Sender Ghost wrote on Mon, 16 May 2011 03:54
I also write function declarations inside header files and their implementations inside C/C++ files.

Someone mentioned having the implementations in a header file could cause problems, I do but have not had problems yet, something to look forward to.

Quote:When you use Check(bool check) method of Bar, it uses check variable to show checked state of passed variable to Check method (e.g. tac1L, tac1R). It is not an Option Ctrl, rather some kind of drawing of CtrlImg::MenuCheck0(), CtrlImg::MenuCheck1(), etc. images, depending from state.

That worked OK, is that just drawing an image of the box with/without the check mark you are pointing out?

Quote:I suggested to use Label Ctrl to show "informative" text, instead of current bar.Separator(); without such a text (e.g. some named sections of menu bar). Currently, we (you and me) overused it, I think. For example, it also possible to create a Label Ctrl, which can be clicked, but this didn't change the current implementation of MenuBar, where Check method is not an Option Ctrl, paraphrasing.

I didn't want the label text to be clickable so that worked OK.

Quote:Now, I suggest to use MenuBar just to show current checked values and change them on one-click basis. For more detailed interface, you can create "Settings" dialog window with more detailed options, which you can access from MenuBar, ToolBar, etc.

Is this what you had in your previous code or are you suggesting something different?

With your Label and bar.AddNC(label) example I was able to add the text "- Distance -", "- Angle -" and "- dec Places -" in my Settings menu. I had this in Java but after porting to C++/Upp I was unable to do that before.

I appreciate the help.

Neil

edit: Is there an easy way to set the text in the label bold?