Subject: how to simulate text links?
Posted by bonami on Fri, 19 Jun 2009 02:27:42 GMT

i need to write a couple of lines of text and when user clicks one, an image is shown. Thus, they are much like text links in web browsers. How to?
in Paint(),
w.DrawRect(GetSize(), SColorFace());
w.DrawText(0, 0, "Graphical introduction", Arial(30).Underline(), Blue);

Then how to determine the text's area so that I know user clicks on it? Font::GetHeight() may be working, but how about the width? FontInfo::GetWidth(int) seems okay, but i'll have to count the charcters one by one. Is there an easy way please? thank you.

Subject: Re: how to simulate text links?
Posted by koldo on Fri, 19 Jun 2009 07:36:29 GMT

Hello bonami

Try with "\upp\tutorial\Draw03" demo.

Best regards
Koldo

```
File Attachments
1) L$srcdoc$Draw$DrawTutorial$en-us.html_2.JPG, downloaded 596
times
```

Subject: Re: how to simulate text links?
Posted by mirek on Fri, 19 Jun 2009 08:38:39 GMT

bonami wrote on Thu, 18 June 2009 22:27i need to write a couple of lines of text and when user clicks one, an image is shown. Thus, they are much like text links in web browsers. How to?

Use RichTextView or RichTextCtrl and WhenLink.

See QTF docs about how to defined links in QTF text.

Mirek

Subject: Re: how to simulate text links?
Posted by bonami on Fri, 19 Jun 2009 10:00:28 GMT

i thought of using controls like RichTextView, but i thought the border around the control could not be hidden.
Thanks to Mirek, I'm now using RichTextCtrl.