
Subject: mousepos / click for a widget...

Posted by [Wolfgang](#) on Tue, 26 Jun 2012 11:34:50 GMT

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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

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think i've solved it by using

```
class PaintArea : public Button {
```

```
instead of public LabelBox.
```
