
Subject: Re: ToolButton: Label Patch!

Posted by [tojocky](#) on Wed, 14 Jul 2010 13:19:15 GMT

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luzr wrote on Sun, 13 June 2010 19:45OK, applied in less complex form.

Mirek

Mirek, When I set label text the control did not refresh.

The code need to change from:

```
ToolButton& ToolButton::Label(const char *text, int _kind)
{
    if(kind != _kind) {
        kind = _kind;
        ==>>REMOVE Refresh();
    }
    Text(text);
    return *this;
}
to
```

```
ToolButton& ToolButton::Label(const char *text, int _kind)
{
    if(kind != _kind) {
        kind = _kind;
    }
    Text(text);
    ==>>ADD Refresh();
    return *this;
}
```

The flat file is provided!

Thank you.

Ion Lupascu (tojocky)

File Attachments

1) [ToolButton.7z](#), downloaded 457 times
