Subject: Button Label
Posted by MikeyV on Mon, 05 Feb 2007 19:36:10 GMT
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I'm sure this is something simple, but I couldn't find an answer using the forum search, or in the examples.

How do I turn on word wrapping for a button?

Subject: Re: Button Label
Posted by mirek on Mon, 05 Feb 2007 22:08:49 GMT
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MikeyV wrote on Mon, 05 February 2007 14:36I'm sure this is something simple, but I couldn't find an answer using the forum search, or in the examples.

How do I turn on word wrapping for a button?

One option to get text of button more interesting is to make it QTF. You can do it for most labels by prepending text with "\1" (works in Layout designer too), in that case text is interpreted as QTF.

Mirek

Subject: Re: Button Label
Posted by MikeyV on Mon, 05 Feb 2007 22:55:18 GMT
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Quote:You can do it for most labels by prepending text with "\1" (works in Layout designer too), in that case text is interpreted as QTF.

I can't seem to figure out how to do this in the layout designer. Where exactly do I put the \1?

If I have SetLabel(t_("IST/ISR Input Screen")) where do I tell it to use QTF?

I'm sorry, I just don't understand QTF/RTF at all. I thought it would be simpler to turn on word wrap in a button instead of having to increase the size of the button or reduce the text size to make it fit.

Subject: Re: Button Label
Posted by MikeyV on Mon, 05 Feb 2007 23:31:49 GMT
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Okay, after playing around a bit, I can get the text to wrap, but it's not optimal, and it looks bad, as the second line doesn't center.

Before:
SetLabel(t_("IST/ISR Input Screen"))
After:
SetLabel(t_("IST/ISR Input \n Screen"))

Forgive my questions, but it's been about 5 years since I've done any C++ programming, and 5 years ago I was still learning.

I don't have a very good handle on things like structs, vectors, templates, and several other things.

Subject: Re: Button Label
Posted by mirek on Tue, 06 Feb 2007 00:00:21 GMT
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SetLabel(t_("\1IST/ISR [* Input]&Screen"))

Subject: Re: Button Label
Posted by MikeyV on Tue, 06 Feb 2007 00:20:52 GMT
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I see. Thanks for the tip!
