Subject: Re: How to display an icon on the right side of a label/button
Posted by fallingdutch on Thu, 06 Jul 2006 20:51:57 GMT
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don't know wether the first suggestion works, but i am sure it works with deriving and rewriting
Paint()

in Button::Paint a DrawLabel 'dl' is created an painted, just add the following instruction:
dl.align = ALIGN_RIGHT

best would be to add align as a private Member to Button class and add get/set methods and in
the Paint method set dl.align as the private align member.