
Subject: Re: How can I callback on staticimage click
Posted by [jerson](#) on Thu, 09 Feb 2012 05:40:50 GMT
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Here is something I did. It serves my purpose well. I just need some review on this so I can improve.

I looked at code from mrjt in this thread

http://www.ultimatepp.org/forum/index.php?t=msg&goto=19495&S=0339fad60b64c135d24482695827b19b&srch=imagebtn# msg_19495

and came up with this

```
struct ImageBtn : public StaticImage
{
    ImageBtn()          { IgnoreMouse(false); }
    virtual void LeftDown(Point p, dword keyflags) { Action(); }
    virtual void MouseEnter(Point p, dword keyflags) { Refresh(); }
    virtual void MouseLeave()      { Refresh(); }
    virtual void Paint(Draw& draw)
    {
        if (HasMouse())
            draw.DrawRect(GetSize(), SColorHighlight());
        StaticImage::Paint(draw);
    }
};
```

Now, I have a small function that gets called by a menu

```
void DiaGuage::mnuProfileSelected(int profilenos)
{
    PromptOK(AsString(profilenos) );
}
```

```
void DiaGuage::mnuSettingsProfile(void)
{
    ImageBtn imagebtn[11];
```

```
    TopWindow frmProfile;
```

```
    // set the new window size to what we are using already
    frmProfile.SetFrameRect(DiaGuage::GetSize());
```

```
    // give the window a title
    frmProfile.Title("DiaGuage - Select a Profile");
```

```
    // introduce image buttons into the window
    for (int i=0; i < 11; i++)
```

```
{
frmProfile.Add(imagebtn[i]);
imagebtn[i].SetRect((i%6)*120+10,i/6 * 120+10,100,100);
imagebtn[i].SetFit(StaticImage::FillFrame);
imagebtn[i].Set(Images::Get(i+1));
imagebtn[i] <=<= THISBACK1(mnuProfileSelected,i);
}
frmProfile.Execute();
}
```

With this code, I am able to get the index of the image button which is clicked. Perfect!!

Thanks to all for the ideas I got here.
