Subject: How can I callback on staticimage click
Posted by jerson on Fri, 03 Feb 2012 06:21:41 GMT
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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 557 times

Subject: Re: How can I callback on staticimage click
Posted by mr_ped on Fri, 03 Feb 2012 08:11:15 GMT
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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
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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
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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
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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
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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
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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
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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
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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=194
95&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 profileno)
{
 PromptOK(AsString(profileno) );
}

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
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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);
}
```
