
Subject: Label/StaticText

Posted by [arni](#) on Wed, 05 Jul 2006 14:43:40 GMT

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Hello,

I need to create a label, with blinking background to get user's attention. What is the easiest way to change label's background colour? I found none.

arni.

Subject: Re: Label/StaticText

Posted by [fallingdutch](#) on Wed, 05 Jul 2006 15:22:58 GMT

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Hi Arni,

I am not sure, wether i am right or not nor wether it is the best way to do it.

I would derive a class from Label and reimplement the Paint Method of StaticText

```
void StaticText::Paint(Draw& w)
{
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0,0,sz.cx,sz.cy,SColorFace);
    PaintLabel(w,0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys());
}
```

to

```
void StaticText::Paint(Draw& w)
{
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0,0,sz.cx,sz.cy,BackgroundColor);
    PaintLabel(w,0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys());
}
```

and add "Color BackgroundColor" and the get/set-Method to your derived Class

to get it blinking create a Callback-Function, that changes your Backgroundcolor and let it be called each n ms by setting up a TimeCallback with Ctrl::SetTimeCallback(int delay_ms, Callback cb, int id)

hope that helps and isnt too bad,
Bas

Subject: Re: Label/StaticText
Posted by [arni](#) on Wed, 05 Jul 2006 16:10:37 GMT
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Yeah, thanks, it worked OK.

Subject: Re: Label/StaticText
Posted by [fallingdutch](#) on Wed, 05 Jul 2006 16:20:28 GMT
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your welcome!

for all of you who need some code:
header:

```
class BlinkingLabel : public Label {
private:
    Color BackgroundColor[2];
    int currentColor;
public:
    BlinkingLabel();
    void blink();
    virtual void Paint(Draw& w);
};
```

source:

```
BlinkingLabel::BlinkingLabel() {
    currentColor=0;
    //the two Backgrounds between wich is switched
    BackgroundColor[0] = Color(255,0,0) //red
    BackgroundColor[1] = Color(255,255,255) //white
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //start blinking every second
};
```

```
void BlinkingLabel::Paint(Draw& w) {
    Size sz = GetSize();
    if(!IsTransparent())
```

```
w.DrawRect(0,0,sz.cx,sz.cy,BackgroundColor[currentColor]);
PaintLabel(w,0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys());
};

void BlinkingLabel::blink() {
    currentColor=1 & ++currentColor; //toggle between 0 and 1
    Refresh();
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //continue blinking every second
};
```

and the main:

```
...
BlinkingLabel bl;
bl.Transparent(false); //so we arent transparent and our background will be seen
bl.SetText("my background ist switching every second between red and white!");
...
```

*EDIT: The Error, wich Luigi posted was removed in the Code
have fun

Subject: Re: Label/StaticText
 Posted by [forlano](#) on Wed, 05 Jul 2006 22:48:18 GMT
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fallingdutch wrote on Wed, 05 July 2006 18:20...
 have fun

Hello,

thank you for the nice code. I post here your example ready to run. Please note that one line was not recognised by the compiler. I commented it and it works the same. Please check if it is necessary. Moreover the text on the label doesn't appear.

Luigi

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

```
class BlinkingLabel : public Label {
private:
    int currentColor;
    Color BackgroundColor[2];
public:
    BlinkingLabel();
```

```

void blink();
virtual void Paint(Draw& w);
};

BlinkingLabel::BlinkingLabel() {
    currentColor=0;
    //the two Backgrounds between wich is switched
    BackgroundColor[0] = Color(255,0,0); //red
    BackgroundColor[1] = Color(255,255,255); //white
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //start blinking every second
};

void BlinkingLabel::Paint(Draw& w) {
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0,0,sz.cx,sz.cy,BackgroundColor[currentColor]);
    // w.DrawRect(0,0,sz.cx,sz.cy,!IsShowEnabled(),false,false,VisibleAccessKeys()); // --- problem---
};

void BlinkingLabel::blink() {
    currentColor=1 & ++currentColor; //toggle between 0 and 1
    Refresh();
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //continue blinking every second
};

GUI_APP_MAIN
{ TopWindow w;
  BlinkingLabel bl;
  w.Add(bl);
  bl.SetText("my background is switching every second between red and white!");
  bl.LeftPosZ(55, 500).TopPosZ(51, 19);
  bl.Transparent(false); //so we arent transparent and our background will be seen
  w.Run();}

```

Subject: Re: Label/StaticText
 Posted by [fallingdutch](#) on Thu, 06 Jul 2006 05:28:13 GMT
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Thanks Luigi,

You are right, that line was wrong!
 If you change that line like seen here, the label will also be drawn.

it should be:

```

#include <CtrlLib/CtrlLib.h>

class BlinkingLabel : public Label {
private:
    int currentColor;
    Color BackgroundColor[2];
public:
    BlinkingLabel();
    void blink();
    virtual void Paint(Draw& w);
};

BlinkingLabel::BlinkingLabel() {
    currentColor=0;
    //the two Backgrounds between wich is switched
    BackgroundColor[0] = Color(255,0,0); //red
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    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //start blinking every second
};

void BlinkingLabel::Paint(Draw& w) {
    Size sz = GetSize();
    if(!IsTransparent())
        w.DrawRect(0,0,sz.cx,sz.cy,BackgroundColor[currentColor]);
    PaintLabel(w,0,0,sz.cx,sz.cy, !IsShowEnabled(), false,false,VisibleAccessKeys());
};

void BlinkingLabel::blink() {
    currentColor=1 & ++currentColor; //toggle between 0 and 1
    Refresh();
    SetTimeCallback(1000,callback(this,&BlinkingLabel::blink)); //continue blinking every second
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GUI_APP_MAIN
{ TopWindow w;
  BlinkingLabel bl;
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  bl.SetText("my background is switching every second between red and white!");
  bl.LeftPosZ(55, 500).TopPosZ(51, 19);
  bl.Transparent(false); //so we arent transparent and our background will be seen
  w.Run();}

```
