Subject: Help needed.
Posted by 281264 on Mon, 12 Jul 2010 16:28:00 GMT
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Hi,

I am struggling with this dummy application I am creating. The objective is to draw lines in the

Allow me to explain what I have done:

2.- I have added a SplitterFrame and put the previous struct in its left. This allows me to have the

coordinates. Then the user clicks again and anchors one point of the line; after a second click the line is drawn on the screen; so far so good.
4.- However, in the next steps, I am finding some problems:
a.- the last coordinates remains in the screen after line creation process; how to get rid off it?
b.- My intention is to store all the lines in a container, so they can be redraw every time is

variables). The first problem arises when I try to create a line in my application: it does not compile. Second is the usage of vectors or U++ vectors. What to use? In general, is it allow to use the STL in U++?.

Many thanks,

Javier

Subject: Re: Help needed.
Posted by 281264 on Mon, 12 Jul 2010 16:31:12 GMT
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Oops, I forgot to include the files. Here they are.

File Attachments
1) ejemplo_splitter.7z, downloaded 347 times

Subject: Re: Help needed.
Posted by koldo on Mon, 12 Jul 2010 22:21:59 GMT
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281264 wrote on Mon, 12 July 2010 18:28Hi,

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Many thanks,

Javier

Hello Javier

1. I have renamed "line" struct to "myline". line name seems not to be good for a struct.

4.a I have added this to handle mouse up:

```
void ejemplo_splitter::LeftUp(Point p,dword d) {
 if(!ended) {
  ended = 1;
  Refresh();
 }
}
```

And Paint begin like this:

```
void ejemplo_splitter::Paint(Draw& draw)
{
 draw.DrawRect(GetSize(),White());
```

now it works.

4.b About vectors or other containers I use U++ ones. Read for example this
http://www.ultimatepp.org/srcdoc$Core$NTLvsSTL$en-us.html or this
http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html

File Attachments
1) ejemplo_splitter.7z, downloaded 298 times

Subject: Re: Help needed.
Posted by 281264 on Tue, 13 Jul 2010 11:02:54 GMT
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drawing a line?.

Subject: Re: Help needed.
Posted by dolik.rce on Tue, 13 Jul 2010 11:57:55 GMT
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cursor when, for instance, the user is drawing a line?.

Just pass the new cursor image to OverrideCursor() in LeftUp. And don't forget to put the original (usually Image::Arrow(), I think) back in, using the same method, when the line is finished.

Honza

Subject: Re: Help needed.
Posted by mrjt on Tue, 13 Jul 2010 12:48:31 GMT
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That's not the best solution IMO. You should override CursorImage on your drawing ctrl instead:

```
virtual Image CursorImage(Point p, dword keyflags) {
  if (drawing)
    return Image::Cross();
  else
    return Image::Arrow();
}
```

Subject: Re: Help needed.
Posted by dolik.rce on Tue, 13 Jul 2010 13:04:37 GMT
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mrjt wrote on Tue, 13 July 2010 14:48That's not the best solution IMO. You should override CursorImage on your drawing ctrl instead
Thanks mrjt, didn't even know about this method. I still learn

Honza