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Subject: Re: How do I implement mouse hover in Ctrl based class

Posted by [Oblivion](#) on Thu, 15 Jul 2021 17:38:24 GMT

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Hello awksed,

Try this:

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

```
using namespace Upp;
```

```
struct MyApp : TopWindow {
    Point pos;
    Rect area;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0,0, 1024, 800);
    }

```

```
void Paint(Draw& w) override
{
    w.DrawRect(GetSize(), Black());
    w.DrawRect(area, area.Contains(pos) ? Yellow() : Red());
    w.DrawText(10, 10, AsString(pos), Monospace(16), White());
}
```

```
void MouseMove(Point p, dword keyflags) override
{
    pos = p;
    Tip(area.Contains(p) ? t_("\1This is a [* Rich[/ text tip ]]") : nullptr);
    Refresh();
}

```

```
void Layout() override
{
    area = GetView().CenterRect(GetSize() / 4);
}
};
```

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

A slightly different version which retrieves the mouse position using a method.

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

```
using namespace Upp;
```

```
struct MyApp : TopWindow {  
    Rect area;  
    MyApp()  
    {  
        Sizeable().Zoomable().CenterScreen().SetRect(0,0, 1024, 800);  
    }  
};
```

```
void Paint(Draw& w) override  
{  
    Point pt = GetMouseViewPos(); // This method returns the mouse cursor position relative to the  
    Ctrl's view area.  
    w.DrawRect(GetSize(), Black());  
    w.DrawRect(area, area.Contains(pt) ? Yellow() : Red());  
    w.DrawText(10, 10, AsString(pt), Monospace(16), White());  
}
```

```
void MouseMove(Point pt, dword keyflags) override  
{  
    // Dispatched when the mouse cursor moves. It CAN also be used to retrieve and store the  
    mouse position.  
    // ( instead of GetMouseViewPos() )  
    Tip(area.Contains(pt) ? t_("\1This is a [* Rich[/ text tip ]]" ) : nullptr);  
    Refresh();  
}
```

```
void Layout() override  
{  
    area = GetView().CenterRect(GetSize() / 4);  
}  
};
```

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

Keep in mind that this is a generic and very rudimentary way. Use the overrideable mouse methods for ctrls for fine grained behaviour (as Xemuth suggested).

U++ ctrls provide a method called `Tip()` which can take a plain or rich text. If all you need is a tooltip for the existing U++ widgets, you can just set the tip.

Best regards,  
Oblivion

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