
Subject: Re: How to display an icon on the right side of a label/button

Posted by [forlano](#) on Thu, 06 Jul 2006 22:26:07 GMT

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fallingdutch wrote on Thu, 06 July 2006 22:51 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 and 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.

Thank you.

The Aris' method doesn't work. While your method... .. I do not know what to do. It seems in U++ one should be ready to derive often and at the moment I feel not comfortable with this operation regarding Paint, Display, Draw, etc.... Can you be more explicit about the operation I have to do?

Luigi

PS: I agree that a method like `.SetImgAlign(LEFT/RIGHT)` would be more friendly
