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Subject: how to simulate text links?

Posted by [bonami](#) on Fri, 19 Jun 2009 02:27:42 GMT

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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 characters one by one. Is there an easy way please? thank you.

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Subject: Re: how to simulate text links?

Posted by [koldo](#) on Fri, 19 Jun 2009 07:36:29 GMT

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Hello bonami

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

Best regards

Koldo

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#### File Attachments

1) [L\\$srcdoc\\$Draw\\$DrawTutorial\\$en-us.html\\_2.JPG](#), downloaded 584 times

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Subject: Re: how to simulate text links?

Posted by [mirek](#) on Fri, 19 Jun 2009 08:38:39 GMT

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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

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Subject: Re: how to simulate text links?

Posted by [bonami](#) on Fri, 19 Jun 2009 10:00:28 GMT

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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.

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