Subject: Have the PictureButton ?
Posted by LiniX on Fri, 09 Nov 2007 04:36:21 GMT
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Hi,

I want to use Picture like the Button.
I want to use GreenPhone and RedPhone to application.

How to use it ?

Thank You
Watchara Kangkun

Subject: Re: Have the PictureButton ?
Posted by mrjt on Fri, 09 Nov 2007 10:26:25 GMT
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Try FlatButton, it should do what you want.

Subject: Re: Have the PictureButton ?
Posted by cbpporter on Sat, 10 Nov 2007 16:39:46 GMT
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FlatButton? When was this introduced?

Subject: Re: Have the PictureButton ?
Posted by unodgs on Sat, 10 Nov 2007 22:50:28 GMT
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FlatButton is a class used in Clock and Calendar. Now (after recent DateTimeCtrl refactoring) it should be rather named TransparentButton. Anyway I could make it more universal (it wasn't created as next standard ctrl in mind). Just say what you really need and I'll try to extend it. Now you can use it for example in this way:

FlatButton btn;
btn.SetImage(Img::LeftArrow);
btn.SetLeft() //when button is pushed the image will be scrolled left (to natural move imitation - it'd look stupid if right arrow were scrolled left)
btn <<= THISBACK(MyAction);
Add(btn.LeftPos(0, 40).TopPos(0, 19));

There is also a FlatSpin which is the combination of two FlatButtons ant text displayed between them. For example:

```
FlatSpin btn;
btn.SetText("Click me");
btn <<= THISBACK(MyActionOnTextClick)
btn.SetCallbacks(THISBACK(MyActionOnLeftClick), THISBACK(MyActionOnRightClick));
```

One can also use LineCtrl which is for example used in Clock control as minute and hour setter (it's located at left and right side of clock).

All this controls were created for DropTime/DropDate. If anyone wants to use them please give me a sign. I will document them better / make more universal.

Subject: Re: Have the PictureButton ?
Posted by mr_ped on Sun, 11 Nov 2007 02:41:45 GMT
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I'm not sure about the special controls you are mentioning, but some straight forward example and documentation how the button with Image and button with image+text should be done in U++ way would be welcome by many people.

Whatever the used control is in such case.

Subject: Re: Have the PictureButton ?
Posted by Mindtraveller on Sun, 11 Nov 2007 12:08:09 GMT
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mr_ped, I agree with you completely. U++ has large amount of undocumented (or almost undocumented) features, controls, techniques, etc. It is vital to have U++ widely and user-friendly documented. That is why I started topic about documentation.

Subject: Re: Have the PictureButton ?
Posted by mirek on Sun, 11 Nov 2007 22:23:50 GMT
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Mindtraveller wrote on Sun, 11 November 2007 07:08mr_ped, I agree with you completely. U++ has large amount of undocumented (or almost undocumented) features, controls, techniques, etc. It is vital to have U++ widely and user-friendly documented. That is why I started topic about documentation.

Factual note: Many people had a lot of suggestions about how documentation should look like. Very little actually contributed any useful docs...

Mirek

Subject: Re: Have the PictureButton ?
Posted by Mindtraveller on Sun, 11 Nov 2007 23:19:18 GMT
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I may contribute docs structure as I see it, gradually adding actual texts to the articles proposed.
It`s how I suggested to do.
For now, presence and content of structure proposed is still under discussion, so it`s unknown what to contribute for now, actually.
That`s why I try to determine what kind of manual should be - ASAP.

Subject: Re: Have the PictureButton ?
Posted by cbpporter on Tue, 13 Nov 2007 09:21:47 GMT
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Since we are talking about buttons, I think that U++ has to many flavors of Buttons. I often need one in between, and some design choices are really strange, like normal Button not having a flat mode/skin and OptionButton not having a Label. Any plan to normalize/streamline the classes a little?

Subject: Re: Have the PictureButton ?
Posted by mirek on Tue, 13 Nov 2007 18:46:41 GMT
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cbpporter wrote on Tue, 13 November 2007 04:21Since we are talking about buttons, I think that U++ has to many flavors of Buttons. I often need one in between, and some design choices are really strange, like normal Button not having a flat mode/skin and OptionButton not having a Label. Any plan to normalize/streamline the classes a little?

I think it is relatively easy to use chameleon style to get the flat button.

Mirek

Subject: Re: Have the PictureButton ?
Posted by cbpporter on Wed, 14 Nov 2007 14:43:03 GMT
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It may be easy, but I don't know how. And I was also refering to the fact that some Buttons lack features, but others don't.

Subject: Re: Have the PictureButton ?
Posted by mrjt on Wed, 14 Nov 2007 15:18:03 GMT
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```
Button::Style flatstyle;

void SetFlatStyle(Button &btn)
{
    flatstyle = btn.StyleNormal();
    flatstyle.look[0] = SColorFace();
    flatstyle.look[1] = SColorFace();
    flatstyle.look[2] = SColorFace();
    flatstyle.look[3] = SColorFace();
    btn.SetStyle(flatstyle);
}
```
Or you can replace SColorFace with an Image to draw some sort of border. See the Image B in CtrlLib/Ctrls.iml.

And yes, Button option should have a Label and IMO be either a variant of Option or Pusher. It's a bit useless at the mo.

Subject: Re: Have the PictureButton ?
Posted by cbpporter on Wed, 14 Nov 2007 15:38:49 GMT
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Thank You! I'm starting to get the hang of this chameleon business. But if I set all looks to SColorFace(), the button will not change it's appearance at all. By flat Button I mean something more like a ToolButton. I'll check to see how ToolButton draws it's self (it has no Style), and try to extract a style from that so I can add it to Button.

Subject: Re: Have the PictureButton ?
Posted by mrjt on Wed, 14 Nov 2007 16:14:21 GMT
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```
void SetFlatStyle(Button &btn)
{
    flatstyle = btn.StyleNormal();
    CtrlsImageLook(flatstyle.look, CtrlsImg::I_TB, 4);
    btn.SetStyle(flatstyle);
}
```

Subject: Re: Have the PictureButton ?
Posted by cbpporter on Wed, 14 Nov 2007 18:24:50 GMT
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That worked great. To bad It's just a hunch, but I won't find any documentation and chameleon

and those magic IDs. Too bad you can't use it on ButtonOption...