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Subject: Re: How do I override the Button class Tip handling function

Posted by [Oblivion](#) on Sat, 17 May 2025 08:18:50 GMT

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Hi awksed,

The function you are looking for is `Ctrl::Tip()`.,

You don't need to override it and you can't anyway, it is not virtual.

Just set the text according to your need/data, e.g:

```
button.Tip("This is a tooltip");
```

Note that, you can use Qtf with tips. (just prepend "\1" to string).

Best regards,

Oblivion

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