Subject: Re: Moving child ctrl, runtime, by mouse and keyboard
Posted by mirek on Mon, 15 Feb 2010 14:15:10 GMT

Sc0rch wrote on Fri, 29 January 2010 04:43Hi all,

I've got non-trivial problem, no testcase, sorry =(

Need to move the ctrls in layout, at runtime, using mouse and keyboard. I need it for dynamic GUI editing. Please, give me a little advice how to realize this more optimally and more in upp-style.

And also, how to get the type of ctrl? something like GetDesc() ?

Best regards,
Anton

This is sort of tricky, as widget tends to "eat" your mouse inputs, right?

In the past, I solved this issue by putting transparent with empty Paint on top of all widgets I wanted to move - that way, you will still see widgets through and you will get the desired mouse inputs redirected to your designer.

Type of ctrl - what about using dynamic_cast?

Mirek