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

Posted by [Oblivion](#) on Fri, 23 Jul 2021 17:19:08 GMT

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Hello awksed,

The example below simulates a similar situation in a crude way. What you need to do is set the tip when a target mouse position/area is hovered.

Tip can do this for you. But if you need more control over the popup window, you can also use a Popup window (but it can complicate things...)

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

using namespace Upp;

struct RectArea : Moveable<RectArea> {
    Rect r;
    String text;
};

struct MyApp : TopWindow {
    Vector<RectArea> ra;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0,0, 1024, 800);

        for(int i = 0; i < 50; i++) {
            RectArea& r = ra.Add();
            r.r = RectC(20 * i, 20 * i, 20, 20);
            r.text << "\1[* Index: ]" << i << "[* Random number: ]" << Random();
        }
    }
}

void Paint(Draw& w) override
{
    w.DrawRect(GetSize(), Black());
    for(const RectArea& r : ra)
        w.DrawRect(r.r, Red());
}

void MouseMove(Point pt, dword keyflags) override
{
    // Dont forget to call the parent ctrl's MouseMove, if it is utilized!

    if(HasFocus() && ra.GetCount()) {
        for(const RectArea& r : ra)
```

```
if(r.r.Contains(pt)) {
    Tip(r.text);
    return;
}
Tip(nullptr);
}
}
};

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

Now, this example is using rectangles and precalculation of areas. But the idea is the same: Do the checking in MouseMove and set or reset the Tip(), depending on the conditions, and don't forget to call the parent ctrl's MouseMove.

(In principle, this is how I display the hyperlink URLs in tips, in our TerminalCtrl)

Best regards,
Oblivion
