Subject: How do I override the Button class Tip handling function
Posted by awksed on Fri, 16 May 2025 15:53:14 GMT
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I wish to override the Button class tip display function so I can show different tips according to the data available.

I cannot find the function that handles showing the tip on hovering over the button in order to override it in my button subclass.

Thanks.

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

Subject: Re: How do I override the Button class Tip handling function
Posted by awksed on Sat, 17 May 2025 20:42:45 GMT
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Hi Oblivion,

Thank you for your reply.

For the sake clarity the question was not how do I set the tip text (which is well documented) but which function, presumably within Ctrl, handles the hover and displays the tip message.

Regards,