Subject: Dynamic Ctrl frame
Posted by koldo on Sun, 26 Apr 2020 21:56:08 GMT
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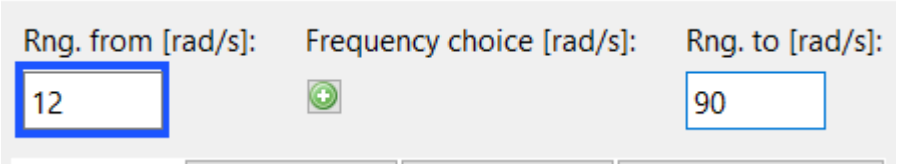
I would like a coloured frame to appear around a control when the mouse passes over it, like the image:

I have tried it in two ways:
- Playing with CtrlFrame. Unfortunately the colors are set as const, so they cannot be changed using MouseEnter()
- Working with another frame control. Unfortunately I do not know how a child control can adapt to parent, but staying around it, not inside it (as with SizePos()). I would prefer that this child frame control would be created automatically in the parent field construction.

Thank you.

File Attachments

1) Sin título.png , downloaded 970 times



Subject: Re: Dynamic Ctrl frame
Posted by Didier on Mon, 27 Apr 2020 11:48:29 GMT
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Hello Koldo,
I've been playing around with Chameleon lately and
I think you need to look at the EditField::Style.edge[]

```
struct Style : ChStyle<Style> {
  Color paper;
  Color disabled;
  Color focus;
  Color invalid;
  Color text, textdisabled;
  Color selected, selectedtext;
  Color selected0, selectedtext0; // If does not have focus...
  [b]Value edge[4];[/b] // border (for various active edge states)
  Value coloredge; // border mask for adding color, e.g. round borders with red Error
  bool  activeedge;
  int   vfm;
 };
```

and using:
enum {
 CTRL_NORMAL, CTRL_HOT, CTRL_PRESSED, CTRL_DISABLED,
 CTRL_CHECKED, CTRL_HOTCHECKED
};

So if you set edge[CTRL_HOT]   to the right style image, you will probably get what you want

If you want to apply it to all EditField children, add at application init:
EditField::StyleDefault.Write().edge[CTRL_HOT] = YoureStyle;

Note: this will only work for all EditField children ... not all Ctrls

If you want to apply it to a specfic Ctrl (not all), this should do the trick :
Quote:
static EditField::Style myCtrlStyle = EditField::StyleDefault();
myCtrlStyle.edge[CTRL_HOT] = YoureStyle;
...
myCtrl.SetStyle(myCtrlStyle);

You may need to replace 'EditField::Style' by '<EditFieldChildType>::Style' (depending on you're EditXxxx Ctrl)

Subject: Re: Dynamic Ctrl frame
Posted by koldo on Mon, 27 Apr 2020 12:31:33 GMT
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Thank you Didier

The idea was to apply it to a set of Ctrl, and that when the mouse is out of the Ctrl, it would remain selected until other Ctrl of the set is chosen.

It would be like a Switch (from a set of Ctrl, you choose just one), but with a visual signal around any Ctrl of the set, and that is activated just by hovering on the Ctrl instead of by clicking it.

Subject: Re: Dynamic Ctrl frame
Posted by koldo on Tue, 28 Apr 2020 13:51:54 GMT
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Problem solved.
Quote:- Playing with CtrlFrame. Unfortunately the colours are set as const, so they cannot be changed using MouseEnter()Just creating a class derived from CtrlFrame but using dynamic coloring, instead of const, solved the issue.
Thank you!

Subject: Re: Dynamic Ctrl frame
Posted by Didier on Tue, 28 Apr 2020 18:24:09 GMT
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Hello Koldo,

I completelly mis-understood you're needs, but you found the solution