
Subject: Proposal: add IsReadOnly() handling inside ButtonOption

Posted by [Mindtraveller](#) on Sat, 01 May 2010 14:07:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Imagine a common situation: you have a number of choices and you want to make exactly one of them chosen/selected. One way to do this is to make a number of ButtonOption controls and handle switching between them. Generally it is easily done in U++.

The problem is when user clicks already "selected" ButtonOption. This way it becomes unselected, which is commonly not the best idea. The better idea is to make "chosen" button irresponsible to user clicks, while other buttons are, contrary, ready to be clicked and become "chosen".

I've made a number of attempts to make "chosen" button option irresponsible to user clicks and failed. Digging into code revealed that there is no way to make it. So I propose handling Editable/ReadOnly flag for ButtonOption. This requires a little patch which IMO won't break any compatibility yet making ButtonOption more flexible:

```
(Button.cpp)void ButtonOption::LeftDown(Point, dword) {  
    if (IsReadOnly())  
        return;  
    push = true;  
    Refresh();  
}
```

```
void ButtonOption::LeftUp(Point, dword) {  
    if (IsReadOnly())  
        return;  
    option = !option;  
    push = false;  
    UpdateActionRefresh();  
}
```

```
void ButtonOption::MouseMove(Point, dword flags) {  
    if (IsReadOnly())  
        return;  
    bool p = !(flags & K_MOUSELEFT);  
    if (push != p) {  
        push = p;  
        Refresh();  
    }  
}
```

File Attachments

1) [bopt-disable.png](#), downloaded 527 times
