

---

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

Posted by [fallingdutch](#) on Thu, 06 Jul 2006 22:56:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

forlano wrote on Fri, 07 July 2006 00:26 It seems in U++ one should be ready to derive often don't know wether it is ment to be this way, but its the only way I see

forlano wrote on Fri, 07 July 2006 00:26 Can you be more explicit about the operation I have to do?

sure!

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

```
//derived Class:
```

```
// adding a new private member: align, containing the alignment value
```

```
// the two methods to get and set the value mentioned above (Get/SetAlignment() )
```

```
// adding one line to the Paint method (see ImageButton::Paint)
```

```
class ImageButton : public Button {
```

```
private:
```

```
    int align;
```

```
public:
```

```
    ImageButton() {align = ALIGN_CENTER; }; //default alignment is center
```

```
    virtual void Paint(Draw& draw);
```

```
    void SetAlignment(int _align) {align = _align;}; //method to set the Alignment
```

```
    int GetAlignment() {return align;}; //method to get the alignment
```

```
};
```

```
void ImageButton::Paint(Draw& w) {
```

```
    Size sz = GetSize(); //this is the beginning of the original Paint method
```

```
    bool ds = !IsShowEnabled();
```

```
    DrawLabel dl;
```

```
    dl.align = align; //this is the only line to be added
```

```
    // PUT HERE THE REST OF BUTTON::PAINT (CtrlLib/Button.cpp)
```

```
};
```

after changing the Alignment you have to call Refresh() so the Ctrl will be repainted. Or change the implementation to

```
void SetAlignment(int _align) {align=_align;Refresh();};
```

the possible Values for align are:

ALIGN\_RIGHT, ALIGN\_CENTER, ALIGN\_LEFT

Hope that helps,

Bas

PS: why isnt that implemented in the original Button class?

PPS: what about valign? could that be usefull, too?

---