Subject: Drawing Backgroud
Posted by AngelPortal on Thu, 21 Dec 2006 15:24:06 GMT
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1)I have coded I GUI that uses a tree Ctrl as a menu of my program.

2)Than, I paintd the GUI as White.

3)But now I want to insert an image as a Background of the
GUI that is already displaing the tree menu.

4)Thats is possible.

5) Why the stand code to Display an image do not show any image.

6) If I take the lines that insert the Tree in the GUI the image
appears.

Any Sugestion?

Check the Code

```
------------------------------
xadrez::xadrez()
{
 Progress pi;

 CtrlLayout(*this, "Xadrez Postal 1.0");
 estadoxadrezpostal = "Bem vindo ao Xadrez Postal !";
 AddFrame(menu);
 menu.Add("Ajuda", THISBACK(ajuda));
 menu.Add("Sobre Xadrez Postal", THISBACK(sobre));
 menu.Add("Sair",THISBACK(sair));
    AddFrame(estadoxadrezpostal);
 horizontal.Add(arvoredeescolha);
 Add(horizontal.Horz().SizePos());
 arvoredeescolha.MultiSelect();
    arvoredeescolha.WhenOpen = THISBACK(OpenDir);
    arvoredeescolha.WhenClose = THISBACK(CloseDir);
    arvoredeescolha.WhenCursor = THISBACK(ShowPath);
    arvoredeescolha.WhenLeftDouble = THISBACK(TratarOpcoesDeArvore);
    arvoredeescolha.SetRoot(CtrlImg::Dir(), "Entrada");
    pi.AlignText(ALIGN_LEFT);
    LoadTree(0, "Entrada", pi);
    BackPaint();
}
And
void Paint(Draw& w)
{
```

```
  Size sz = GetSize();
  w.DrawRect(sz, SWhite);
  Size isz = vacat().GetSize();
  w.DrawImage((sz.cx - isz.cx) / 2, (sz.cy - isz.cy) / 2, vacat());
}
```

Best Regards

Subject: Re: Drawing Backgroud
Posted by mirek on Thu, 21 Dec 2006 20:47:54 GMT
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Performing GUI operations in constructor is not a very good idea.

Other than that, code is way to incomplete to give better advice.

Please post something compilable.

(And yes, it is possible).

Mirek

Subject: Re: Drawing Backgroud
Posted by AngelPortal on Fri, 22 Dec 2006 14:57:00 GMT
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I attached the source you, ask.
It is a beginning of a software.
The main Idea it is to use a Tree
as a menu, but I also want to insert
an background image instead of White.

Angel Portal

Just go inside of you MyApps and expand this file.
Open TheIDE and select xadrez package.

File Attachments
1) xadrez.zip, downloaded 633 times

Subject: Re: Drawing Backgroud
Posted by AngelPortal on Fri, 22 Dec 2006 15:17:00 GMT
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When you run the code, it will show this image!!

Angel Portal

File Attachments
1) imagem.bmp, downloaded 650 times

Subject: Re: Drawing Backgroud
Posted by mirek on Fri, 22 Dec 2006 17:51:36 GMT
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OK, I guess I know what you are trying to do.

The trouble is that you cannot simply override the background of opaque widget. The Paint you have overriden works, but is hidden "behind" the TreeCtrl.

Mirek

Subject: Re: Drawing Backgroud
Posted by AngelPortal on Fri, 22 Dec 2006 18:55:48 GMT
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How to show it?

Subject: Re: Drawing Backgroud
Posted by mirek on Sat, 23 Dec 2006 08:27:46 GMT
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Well, you would need to create your own TreeCtrl.

Or we will have to alter the U++ library code. Just let me a while to chew this request, it is quite unusual.

....(20 minutes later)

OK, TreeCtrl now has "NoBackground" method. Combine with "Transparent".

I will add NoBackground to all "view" widgets.

Mirek

Subject: Re: Drawing Backgroud

Posted by AngelPortal on Tue, 26 Dec 2006 15:01:47 GMT
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So in order to appear any background image, I just use
NoBackground method,is that what you sad?

Angel Portal

Subject: Re: Drawing Backgroud
Posted by mirek on Tue, 26 Dec 2006 17:43:02 GMT
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AngelPortal wrote on Tue, 26 December 2006 10:01So in order to appear any background image, I just use
NoBackground method,is that what you sad?

Angel Portal

Yes. (But you must a new version of U++

(BTW, I have used your example as development code, so it surely works for you

Mirek

Subject: Re: Drawing Backgroud
Posted by AngelPortal on Thu, 28 Dec 2006 09:51:15 GMT
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thanks!