
Subject: show tooltip as QTF

Posted by [MatthiasG](#) on Wed, 04 Feb 2009 20:55:33 GMT

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Hello,

as asked in the title: is it possible to show tooltips as QTF?

greetings

Matthias

Subject: Re: show tooltip as QTF

Posted by [Novo](#) on Wed, 04 Feb 2009 21:48:11 GMT

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I believe the answer is yes. Current help system does that.

Subject: Re: show tooltip as QTF

Posted by [MatthiasG](#) on Thu, 05 Feb 2009 07:35:54 GMT

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OK, question is now: how do i do this?

Subject: Re: show tooltip as QTF

Posted by [andrei_natanael](#) on Thu, 05 Feb 2009 11:52:24 GMT

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A small example...

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class ToolTipEx : public TopWindow {
    ToolTip tip;
public:
    ToolTipEx()
    {
        tip.Set("\1Hello [*@3 World]");
    }
    void LeftDown(Point p, dword keyflags)
    {
        if(!tip.IsOpen())
            tip.PopUp(this, p, true);
    }
};
```

```
else
  tip.Close();
}
};

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

if the string start with \1 then it is qtf formated... read more about qtf.

Subject: Re: show tooltip as QTF
Posted by [MatthiasG](#) on Thu, 05 Feb 2009 14:17:02 GMT
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oh, i see... didn't know there is a class called ToolTip...

But i want a tooltip for a button, appearing not on a mouseclick, but when the user stays with the mouse over the button...
i have found, i can do:

```
Button bt;
bt.Tip("Tooltip text");
```

This works for normal text, but not for QTF formatted text...

Is there a way to achieve this?

Subject: Re: show tooltip as QTF
Posted by [mrjt](#) on Thu, 05 Feb 2009 14:48:18 GMT
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It does works, but you have to put the '\1' at the beginning to tell it to use QTF:
btn.Tip("\1[@R This works!]")

Subject: Re: show tooltip as QTF
Posted by [MatthiasG](#) on Fri, 06 Feb 2009 08:34:03 GMT
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ah, yes, now it works... tried to only use a QTF i got from a richedit, but didn't know i have to put a

'\1' in front of it.

many thanks to you all

greetings

Matthias
