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Subject: Re: List of custom controls, how?

Posted by [dolik.rce](#) on Mon, 05 Nov 2012 12:46:08 GMT

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crydev wrote on Mon, 05 November 2012 12:35- I know I have to make a new class deriving from (Ctrl)?

- I have to override the Paint(Draw& g) method
- I have to draw a rectangle inside the paint method in which the contents of my custom control will be drawn.

I really don't know how this would work. I have tried to find out the things I need to know but it is hard to find. Can somebody supply me with an example of how it works or how they would do this? I really appreciate your help!

Hi crydev,

It is sure possible to draw the contents of you Ctrl yourself, but in most cases it is not needed. You can also create newCtrls by combining already existng ones, e.g. in your case you'd take an Image and two Ctrls for text display (Label, RichTextCtrl, etc...). Something like this should be sufficient (plus you have to add your logic to fill the data of course):

```
struct MyCtrl : public ParentCtrl
{ // it is easier to inherit from ParentCtrl,
private:
    // because it paint it's background
    ImageCtrl img;
    Label title;
    Label info;

public:
    MyCtrl() {
        Add(img.LeftPosZ(5,30).TopPosZ(5,30));
        Add(title.LeftPosZ(40,90).TopPosZ(5,30));
        Add(info.HSizePosZ(5,5).VSizePosZ(40,5));
        SetValues();
    }

    void SetValues(){
        img.SetImage(CtrlImg::save()); // some random image
        title.SetText("Save private Ryan"); // some title
        info.SetText("This is some info."); // some info text
    }
};
```

This way you can simple group many widgets and then use them in your app just as any other U++ Ctrl. The Labels used are just an example, you will probably want to use something more fancy, like RichTextCtrl.

Best regards,  
Honza

PS: If you want to try the other way, with overriding paint etc., you should have a look at Gui

tutorial, chapter 21.

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