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Subject: Re: Label/StaticText

Posted by [forlano](#) on Wed, 05 Jul 2006 22:48:18 GMT

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fallingdutch wrote on Wed, 05 July 2006 18:20...

have fun

Hello,

thank you for the nice code. I post here your example ready to run. Please note that one line was not recognised by the compiler. I commented it and it works the same. Please check if it is necessary. Moreover the text on the label doesn't appear.

Luigi

```
#include <CtrlLib/CtrlLib.h>
```

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

```
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]);
    // w.DrawRect(0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys()); // --- problem---
};
```

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

```
GUI_APP_MAIN
{ TopWindow w;
  BlinkingLabel bl;
  w.Add(bl);
  bl.SetText("my background is switching every second between red and white!");
  bl.LeftPosZ(55, 500).TopPosZ(51, 19);
  bl.Transparent(false); //so we arent transparent and our background will be seen
  w.Run();}
```

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