
Subject: StaticText : Add missing GetData/SetData overloads

Posted by [omari](#) on Thu, 05 Apr 2018 09:45:09 GMT

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```
class StaticText : public Ctrl, public LabelBase {
public:
    virtual void Paint(Draw& w);
    virtual Size GetMinSize() const;
    virtual void LabelUpdate();
    virtual void SetData(const Value& v)          { SetText((String)v);}          // <<---
    virtual Value GetData() const                { return GetText();}                  // <<---

public:
    StaticText& SetFont(Font font)               { LabelBase::SetFont(font); return *this; }
    StaticText& SetInk(Color color)              { LabelBase::SetInk(color); return *this; }
    StaticText& SetAlign(int align)              { LabelBase::SetAlign(align); return *this; }
    StaticText& SetImage(const Image& img, int spc = 0) { LabelBase::SetImage(img, spc); return
*this; }
    StaticText& SetText(const char *text)        { LabelBase::SetText(text); return *this; }

    StaticText& operator=(const char *s)        { SetText(s); return *this; }

    StaticText();
};
```

Subject: Re: [FEATURE + patch] StaticText : Add missing GetData/SetData overloads

Posted by [mirek](#) on Fri, 13 Apr 2018 08:46:31 GMT

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OK, I guess I cannot resist this any more...

The reason why I have resisted is that static texts are not part of dialog "value". Default implementation of Ctrl::Serialize is using GetData/SetData and it is used by TopWindow cancel mechanism. So in turn, adding GetData / SetData to Label can lead to some unexpected behaviour. To that end, I have also added override of Serialize, Jsonize and Xmlize. Please check...

Mirek

Subject: Re: [FEATURE + patch] StaticText : Add missing GetData/SetData overloads

Posted by [mirek](#) on Wed, 18 Apr 2018 07:05:11 GMT

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Unfortunately, I had to rollback this change, as I have found code that really considers Label text as decoration and Label having no value at all, so assigning Null to it is not supposed to change the decoration.
