
Subject: Re: Conceptual Query: widget functions access

Posted by [mrjt](#) on Mon, 19 Jul 2010 11:33:21 GMT

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There are a few things (besides coding style):

```
virtual void MouseMove (Point p, dword d){
    pos_x=p.x;
    pos_y=p.y;
    Refresh();
}
```

```
virtual void Paint(Draw& w){
    w.DrawRect(GetSize(), White());
    w.DrawText(10, 10, AsString(pos_x));
    w.DrawText(10, 20, AsString(pos_y));
}
```

This can be replaced by the more concise:

```
virtual void Paint(Draw& w){
    w.DrawRect(GetSize(), White());
    w.DrawText(10, 10, AsString(GetMouseViewPos()));
}
```

this code contains a bug:

```
virtual Image CursorImage (Point p, dword d){
    Image img=T::CursorImage(p,d);
    if(img=Image::Arrow()) <-- Should be ==
    img=Images::linguist_prev();
    return img;
}
```

and you can remove cursorimage and SetCursorImage, since you don't use them.

To use .iml files in header and source you include iml_header.h and iml_source.h in the .cpp file with the same IMAGE* defines.
