

---

Subject: How do I text overlay an image in a Upp::Button ?

Posted by [jlfranks](#) on Sat, 26 Jan 2008 00:08:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have a virtual keyboard layed out with Upp Buttons.  
The goal is to show an image bitmap keycap that does not have a letter embedded in it, i.e. a blank key cap.

Next, we want to set the label text with a single letter for that particular button. The reason for doing this is to avoid creating tons of keycaps (upper/lower case) for each character set for locals of interest (including Asian).

The problem is that the Button widget lays out the image to one side of the label. We want the text to overlay the image.

The keycap is dark background, and the ink for the text should be white.

Is there a way of accomplishing this short of writing a custom widget?

--jlf

---

---

Subject: Re: How do I text overlay an image in a Upp::Button ?

Posted by [mirek](#) on Sat, 26 Jan 2008 13:26:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jlfranks wrote on Fri, 25 January 2008 19:08 I have a virtual keyboard layed out with Upp Buttons.  
The goal is to show an image bitmap keycap that does not have a letter embedded in it, i.e. a blank key cap.

Next, we want to set the label text with a single letter for that particular button. The reason for doing this is to avoid creating tons of keycaps (upper/lower case) for each character set for locals of interest (including Asian).

The problem is that the Button widget lays out the image to one side of the label. We want the text to overlay the image.

The keycap is dark background, and the ink for the text should be white.

Is there a way of accomplishing this short of writing a custom widget?

--jlf

No, but writing custom widget is a trivial task...

In my recent project, exactly this was required (touchscreen application, buttons on screen). We did just that - wrote custom widget. In U++, the base code for button is about 20 lines...

