
Subject: Re: Is it possible to set the Font type for the arrayctrl?

Posted by [forlano](#) on Sun, 07 May 2006 17:44:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

forlano wrote on Sun, 07 May 2006 14:45 This time the composite widget should not be a problem because I do not need to retrieve data. But I am afraid of the array cursor that could be not aware that I clicked on the label.

Ok, I'll do some experiment... but gime ve time and I'll post a test case.

Luigi

Well, I was too optimistic .

You can see how it looks the twolabel widget. It is very nice (I would add the national flag of the player one day), but the array cursor as usual is unsensitive to the click on the embedded ctrl. So when the array is covered by label I hope to move this damned cursor.

Moreover, and most important, I was not able to set these labels as I wanted! You can see the two edits that wait to be sent in the twolabel widget and then in the array but the callback is absent I attach the code, maybe some volunter will retouch it. So we returned again on the set method of the previous thread. If I can see how work the "Set" maybe I'll catch the "Get" one.

Thank you

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

```
#define LAYOUTFILE <twolabelwidget/a.lay>
```

```
#include <CtrlCore/lay.h>
```

```
//----- begin class -----
```

```
class TwoLabel : public WithTwoLabel<ParentCtrl> {
```

```
String str1;
```

```
String str2;
```

```
public:
```

```
typedef TwoLabel CLASSNAME;
```

```
void WriteLabel(String s1, String s2);
```

```
TwoLabel();
```

```
};
```

```
void TwoLabel::WriteLabel(String s1, String s2) //should be the Constructor?
```

```
{ str1 = s1;
```

```
  str2 = s2;
```

```
}
```

```
TwoLabel::TwoLabel()
```

```
{ CtrlLayout(*this);
```

```
  str1 = "left";
```

```
  str2 = "right";
```

```
  lbl1.SetLabel( str1 );
```

```
  lbl2.SetLabel( str2 );
```

```
}
```

```
void Extra2(One<Ctrl>& ctrl)
```

```

{ ctrl.Create<TwoLabel>();
}
//----- end class -----

//----- begin class MyApp-----
class MyApp : public TopWindow {
    TopWindow w;
    ArrayCtrl arr;
    Button btn;
    EditString edit1, edit2;
public:
    typedef MyApp CLASSNAME;
    MyApp();
    void SetIntoArray();
};

void MyApp::SetIntoArray()
{ TwoLabel twolbl;
  String s1, s2;
  s1 = ~edit1;
  s2 = ~edit2;
  arr.Add("aaa", Null/* ??? */);
}

MyApp::MyApp()
{ Add(arr);
  arr.SizePos();
  arr.AddColumn("col1",20);
  arr.AddColumn("col2",20).Ctrls(Extra2);
  arr.SetLineCy(20);
  arr.Add("aaa");
  arr.Add("bbb");
  arr.Add("ccc");
  arr.Inserting(true);
  Add(edit1);
  Add(edit2);
  edit1.LeftPosZ(48, 76).TopPosZ(280, 19);
  edit2.LeftPosZ(140, 76).TopPosZ(280, 19);
  Add(btn);
  btn.SetLabel("set into array").LeftPosZ(236, 88).TopPosZ(280, 20);
  btn.WhenAction = THISBACK(SetIntoArray);
}
//----- end MyApp -----

GUI_APP_MAIN
{ MyApp a;
  a.Sizeable().Run();
}

```

```
}
```

```
////////////////////////////////
```

```
layout file: a.lay
```

```
LAYOUT(TwoLabel, 188, 20)
```

```
ITEM(Label, lbl1, SetFont(StdFont(13).Bold()).SetInk(SLtBlue).LeftPosZ(4,  
128).VCenterPosZ(17, 1))
```

```
ITEM(Label, lbl2,  
SetAlign(ALIGN_CENTER).SetFont(StdFont(13).Bold()).SetInk(SLtRed).LeftPosZ(132,  
56).VCenterPosZ(17, 1))
```

```
END_LAYOUT
```

File Attachments

1) [swiss4.jpg](#), downloaded 1623 times
