
Subject: Re: Creating a hyperlink label

Posted by [koldo](#) on Fri, 03 Oct 2014 07:31:29 GMT

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Hello all

If you do not mind I would like to include it in Controls4U.

```
.cpp/.h
class HyperlinkText : public ParentCtrl {
public:
    HyperlinkText() {
        label.SetInk(LtBlue());
        *this << label.SizePos();
    }
    HyperlinkText& SetText(const char* txt) {
        label.SetText(txt);
        return *this;
    }
    HyperlinkText& SetHyperlink(const char* str) {
        hyperlink = str;
        return *this;
    }

private:
    StaticText label;
    String hyperlink;
    virtual Image CursorImage(Point p, dword keyflags) {
        return Image::Hand();
    }
    virtual void LeftDown(Point p, dword keyflags) {
        LaunchWebBrowser(hyperlink);
    }
};

.usc
ctrl HyperlinkText {
    group "Static";

    GetMinSize() { return XMinSize(); }
    GetStdSize() { sz = XMinSize(); sz.cy += 6; sz.cx *= 5; return sz; }

    Doc    SetText ? "Label of control" ;
    Doc    SetHyperlink ? "Hyperlink" ;
    Align  SetAlign = ALIGN_LEFT;
    Font   SetFont = StdFont();
    Frame  SetFrame @1;

    ViewRect(w) {
```

```

r = GetRect();
DrawCtrlFrame(w, r, .SetFrame);
return r;
}
ViewSize(w) {
r = ViewRect(w);
return Size(r.right - r.left, r.bottom - r.top);
}

Paint(w) {
sz = ViewSize(w);
textsize = GetTextSize(.SetText, .SetFont);
px = 0;
if(.SetAlign == "ALIGN_CENTER")
px = (sz.cx - textsize.cx) / 2;
if(.SetAlign == "ALIGN_RIGHT")
px = sz.cx - textsize.cx;
w.DrawText(px, (sz.cy - textsize.cy) / 2, .SetText, .SetFont, :SLtBlue);
}
Sample() {
.SetText = "Text";
.SetFont = Arial(10).Bold().Italic();
}
};

```
