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Subject: how to add runtime StaticText and hook mouse events for it  
Posted by [qwerty](#) on Mon, 22 May 2006 08:21:40 GMT

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...tried few methods, but all fail, including overriding virtual methods.  
Experimenting with something like that:

```
class myApp : public WithterminalLayout<TopWindow> { // just a plain window
public:
```

```
    class Item { // class consist of two widgets
    public:
        bool moving; // want to move them on window :)
```

```
    // only wants to move, if click on first widget
```

```
    class Info : public StaticText {
    public:
```

```
        Item * pltem;
```

```
        virtual void LeftDown(Point p, dword keyflags) {
            pltem->moving = true;
        }
```

```
        virtual void LeftUp(Point p, dword keyflags) {
            pltem->moving = false;
        }
```

```
        virtual void MouseMove(Point p, dword keyflags) {
            if(pltem->moving) {
                HSizePos().TopPos(p.y);
            }
        }
};
```

```
    // our two widgets
```

```
    Info info;
```

```
    StaticText data;
```

```
    Item(int x, int y, Ctrl * q) {
```

```
        info.pltem = this; // ...because of 'moving' var
```

```
        q->Add(info.LeftPos(x, 40).TopPos(y, 16));
        q->Add(data.LeftPos(x + 41, 40).TopPos(y, 16));
```

```
        info.SetText("box").SetFrame(ButtonFrame());
        data.SetText("BOX").SetFrame(BlackFrame());
```

```
    }
```

```
};  
  
Array<Item> items;  
  
virtual void LeftDown(Point pos, dword flags) {  
    items.Add(new Item((int)pos.x, (int)pos.y, this));  
};  
  
typedef myApp CLASSNAME;  
  
myApp() {  
    CtrlLayout(*this, "Window title");  
}  
};  
  
GUI_APP_MAIN  
{  
    myApp().Run();  
}
```

It wont even react on clicks.... am I missing something?

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