SColorFace);
    Size isz = imgYes.GetSize(); //although maybe it would be good to calc from the biggest...?
    Size tsz = GetSmartTextSize(w, label, font);
    int ty = (sz.cy - tsz.cy) / 2; //text up-down
    int iy = (tsz.cy - isz.cy) / 2 + ty;
    bool ds = !IsShowEnabled();

    Image m = (!notnull || threestate) && IsNull(option) ? ds ? imgMaybe
        : IsPush() ? imgYes
        : imgMaybe :
    option == 1 ? ds ? (switchimage ? imgYes : imgYes)
        : IsPush() ? (switchimage ? imgYes : imgYes)
        : (switchimage ? imgYes : imgYes)
        : ds ? (switchimage ? imgNo : imgNo)
        : IsPush() ? (switchimage ? imgNo : imgNo)
        : (switchimage ? imgNo : imgNo);
```

```
w.DrawImage(0, iy, m);  
// if(!switchimage) //for borders - need to adjust sizes...  
// w.DrawImage(0, iy, ds ? CtrlImg::optionedged : blackedge ? CtrlImg::blackoptionedged :  
CtrlImg::optionedged);  
  
DrawSmartText(w, isz.cx + 4, ty, tsz.cx, label, font, ds ? SGray : SBlack, VisibleAccessKeys() ?  
accesskey : 0);  
//text length problem - tsz.cx - doesn't work? adjust your size in *.lay... :)  
}
```

Now it works with assigned images from *.iml:
(with autosize from the 1st img - yes...)

```
opt3.SetLabel("Avail?"); //todo: doesn't show all text if long... - adjust your size in *.lay... :)  
opt3.ThreeState(true).SetImage( imgYes(), imgNo(), imgMaybe());
```

P.S. Unzip into ForlanoOption folder (no folders inside!)

File Attachments

1) [ForlanoOption.zip](#), downloaded 1726 times
