Subject: DropList events
Posted by nixnixnix on Tue, 07 Aug 2012 19:45:34 GMT
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Hi,

I use a DropList to switch a dialog's data from one object to another. I use the following events

```
dropTower.WhenDrop = THISBACK(GetTower);
dropTower.WhenAction = THISBACK(SetTower);
```

to grab the current object's data from the dialog and then initialise it with the next chosen object and that all works fine.

My problem is that my users love the ability to scroll the mouse wheels to choose towers and this only generates the second event WhenAction.

My question is: is there are way to disable this mousewheel functionality for some DropLists or even better would be if I can still generate the two events and have it work like it does just now but with the mousewheel?

Thanks for any help or suggestions.

Nick

Subject: Re: DropList events
Posted by Sender Ghost on Wed, 08 Aug 2012 03:29:31 GMT
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Hello, Nick.
nixnixnix wrote on Tue, 07 August 2012 21:45Is there are way to disable this mousewheel functionality for some DropLists or even better would be if I can still generate the two events and have it work like it does just now but with the mousewheel?
Yes, there is. It is possible to create custom DropList with your requirements.
You need to override MouseWheel and Key (because, there are also up, down, left and right keys to select values) virtual DropList methods.

A possible implementation is as follows:
Toggle Spoiler

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;
```

```
// Choose the variant
#if 1
class CustomDropList : public DropList {
public:
 virtual bool Key(dword key, int count)
 {
  if (!IsPopUp() && key != K_ALT_DOWN)
   return false;

  return DropList::Key(key, count);
 }

 virtual void MouseWheel(Point p, int zdelta, dword keyflags)
 {
  if (!IsPopUp())
   return;

  DropList::MouseWheel(p, zdelta, keyflags);
 }
};
#else
class CustomDropList : public DropList {
public:
 virtual bool Key(dword key, int count)
 {
  if (!IsPopUp() && GetCount())
   if (key == K_LEFT || key == K_RIGHT || key == K_DOWN || key == K_UP)
    WhenDrop();
   else
   if (key >= 32 && key < 65536)
    return false;

  return DropList::Key(key, count);
 }

 virtual void MouseWheel(Point p, int zdelta, dword keyflags)
 {
  if (!IsPopUp() && GetCount())
   WhenDrop();

  DropList::MouseWheel(p, zdelta, keyflags);
 }
};
#endif

class App : public TopWindow {
public:
 typedef App CLASSNAME;
```

```
 App();

 ArrayCtrl event;
 CustomDropList list;

 void OnDrop();
 void OnAction();
};

App::App()
{
 Title("Custom DropList example");
 Sizeable().Zoomable();
 const Size sz(320, 240);
 SetRect(sz); SetMinSize(sz);

 event.NoWantFocus();
 event.AddRowNumColumn("#").HeaderTab().Fixed(50);
 event.AddColumn("Event");

 list.WhenDrop = THISBACK(OnDrop);
 list.WhenAction = THISBACK(OnAction);

 for (int i = 1; i <= 100; ++i)
  list.Add(FormatIntRoman(i, true));

 Add(event.VSizePosZ(4, 27).HSizePosZ(4, 4));
 Add(list.BottomPosZ(4, 19).HSizePosZ(4, 4));
}

const int rowCount = 1000;

void App::OnDrop()
{
 GuiLock __;
 if (event.GetCount() > rowCount)
  event.Clear();

 event.Add("WhenDrop");
 event.GoEnd();
}

void App::OnAction()
{
 GuiLock __;
 if (event.GetCount() > rowCount)
  event.Clear();
```

```
 event.Add("WhenAction");
 event.GoEnd();
}

GUI_APP_MAIN
{
 Ctrl::GlobalBackPaint();

 App app;
 app.Run();
}
```

Subject: Re: DropList events
Posted by nixnixnix on Thu, 23 Aug 2012 03:10:48 GMT
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Thanks
