
Subject: ToolButton: Label Patch!

Posted by [tojocky](#) on Thu, 10 Jun 2010 13:56:51 GMT

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Hello all!

I propose to change a little Label method from ToolButton class:

from:

```
ToolButton& Label(const char *text, int kind = ToolButton::RIGHTLABEL);
```

to:

```
ToolButton& Label(const char *text, int kind);
```

```
ToolButton& Label(const String &text) {Label(text, text.IsEmpty() ? ToolButton::NOLABEL : ((kind = ToolButton::NOLABEL)||((kind = ToolButton::FORCE)) ? ToolButton::RIGHTLABEL : kind));};
```

In this case, when i set label, kind option will change and did not call separate method "ToolButton& Kind(int _kind)"

and cpp file:

from:

```
ToolButton& ToolButton::Label(const char *text, int _kind)
```

```
{  
    if(!(kind & FORCE)) {  
        kind = _kind;  
        Refresh();  
    }  
    Text(text);  
    return *this;  
}
```

to:

```
ToolButton& ToolButton::Label(const char *text, int _kind)
```

```
{  
    if(_kind!=kind) {  
        kind = _kind;  
        Refresh();  
    }  
    Text(text);  
    return *this;  
}
```