
Subject: Some code to add an icon in statusbar
Posted by [BioBytes](#) on Fri, 04 Mar 2011 18:23:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi all,

U++ is definitively a smart IDE. This snippet code shows how to set a small icon in a statusbar and to refresh it programatically.

Header file

```
#ifndef _essaiStatusBar_essaiStatusBar_h
#define _essaiStatusBar_essaiStatusBar_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <essaiStatusBar/essaiStatusBar.lay>
#include <CtrlCore/lay.h>

#define IMAGEFILE <essaiStatusBar/essaiStatusBar.iml>
#include <Draw/iml_header.h>

struct essaiDisplay:Display
{
    bool connected;

    void setStatus(bool flag);
    virtual void Paint(Draw& w,const Rect& r,const Value& q,Color ink,Color paper,dword style)const;
};

class essaiStatusBarMainWin : public WithessaiStatusBarMainWinLayout<TopWindow> {
public:
    typedef essaiStatusBarMainWin CLASSNAME;
    essaiStatusBarMainWin();

private:
    void stateAction();

    essaiDisplay firstDisplay;
    InfoCtrl first;
    StatusBar essaiSb;
};

#endif
```

main file (cpp)

```

#include "essaiStatusBar.h"

#define IMAGECLASS qsEssaiSb
#define IMAGEFILE <essaiStatusBar/essaiStatusBar.iml>
#include <Draw/iml.h>

void essaiDisplay::setStatus(bool flag)
{
    connected = flag;
}

void essaiDisplay::Paint(Draw& w,const Rect& r,const Value& q,Color ink,Color paper,dword
style)const
{
    if(!connected)w.DrawImage(r,qsEssaiSb::qsNonConnected);
    else w.DrawImage(r,qsEssaiSb::qsConnected);
}

void essaiStatusBarMainWin::stateAction()
{
    if(PromptYesNo("Enable connection?")==1)firstDisplay.setStatus(true);
    else firstDisplay.setStatus(false);
}

essaiStatusBarMainWin::essaiStatusBarMainWin()
{
    CtrlLayout(*this, "SetStatusBar");
    SetRect(10,10,400,300);
    Sizeable().Zoomable().CenterScreen();
    Icon(qsEssaiSb::qsUsers);

    firstDisplay.setStatus(false);
    first.Set(PaintRect(firstDisplay));
    essaiSb.AddFrame(first.Left(30));
    AddFrame(essaiSb);
    AddFrame(BottomSeparatorFrame());

    stateButton<<=THISBACK(stateAction);
}

GUI_APP_MAIN
{
    SetLanguage(GetSystemLNG());
    essaiStatusBarMainWin().Run();
}

```

I have joined the source code as a zipped file. Hoping it could help some beginners.

Comments are welcome

regards

Biobytes

File Attachments

1) [SetStatusBar.zip](#), downloaded 461 times
