
Subject: Re: GetProperty() / SetProperty() for Ctrl
Posted by [kohait00](#) on Thu, 09 Dec 2010 07:36:30 GMT
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i'd prefer if's as well, if one could override them externally..
but it is questionable, if it is usefull to derive/override properties. if yes, than callbacks are the only option so far.
so a still stayed with the explicit naming of the handlers, so full control in handlers remains.
everything else is done as you said, this is the result so far.

```
CTRL_PROPERTIES(Ctrl, RecurseDone)
PROPERTY("data", PropSetData, PropGetData)
PROPERTY("enable", PropEnable, ProplsEnabled)
PROPERTY("show", PropShow, ProplsVisible)
PROPERTY("editable", PropEditable, ProplsEditable)
PROPERTY("logpos", PropSetLogPos, PropGetLogPos)
PROPERTY("focus", PropFocus, PropHasFocus)
PROPERTY("modify", PropModify, ProplsModified)
PROPERTY("tip", PropSetTip, PropGetTip)
PROPERTY("wantfocus", PropWantFocus, ProplsWantFocus)
PROPERTY("initFocus", PropInitFocus, ProplsInitFocus)
PROPERTY("backpaint", PropBackPaint, ProplsBackPaint)
PROPERTY("transparent", PropTransparent, ProplsTransparent)
PROPERTY_SET("refresh", PropRefresh)
END_CTRL_PROPERTIES
```

..

```
CTRL_PROPERTIES(EditInt, Ctrl)
PROPERTY("min", PropSetMin, PropGetMin)
PROPERTY("max", PropSetMax, PropGetMax)
END_CTRL_PROPERTIES
```

if c++ had delegates like in c# that'd be the best.

BTW: how to install a MouseHook (which is no __thiscall) to operate on a application local TopWindow? i want to start an edit properties window on arbitrary controls upon a mouse+key combination..

EDIT: solution found, just tell me if there are pitfalls i dont see:

```
bool MyMouseHook(Ctrl *ctrl, bool inframe, int event, Point p,
                 int zdelta, dword keyflags)
{
    if(event & (Ctrl::MOUSEMOVE | Ctrl::MOUSEENTER | Ctrl::MOUSELEAVE |
    Ctrl::CURSORIMAGE)) return false;
```

```
if((keyflags & K_MOUSERIGHT))
if((keyflags & K_SHIFT_CTRL))
{
    CallbackArgTarget<int> m;
    MenuBar menu;
    menu.Add("List Properties",m[0]);
    menu.Add("Edit Properties",m[1]);
    menu.Execute();
    if(IsNull(m)) return true;
    switch(m)
    {
    case 0:
        { PropList& p = Single<PropList>(); p.PopUp(Ctrl::GetActiveWindow(), *ctrl); }
        break;
    case 1:
        { PropEdit& p = Single<PropEdit>(); p.PopUp(Ctrl::GetActiveWindow(), *ctrl); }
        break;
    }
    return true;
}
return false;
}
```

File Attachments

1) [CtrlPropTest2.rar](#), downloaded 382 times
