

---

Subject: How can I callback on staticimage click  
Posted by [jerson](#) on Fri, 03 Feb 2012 06:21:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello

I have this series of staticimage widgets that are to be clickable. When the user clicks on one, I update a global variable that will be used elsewhere in the code.

I cannot figure how to capture the mouse click on the static images. Do I need to make a class derived from staticimage widget and then capture the LeftDown event? Or is it something very simple?

Can someone please help me out here.

thanks  
Jerson

---

#### File Attachments

1) [LDG.jpg](#), downloaded 671 times

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [mr\\_ped](#) on Fri, 03 Feb 2012 08:11:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Not sure if this is reasonable solution, but how about using buttons with images on them instead of staticimage?

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [jerson](#) on Fri, 03 Feb 2012 10:47:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks mr\_ped. Well definitely workable for me. I shall try it out.

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [jerson](#) on Fri, 03 Feb 2012 12:31:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Button with image somehow does not FIT the image as in StaticImage. Is there some flag to be set to size the image to button size?

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [Mindtraveller](#) on Sun, 05 Feb 2012 08:25:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You may derive your own class from Button and Paint the image the way you want in repainting virtual member function.

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [mr\\_ped](#) on Mon, 06 Feb 2012 09:36:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Also you may want to check out toolbars, how they are done, it's probably the most similar (if not identical) case.

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [sergeynikitin](#) on Wed, 08 Feb 2012 16:20:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Try to find on the forum "ImageButton" or "ImageBtn".  
There are working example.

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [jerson](#) on Thu, 09 Feb 2012 04:09:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thanks for the tip Sergey

Is there some equivalent to something like this that I used to do in VB?

I am trying to replicate a VB6 implementation that has this:

I have a number of images called Image(0) to Image(12)

Clicking any of this image allows me to pick the index of the image that is clicked. I can use this index to pass into my program.

My UPP version has this

A number of images on a layout(not ideal). I'd rather do this in code later.

Clicking a particular image would give me the index of which image was clicked.

I am sorry for the extremely dumb question, but, I am still pretty raw at UPP and C++. After my initial success with UPP in my first project, I am quite sure it can be done easily. However, my current knowledge level doesn't make it easy for me. Any help (even pseudo code) will help me.

Thanks

---

---

Subject: Re: How can I callback on staticimage click  
Posted by [jerson](#) on Thu, 09 Feb 2012 05:40:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here is something I did. It serves my purpose well. I just need some review on this so I can improve.

I looked at code from mrjt in this thread

[http://www.ultimatepp.org/forum/index.php?t=msg&goto=19495&S=0339fad60b64c135d24482695827b19b&srch=imagebtn# msg\\_19495](http://www.ultimatepp.org/forum/index.php?t=msg&goto=19495&S=0339fad60b64c135d24482695827b19b&srch=imagebtn# msg_19495)

and came up with this

```
struct ImageBtn : public StaticImage
{
    ImageBtn()          { IgnoreMouse(false); }
    virtual void LeftDown(Point p, dword keyflags) { Action(); }
    virtual void MouseEnter(Point p, dword keyflags) { Refresh(); }
    virtual void MouseLeave()      { Refresh(); }
    virtual void Paint(Draw& draw)
    {
        if (HasMouse())
            draw.DrawRect(GetSize(), SColorHighlight());
        StaticImage::Paint(draw);
    }
};
```

Now, I have a small function that gets called by a menu

```
void DiaGuage::mnuProfileSelected(int profilenos)
{
    PromptOK(AsString(profilenos) );
}
```

```
void DiaGuage::mnuSettingsProfile(void)
{
    ImageBtn imagebtn[11];
```

```
    TopWindow frmProfile;
```

```
    // set the new window size to what we are using already
    frmProfile.SetFrameRect(DiaGuage::GetSize());
```

```
    // give the window a title
    frmProfile.Title("DiaGuage - Select a Profile");
```

```
    // introduce image buttons into the window
    for (int i=0; i < 11; i++)
    {
```

```

frmProfile.Add(imagebtn[i]);
imagebtn[i].SetRect((i%6)*120+10,i/6 * 120+10,100,100);
imagebtn[i].SetFit(StaticImage::FillFrame);
imagebtn[i].Set(Images::Get(i+1));
imagebtn[i] <=<= THISBACK1(mnuProfileSelected,i);
}
frmProfile.Execute();
}

```

With this code, I am able to get the index of the image button which is clicked. Perfect!!

Thanks to all for the ideas I got here.

---

Subject: Re: How can I callback on staticimage click  
 Posted by [sergeynikitin](#) on Tue, 21 Feb 2012 21:12:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I use simplest alternative of ImageBtn

ImageBtn.h:

```

#ifndef _ImageBtn_h_
#define _ImageBtn_h_
class ImageBtn : public ImageCtrl
{
public:
  ImageBtn() { IgnoreMouse(false); }
  Image imgb;
  void SetBackImage(Image imgb1) {imgb = imgb1;}
  virtual void LeftDown(Point p, dword keyflags) { Action(); }
  virtual void Paint(Draw& draw);
};
#endif

```

ImageBtn.cpp:

```

#include "ImageBtn.h"
void ImageBtn::Paint(Draw& draw){
  draw.DrawImage(GetSize(),imgb);
}

```