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 metods.
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 * pItem;

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

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

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

      // our two widgets
      Info info;
      StaticText data;

      Item(int x, int y, Ctrl * q) {
         info.pItem = this;             // ...becouse 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?
