Subject: Label and Focus
Posted by forlano on Wed, 26 Dec 2007 09:45:04 GMT
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Hello,

I put a picture made with the iml designer inside a label to build a piece of a chessboard. I can drag it over an empty layout with this snippet:

```
void Chessboard::LeftDown(Point pos, dword flags)
{   if (!piece.HasCapture()) piece.SetCapture();
 else piece.ReleaseCapture();
}


void Chessboard::MouseMove(Point pos, dword flags)
{
    p = pos;
    if (piece.HasCapture()) piece.LeftPosZ(p.x - D/2, D).TopPosZ(p.y - D/2, D);
  Refresh();
}
```

Unfortunately the piece is moved even when I click click and drag OUT of the label size.
Perhaps I've programmed in a bad way, but now I need to know when I leftclick if I clicked the label or the empty layout. Is there a way?
In future, with many pieces on the board (32), I need to recover the name/adress of the piece. In this case a button with a focus maybe a better ctrl? By the way, in the previous snippet If I change the Label with a Button I'm not able to click and drag anything.

Thank you,
Luigi

PS: I attach the whole package, just other few lines, for a better understanding

Subject: Re: Label and Focus
Posted by mirek on Wed, 26 Dec 2007 10:28:39 GMT
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forlano wrote on Wed, 26 December 2007 04:45Hello,

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Thank you,
Luigi

PS: I attach the whole package, just other few lines, for a better understanding

Uh, there is a couple of problems with your code. In fact, it works only very accidentally

Instead of going into details: I would never do this using Label to represent individual pieces. Instead, pieces should not be widgets! Make an array of pieces (16 + 16), when clicking board position, identify the piece standing on it, then SetCapture for the board and move the piece.

Long time ago I was experimenting with simple chess algorithm (only 5x5 board and peons). There is no dragging, but perhaps you could find it helpful... attaching.

Mirek

## File Attachments

1) Chess.zip, downloaded 444 times

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Subject: Re: Label and Focus
Posted by forlano on Thu, 27 Dec 2007 08:31:02 GMT
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luzr wrote on Wed, 26 December 2007 11:28
Uh, there is a couple of problems with your code. In fact, it works only very accidentally

To say the true, I had the suspect that was too easy to produce the drag and drop with only three lines when I saw other examples with many lines.

Quote:
Instead of going into details: I would never do this using Label to represent individual pieces.

Very interesting although mysterious. Anyway I'll use your suggestion hoping to not miss the drag and drop feature.
Thanks,

Luigi

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