Subject: Toolbuttons
Posted by gedumer on Sat, 06 Feb 2010 16:58:14 GMT
View Forum Message <> Reply to Message

There doesn't appear to any documentation on Toolbuttons, so... I have two questions:

1. I need to know how to make a Toolbutton work like a Buttonoption Class with a pushed state and up state.

2. I also need to know how to change a "Tip" on a Toolbutton in that buttons' event code. I set the initial tip when I add the toolbutton, but I want to change it in the event code.

Subject: Re: Toolbuttons
Posted by gedumer on Sat, 06 Feb 2010 21:00:37 GMT
View Forum Message <> Reply to Message

gedumer wrote on Sat, 06 February 2010 11:58There doesn't appear to any documentation on Toolbuttons, so... I have two questions:

1. I need to know how to make a Toolbutton work like a Buttonoption Class with a pushed state and up state.

2. I also need to know how to change a "Tip" on a Toolbutton in that buttons' event code. I set the initial tip when I add the toolbutton, but I want to change it in the event code.

Anyone have any ideas on this?

Subject: Re: Toolbuttons
Posted by alendar on Sat, 06 Feb 2010 21:42:11 GMT
View Forum Message <> Reply to Message

I think the tip is named something different in the object than "tip". You should just be able to set it to a string.

I'm going to have to add a tool bar to my app, so I'll take a look. Isn't there an example anywhere in the examples or bazaar folder?

Subject: Re: Toolbuttons
Posted by gedumer on Sat, 06 Feb 2010 21:57:25 GMT
View Forum Message <> Reply to Message

It's easy to set the Tip when you add the toolbutton (which is not documented AFAIK). The problem is I want to change the text under certain conditions in the event code.

Subject: Re: Toolbuttons
Posted by alendar on Sun, 07 Feb 2010 03:50:16 GMT
View Forum Message <> Reply to Message

Ok, finally got it to work. I'm a bad typist. The main thing is if you use the example in the help file, you won't have an object to reference, or you will, but you'll have to pull it off the vector and I don't know if it is exposed.

I find it easier to create the ToolButton explicitly, set its attributes and add it to the ToolBar, like this:

1) Create the toolbar and button on my class spec:

```
 ToolBar toolbarFrame;
 ToolButton repeat;
```

2) In the callback, configure and add the button:

```
void toolbarFrameCallback(Bar &bar) {
 repeat.WhenAction = THISBACK(RepeatSongs);
 repeat.Tip("Boo!");
 repeat.Image(MyImages::misc());
 bar.AddMenu("Function",
  MyImages::misc(),
  THISBACK(MenuFn));
 bar.Add(repeat);
}
```

3) Where ever you like, change the tip:

```
    repeat.Tip("Hoo!");
```

Works fine.

I haven't got the toggle state yet, but I need it for my project.

Subject: Re: Toolbuttons
Posted by alendar on Sun, 07 Feb 2010 03:58:58 GMT
View Forum Message <> Reply to Message

Well, that was hard - not.

To do a toggle, you just do this in the event handler:

```
void RepeatSongs() {
 repeat.Check(!repeat.IsChecked());
}
```

It flips it on and off when clicking. Doesn't get much easier than that. EXCEPT -- the ButtonOption has the "=" operator overridden for boolean so you can just:

repeat = !(repeat.IsChecked());

sigh, so much time is wasted without this obfuscation.

Subject: Re: Toolbuttons
Posted by gedumer on Sun, 07 Feb 2010 15:09:29 GMT
View Forum Message <> Reply to Message

Thanks for your help.

Subject: Re: Toolbuttons
Posted by cbpporter on Sun, 07 Feb 2010 15:27:25 GMT
View Forum Message <> Reply to Message

With ToolButton you need to do the state toggling manually, similar to the code above.
