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

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

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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
