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Subject: Toolbar buttons now can have labels

Posted by [mirek](#) on Wed, 05 Dec 2007 14:59:56 GMT

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Use .Label or .LabelRight.

```
struct MyApp : TopWindow {
    void Tool(Bar& bar) {
        bar.Add("Test1", TestImg::test(), Callback()).Label("TEST!");
    }
}
```

```
typedef MyApp CLASSNAME;
```

```
MyApp() {
    toolbar.MaxIconSize(Size(16, 16));
    toolbar.Set(THISBACK(Tool));
    AddFrame(toolbar);
    Sizeable();
}
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```

You can also force the whole toolbar to show labels using new method `ToolBar::ButtonKind()`, e.g.:

```
UWord::UWord()
{
    AddFrame(menubar);
    AddFrame(TopSeparatorFrame());
    toolbar.ButtonKind(ToolButton::BOTTOMLABEL);
    AddFrame(toolbar);
}
```

Another new method, `ToolBar::MaxIconSize`, forces resizing down of big icons.

Mirek

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## File Attachments

1) [ss.PNG](#), downloaded 566 times

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