
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 * 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; // ...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?
