
Subject: Re: Label/StaticText

Posted by [fallingdutch](#) on Thu, 06 Jul 2006 05:28:13 GMT

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Thanks Luigi,

You are right, that line was wrong!

If you change that line like seen here, the label will also be drawn.

it should be:

```
#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]);
    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
};
```

```
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();}
```
