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

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

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

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
