Subject: mousepos / click for a widget...
Posted by Wolfgang on Tue, 26 Jun 2012 11:34:50 GMT
View Forum Message <> Reply to Message

Hi,

I've copied the code from the tutorial to get the current mousepos and display it on left click... but this is for the whole view area.... I try to do this just for a special area (a LabelBox for example).... it compiles but it left click on the area of the labelbox changes / displays nothing.

Here's my Code:
.h

```
#ifndef _justForTest_justForTest_h
#define _justForTest_justForTest_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <justForTest/justForTest.lay>
#include <CtrlCore/lay.h>

class PaintArea : public LabelBox {
 private:
  Point  p;
  String text;
  virtual void LeftDown(Point pos, dword flags)
  {
   p = pos;
   Refresh();
  }
  virtual void MouseMove(Point pos, dword flags)
  {
   text = Format("[%d:%d]", pos.x, pos.y);
   Refresh();
  }
  virtual void Paint(Draw& w)
  {
   w.DrawRect(GetSize(), SWhite);
   w.DrawText(p.x, p.y, text, Arial(20), Magenta);
  }
 public:
  Point getLastPos() { return p; }
};

class justForTest : public WithjustForTestLayout<TopWindow> {
 private:
  PaintArea myPaintArea;
```

```
  void btn_pointClick();
  int btn_pointCounter;
 public:
  typedef justForTest CLASSNAME;
  justForTest();
};

#endif
```

.cpp

```
#include "justForTest.h"

void justForTest::btn_pointClick()
{
 btn_pointCounter++;
 String c2s;
 c2s << "[ " << AsString(btn_pointCounter) << " ] ";
 c2s << "A Point\n";
 Point p = myPaintArea.getLastPos();
 c2s << " [" << AsString(p.x) << "|" << AsString(p.y) << "]";
 log_main.Insert(log_main.GetLength(),c2s);
}

justForTest::justForTest()
{
 myPaintArea.LeftPosZ(4,530).TopPosZ(4,300);
 this->Add(myPaintArea);

 CtrlLayout(*this, "Window title");

 btn_point <<= THISBACK(btn_pointClick);
 btn_pointCounter = 0;

}

GUI_APP_MAIN
{
 justForTest().Run();
}
```

.lay (just to complete the list..)

```
LAYOUT(justForTestLayout, 544, 560)
 ITEM(Button, btn_point, SetLabel(t_("Set Point")).HSizePosZ(8, 480).TopPosZ(308, 20))
 ITEM(LineEdit, log_main, LeftPosZ(8, 524).TopPosZ(332, 196))
END_LAYOUT
```

In my "log" i get this on button click:
[1] A Point
[-1077075752|135843110][2] A Point
[-1077075752|135843110][3] A Point
[-1077075752|135843110]
no matter where I've clicked

Thanks for help!

Subject: Re: mousepos / click for a widget...
Posted by Wolfgang on Tue, 26 Jun 2012 13:24:28 GMT
View Forum Message <> Reply to Message

think i've solved it by using
class PaintArea : public Button {
instead of public LabelBox.
