Subject: Change images
Posted by idkfa46 on Thu, 01 Mar 2012 10:56:45 GMT
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I wanna try to change images when fields got focus...
what the best way?
ChildGotFocus() can be the right solutions ?

Regards, Matteo

Subject: Re: Change images
Posted by koldo on Thu, 01 Mar 2012 12:04:56 GMT
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Hello Matteo

Please clarify a little bit what image control do you refer and what field get focus.

Subject: Re: Change images
Posted by idkfa46 on Thu, 01 Mar 2012 13:19:01 GMT
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Here my little app...

```
void Scala::Paint(Draw& w)
{
 w.DrawRect(GetSize(),SColorFace());
 w.DrawImage(180, 125, 200, 180, Images::Scala());
 //w.DrawImage(180, 125, 200, 180, Images::Logo());
}
```

The image I was speaking about is Images::Scala().
I would like to change it when user get focus on this fields:

alzataEdit
deltaEdit
altezzaEdit
pedataEdit

Thanks,
Matteo

File Attachments
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1)

Subject: Re: Change images
Posted by koldo on Thu, 01 Mar 2012 20:53:25 GMT
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Hello Matteo

A way could be to do a new class like this:
```
class MyEditString : public EditString {
public:
 MyEditString(Scala &scala) : scala(scala)  {}
 virtual void GotFocus() {
  // Change image of scala
 }
private:
 Scala *scala;
};
```

Subject: Re: Change images
Posted by idkfa46 on Fri, 02 Mar 2012 13:09:57 GMT
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Thank you cold for ur reply. I cant understand the meaning of

MyEditString(Scala &scala) : scala(scala) {} :(

I need to use Paint(Draw& w) to add the new image? So I have to make it member of the new class ?

Maybe can I find an example into Bazar ?!

Sorry for my stupid questions...

Matteo

Subject: Re: Change images
Posted by unknown user on Fri, 02 Mar 2012 14:56:45 GMT

Hi Matteo,

Koldo solution was to create a new class which inherit from EditString (or class you use,
EditDouble for example) and pass to it's constructor a reference to your Scala class and from
GotFocus method of that class to notify Scala instance that it should change the image.

Another solution would be to notify your Scala instance using callbacks.

After using namespace Upp; and before #define LAYOUTFILE <Scala/Scala.lay> add following
code.

```
class EditDoubleSpinMod : public EditDoubleSpin {
public:
 Callback WhenFocus;
 virtual void GotFocus()
 {
  WhenFocus();
 }
};

class EditDoubleMod : public EditDouble {
public:
 Callback WhenFocus;
 virtual void GotFocus()
 {
  WhenFocus();
 }
};
```

In Scala class (private section) add:
Image img;

```
void changeImage()
{
 img = Images::Scala();
 Refresh();
}
```

In Scala constructor add:

```
img = Images::Logo();
alzataEdit.WhenFocus = THISBACK(changeImage);
deltaEdit.WhenFocus = THISBACK(changeImage);
altezzaEdit.WhenFocus = THISBACK(changeImage);
pedataEdit.WhenFocus = THISBACK(changeImage);
```

Modify Scala::Paint like:
void Scala::Paint(Draw& w)
{
 w.DrawRect(GetSize(),SColorFace());
 w.DrawImage(180, 125, 200, 180, img);
 //w.DrawImage(180, 125, 200, 180, Images::Logo());
}

In layout file make alzataEdit, deltaEdit, pedataEdit to use EditDoubleSpinMod and pedataEdit EditDoubleMod.

Initial image would be Images::Logo() because we added in constructor img = Images::Logo();, change it to whatever you want. When one of specified controls got focus chageImage will be called and image would be changed to Images::Scala().
Now your constructor set focus on one of modified control, so your Images::Scala() will get displayed without you being able to see that initially Images::Logo() was displayed. Change in constructor ActiveFocus to pendenza control or other not modified.

Best regards,
Andrei

Subject: Re: Change images
Posted by unknown user on Fri, 02 Mar 2012 15:00:04 GMT
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P.S.: Please use zip, 7z format for archives instead of rar.
Thank you.

Subject: Re: Change images
Posted by idkfa46 on Fri, 02 Mar 2012 16:14:33 GMT
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Oh... realy thanks !
I understood so many interesting things today

Matteo