Subject: images as menu
Posted by sapiency on Sun, 07 Dec 2008 23:09:41 GMT
View Forum Message <> Reply to Message

Hi,

attached you find my testpackage for images as menu item in the main bar

Is this a bug or just not wanted?

When I put the images in a submenu it works ..
but only with a String in the item ...

I only want to show the image, because all other information is redundant.

Reinhard

File Attachments

1) basicWindow.zip, downloaded 394 times

Subject: Re: images as menu
Posted by sapiency on Mon, 08 Dec 2008 15:56:49 GMT
View Forum Message <> Reply to Message

sapiency wrote on Mon, 08 December 2008 00:09Hi,

Is this a bug or just not wanted?

sorry ...
" Also, items without Image are automatically added to menus only and vice versa, items without text are added to toolbars only."

just read the documentation ...

reinhard

Subject: Re: images as menu
Posted by mrjt on Mon, 08 Dec 2008 16:31:26 GMT
View Forum Message <> Reply to Message

If you only want a button (no submenu) you can do it quite easily.

First, you need a custom ctrl to display the image and respond correctly to mouse events:

```
struct ImageBtn : public ImageCtrl
{
        ImageBtn()       { IgnoreMouse(false); }
 virtual void LeftDown(Point p, dword keyflags)   { Action(); }
 virtual void MouseEnter(Point p, dword keyflags)  { Refresh(); }
 virtual void MouseLeave()     { Refresh(); }
 virtual void Paint(Draw& draw) {
  if (HasMouse())
   draw.DrawRect(GetSize(), SColorHighlight());
  ImageCtrl::Paint(draw);
 }
};
```

And then add instances of this to your MenuBar:

```
void basicWindow::MenuMain(Bar &bar){
 bar.Add("Menu", Image::Arrow(), THISBACK(SubMenu));

 imagebtn1.SetImage(MyImages::layout1());
 imagebtn1 <<= THISBACK(setLayout1);
 bar.Add(imagebtn1.Tip("Layout 1"), MyImages::layout1().GetSize());

 bar.Gap(4);

 imagebtn2.SetImage(MyImages::layout2());
 imagebtn2 <<= THISBACK(setLayout2);
 bar.Add(imagebtn2.Tip("Layout 2"), MyImages::layout2().GetSize());
}

void basicWindow::SubMenu(Bar &bar)
{
 bar.Add("Item1", Callback());
 bar.Add("Item2", Callback());
 bar.Add("Item3", Callback());
}(I've also added a sub-menu to make the example clearer)
```

Hope that helps,
James

Subject: Re: images as menu
Posted by sapiency on Mon, 08 Dec 2008 20:46:32 GMT
View Forum Message <> Reply to Message

mrjt wrote on Mon, 08 December 2008 17:31

(I've also added a sub-menu to make the example clearer)

Hope that helps,
James

THANKS!

That's a really good example.

regards

reinhard
