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

Posted by [Oblivion](#) on Fri, 16 Jul 2021 08:10:35 GMT

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

Here's another one: Same effect but with MouseEnter/MouseLeave pair, using a child ctrl.

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

using namespace Upp;

struct MyCtrl : Ctrl {
    void Paint(Draw& w) override
    {
        Point pt = GetMouseViewPos();
        w.DrawRect(GetSize(), GetView().Contains(pt) ? Yellow : Red());
    }

    void MouseEnter(Point p, dword keyflags) override
    {
        Refresh();
    }

    void MouseLeave() override
    {
        Refresh();
    }

    void LeftDouble(Point p, dword keyflags) override
    {
        PromptOK("Ctrl double-clicked");
    }
};

struct MyApp : TopWindow {
    MyCtrl myctrl;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0,0, 1024, 800);
        Add(myctrl.Tip(t_("\1This is a [* Rich[/ text tip ]]"))); // Set tip for child ctrl.
    }

    void Paint(Draw& w) override
    {
        Point pt = GetMouseViewPos(); // This method returns the mouse cursor position within the Ctrl's
                                     // view area.
        w.DrawRect(GetSize(), Black());
    }
};
```

```
w.DrawText(10, 10, AsString(pt), Monospace(16), White());
}

void MouseMove(Point pt, dword keyflags) override
{
    Refresh();

}

void Layout() override
{
    myctrl.SetRect(GetView().CenterRect(GetSize() / 4));
}
};

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

You can also see that the position display will stop if the mouse enters into the child ctrl.

Best regards,
Oblivion
