
Subject: Re: Label/StaticText

Posted by [fallingdutch](#) on Wed, 05 Jul 2006 15:22:58 GMT

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Hi Arni,

I am not sure, wether i am right or not nor wether it is the best way to do it.

I would derive a class from Label and reimplement the Paint Method of StaticText

```
void StaticText::Paint(Draw& w)
{
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0,0,sz.cx,sz.cy,SColorFace);
    PaintLabel(w,0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys());
}
```

to

```
void StaticText::Paint(Draw& w)
{
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0,0,sz.cx,sz.cy,BackgroundColor);
    PaintLabel(w,0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys());
}
```

and add "Color BackgroundColor" and the get/set-Method to your derived Class

to get it blinking create a Callback-Function, that changes your Backgroundcolor and let it be called each n ms by setting up a TimeCallback with Ctrl::SetTimeCallback(int delay_ms, Callback cb, int id)

hope that helps and isnt too bad,
Bas