
Subject: StaticText : Add missing GetData/SetData overloads

Posted by [omari](#) on Thu, 05 Apr 2018 09:45:09 GMT

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```
class StaticText : public Ctrl, public LabelBase {  
public:  
    virtual void Paint(Draw& w);  
    virtual Size GetMinSize() const;  
    virtual void LabelUpdate();  
    virtual void SetData(const Value& v) { SetText((String)v); } // <<---  
    virtual Value GetData() const { return GetText(); } // <<---  
  
public:  
    StaticText& SetFont(Font font) { LabelBase::SetFont(font); return *this; }  
    StaticText& SetInk(Color color) { LabelBase::SetInk(color); return *this; }  
    StaticText& SetAlign(int align) { LabelBase::SetAlign(align); return *this; }  
    StaticText& SetImage(const Image& img, int spc = 0) { LabelBase::SetImage(img, spc); return  
*this; }  
    StaticText& SetText(const char *text) { LabelBase::SetText(text); return *this; }  
  
    StaticText& operator=(const char *s) { SetText(s); return *this; }  
  
    StaticText();  
};
```
