
Subject: Re: Hand cursor over ArrayCtrl Column
Posted by [bushman](#) on Sun, 11 Aug 2013 10:56:52 GMT
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This example works also when user drags and drops header to another position:

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

using namespace Upp;

struct MyArrayCtrl : public ArrayCtrl
{
public:

    MyArrayCtrl()
    {
        AddColumn("Column 1");
        AddColumn("Hand cursor column");
        AddColumn("Column 2");

        for(int i = 0; i < 10; i++) {
            Add("foo", "bar", "foo");
        }
    }

    virtual Image MouseEvent(int event, Point p, int zdelta, dword flags)
    {
        Image img = ArrayCtrl::MouseEvent(event, p, zdelta, flags);
        if(GetLineAt(p.y) >= 0) {
            int width;
            int x0 = 0;
            for(int col = 0; col < GetColumnCount(); col++) {
                width = HeaderObject().GetTabWidth(col);
                if(HeaderTab(col).GetText().IsEqual("Hand cursor column"))
                    break;
                x0 += width;
            }
            if((p.x >= x0) && (p.x < x0 + width))
                img = Image::Hand();
        }
        return img;
    }

    typedef MyArrayCtrl CLASSNAME;
};

struct MyApp : public TopWindow
{
```

public:

```
    MyArrayCtrl arr;  
    MyApp() {  
        Add(arr.SizePos());  
    }  
};
```

```
GUI_APP_MAIN  
{  
    MyApp().Run();  
}
```

Comments??
tks.
