
Subject: Re: Label/StaticText

Posted by [fallingdutch](#) on Wed, 05 Jul 2006 16:20:28 GMT

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your welcome!

for all of you who need some code:
header:

```
class BlinkingLabel : public Label {
private:
    Color BackgroundColor[2];
    int currentColor;
public:
    BlinkingLabel();
    void blink();
    virtual void Paint(Draw& w);
};
```

source:

```
BlinkingLabel::BlinkingLabel() {
    currentColor=0;
    //the two Backgrounds between wich is switched
    BackgroundColor[0] = Color(255,0,0) //red
    BackgroundColor[1] = Color(255,255,255) //white
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //start blinking every second
};
```

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

```
void BlinkingLabel::blink() {
    currentColor=1 & ++currentColor; //toggle between 0 and 1
    Refresh();
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //continue blinking every second
};
```

and the main:

```
...
BlinkingLabel bl;
bl.Transparent(false); //so we arent transparent and our background will be seen
```

```
bl.SetText("my background ist switching every second between red and white!");  
...
```

*EDIT: The Error, wich Luigi posted was removed in the Code
have fun
