
Subject: Mouse over button example - "catch me if you can..."

Posted by [fudadmin](#) on Sun, 26 Mar 2006 11:48:59 GMT

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

```
//this demonstrates how to install some useful callbacks... :)
```

```
class MoButton : public Button {
```

```
    bool wasHere;
```

```
public:
```

```
    typedef MoButton CLASSNAME;
```

```
    Callback WhenMouseEnter, WhenMouseLeave;
```

```
    virtual void MouseEnter(Point p, dword f) {wasHere=true; WhenMouseEnter();}
```

```
    virtual void MouseLeave();
```

```
    void SetWasNotHere() {wasHere=false;}
```

```
    MoButton(){};
```

```
    ~MoButton(){};
```

```
};
```

```
void MoButton::MouseLeave() {
```

```
    if (wasHere){
```

```
        ReleaseCapture(); //do I really need this?
```

```
        wasHere=false;
```

```
        WhenMouseLeave();
```

```
    }
```

```
}
```

```
class App : public TopWindow {
```

```
    MoButton opener;
```

```
    TopWindow info;
```

```
public:
```

```
    typedef App CLASSNAME;
```

```
    void openerIn();
```

```
    void openerOut();
```

```
    void openerFix();
```

```
    App();
```

```
};
```

```
void App::openerIn(){
```

```
    info.BottomPosZ(5, 200).HSizePos(200, 200); //use it here if you want to adjust according to  
    button pos...
```

```
    if(!info.IsOpen()) { info.Open(); opener.SetFocus(); }
```

```
}
```

```
void App::openerOut(){
    if(info.IsOpen()) { info.Close(); }
}

void App::openerFix(){
    if(info.IsOpen()) { info.SetFocus(); opener.SetWasNotHere(); }
}

App::App() {
    Add(opener.TopPosZ(5, 50).LeftPos(10, 250));
    opener.SetLabel("opener test Button Mouse-In Mouse-Out");

    info.Title("Catch me if you can!... :)");

    opener.WhenMouseEnter = THISBACK(openerIn);
    opener.WhenMouseLeave = THISBACK(openerOut);
    opener.WhenPush = THISBACK(openerFix);

    OpenMain();
    Sizeable().Zoomable();
    Title("Mouse Over Button");
}

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

feel free to criticize and improve...

Subject: Re: Mouse over button example...
Posted by [mirek](#) on Sun, 26 Mar 2006 16:22:07 GMT
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fudadmin wrote on Sun, 26 March 2006 06:48[code]
feel free to criticize and improve...

There is serious problem with this code: you should call Button::MouseLeave and Button::MouseEnter inside your overrides. (This bug demonstrates in XP visual style by orange highlight being stuck).

Mirek

Subject: Re: Mouse over button example...

Posted by [fudadmin](#) on Sun, 26 Mar 2006 21:27:02 GMT

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luzr wrote on Sun, 26 March 2006 17:22fudadmin wrote on Sun, 26 March 2006 06:48[code]
feel free to critisize and improve...

There is serious problem with this code: you should call Button::MouseLeave and Button::MouseEnter inside your overrides. (This bug demonstrates in XP visual style by orange highlight being stuck).

Mirek

Thanks! Is it correct now?

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

```
//this demonstrates how to install some useful callbacks...
```

```
class MoButton : public Button {  
    bool wasHere;  
public:  
    typedef MoButton CLASSNAME;  
    Callback WhenMouseEnter, WhenMouseLeave;  
    virtual void  MouseEnter(Point p, dword f);  
    virtual void  MouseLeave();  
    void SetWasNotHere() {wasHere=false;}
```

```
    MoButton(){wasHere=false;}
```

```
    ~MoButton(){;}
```

```
};
```

```
void MoButton::MouseEnter(Point p, dword f) {  
    if (!wasHere){  
        wasHere=true;  
        WhenMouseEnter();  
    }  
    Button::MouseEnter(p,f); //don't forget to call what you have overridden...  
}
```

```
void MoButton::MouseLeave() {  
    if (wasHere){  
        //ReleaseCapture(); //do I really need this? - not in this case :)  
        wasHere=false;  
        WhenMouseLeave();  
    }  
    Button::MouseLeave(); //don't forget to call what you have overridden...  
}
```

```

class App : public TopWindow {
    MoButton opener;
    TopWindow info;
public:
    typedef App CLASSNAME;
    void openerIn();
    void openerOut();
    void openerFix();

    App();
};

void App::openerIn(){
    info.BottomPosZ(5, 200).HSizePos(200, 200); //use it here if you want to adjust according to
    button pos...

    if(!info.IsOpen()) { info.Open(); opener.SetFocus(); }
}

void App::openerOut(){
    if(info.IsOpen()) { info.Close(); }
}

void App::openerFix(){
    if(info.IsOpen()) { info.SetFocus(); opener.SetWasNotHere(); }
}

App::App() {
    Add(opener.TopPosZ(5, 50).LeftPos(10, 250));
    opener.SetLabel("opener test Button Mouse-In Mouse-Out");

    info.Title("Catch me if you can!... :)");

    opener.WhenMouseEnter = THISBACK(openerIn);
    opener.WhenMouseLeave = THISBACK(openerOut);
    opener.WhenPush = THISBACK(openerFix);

    OpenMain();
    Sizeable().Zoomable();
    Title("Mouse Over Button");
}

GUI_APP_MAIN
{
    App().Run();
}

```

Subject: Re: Mouse over button example...
Posted by [mirek](#) on Mon, 27 Mar 2006 00:04:39 GMT
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Much better. Remove that "ReleaseCapture" too and I will be happy

Mirek

Subject: Re: Mouse over button example...
Posted by [fudadmin](#) on Mon, 27 Mar 2006 00:13:25 GMT
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luzr wrote on Mon, 27 March 2006 01:04Much better. Remove that "ReleaseCapture" too and I will be happy

Mirek

Thanks. Done.

Subject: Re: Mouse over button example...
Posted by [gprentice](#) on Mon, 27 Mar 2006 10:10:52 GMT
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Catch me if you can?

ok, I can - click the button!

Subject: Re: Mouse over button example...
Posted by [fudadmin](#) on Mon, 27 Mar 2006 10:25:10 GMT
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gprentice wrote on Mon, 27 March 2006 11:10
Catch me if you can?

ok, I can - click the button!

You are improving too fast... Next time I'll make something more difficult for you...
