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Subject: Re: add StatusBar fields

Posted by [mirek](#) on Mon, 05 Dec 2005 22:06:15 GMT

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I am really sorry, but I have misinformed you this time. You are right, I was wrong. You are really supposed to do this this way.

I have posted reference example I have just finished in another topic, anyway it will not hurt to repost it here, in snippets section:

```
#include <CtrlLib/CtrlLib.h>

struct PosDisplay : Display {
    Color color;

    virtual void Paint(Draw& w, const Rect& r, const Value& q,
                      Color ink, Color paper, dword style) const {
        int i = q;
        w.DrawRect(0, 0, i, r.Height(), color);
        w.DrawRect(i, 0, r.Width() - i, r.Height(), SWhite);
    }
};

struct App : TopWindow {
    StatusBar status;
    InfoCtrl pos;
    InfoCtrl x, y;
    PosDisplay dx, dy;

    virtual void MouseMove(Point p, dword)
    {
        pos.Set(0, AsString(p.x), 40);
        pos.Set(1, AsString(p.y), 40);
        x.Set(PaintRect(dx, 100 * p.x / GetSize().cx));
        y.Set(PaintRect(dy, 100 * p.y / GetSize().cy));
    }

    virtual void LeftDown(Point, dword)
    {
        status.Temporary("Left mouse button pressed!");
    }

    App() {
        Sizeable();
        SetFrame(FieldFrame());
        AddFrame(status);
        status.AddFrame(pos.Right(100));
    }
};
```

```
status.AddFrame(x.Left(100));  
status.AddFrame(y.Left(100));  
dx.color = LtRed;  
dy.color = LtGreen;  
}  
};
```

```
GUI_APP_MAIN  
{  
    App().Run();  
}
```

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