Subject: How do you use PopUp
Posted by gprentice on Mon, 01 May 2006 07:57:22 GMT
View Forum Message <> Reply to Message

Is there a simple example of how to use PopUp?

The following doesn't work - nothing happens when the left mouse button is clicked. My efforts prior to this upset my operating system, requiring the help of task manager...

```
struct MyAppWindow : TopWindow {
    Point  p;
    Ctrl c1;
    Button button;
    virtual void LeftDown(Point pos, dword flags) {
  c1.Add(button.SetLabel("Button").LeftPosZ(10, 64).TopPosZ(10, 24));
        c1.PopUp(this,false,true,false,true);
        p = pos;
        Refresh();
    }
```

Thanks
Graeme

Subject: Re: How do you use PopUp
Posted by mirek on Mon, 01 May 2006 08:00:54 GMT
View Forum Message <> Reply to Message

gprentice wrote on Mon, 01 May 2006 03:57
Is there a simple example of how to use PopUp?

The following doesn't work - nothing happens when the left mouse button is clicked. My efforts prior to this upset my operating system, requiring the help of task manager...

```
struct MyAppWindow : TopWindow {
    Point  p;
    Ctrl c1;
    Button button;
    virtual void LeftDown(Point pos, dword flags) {
  c1.Add(button.SetLabel("Button").LeftPosZ(10, 64).TopPosZ(10, 24));
        c1.PopUp(this,false,true,false,true);
        p = pos;
        Refresh();
```

```
    }
```

Thanks
Graeme

I believe the problem is that you need c1.SetRect(....

Mirek

Subject: Re: How do you use PopUp
Posted by gprentice on Mon, 01 May 2006 09:31:20 GMT
View Forum Message <> Reply to Message

luzr wrote on Mon, 01 May 2006 20:00
I believe the problem is that you need c1.SetRect(....

Mirek

Hmmm. I was missing a few other things too - thanks.

Having popped up a popup window, how do I close it?
This doesn't work -

```
struct MyAppWindow : TopWindow {
 typedef MyAppWindow CLASSNAME;
    Point  p;
    String text;
    //StaticRect s1;
    StaticRect c1;
    Button button;
    virtual void LeftDown(Point pos, dword flags) {
  c1.SetRect(20,30,40,50);
  c1.Add(button.SetLabel("Button").LeftPosZ(10, 64).TopPosZ(10, 24));
        c1.PopUp(this,false,true,false,true);
        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);
    }

 void finish()
 {
     c1.Close();
 }

    MyAppWindow() {
          p.x = p.y = 0;
        Add(c1.SetPos(c1.PosLeft(5, 15), c1.PosTop(20, 5)));
        button <<= THISBACK(finish);
    }
};
```

Maybe there should be a PopUp example.
BTW - PopUp doesn't give me an option of always-on-top (topmost is not the same as always-on-top). Is always on top possible with PopUp?

Graeme

Subject: Re: How do you use PopUp
Posted by fudadmin on Mon, 01 May 2006 11:15:48 GMT
View Forum Message <> Reply to Message

For a popup example, I guess, it would be helpful to spy ide/Assist.cpp. "PopUpAssist"... etc.

Subject: Re: How do you use PopUp
Posted by mirek on Mon, 01 May 2006 12:18:47 GMT
View Forum Message <> Reply to Message

```
    MyAppWindow() {
          p.x = p.y = 0;
        Add(c1.SetPos(c1.PosLeft(5, 15), c1.PosTop(20, 5)));
```

You cannot have your PopUp at the same time to be a child.

This works (more or less, just your code with that Add removed):

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

struct MyAppWindow : TopWindow {
 typedef MyAppWindow CLASSNAME;
    Point  p;
    String text;
    //StaticRect s1;
    StaticRect c1;
    Button button;
    virtual void LeftDown(Point pos, dword flags) {
  c1.SetRect(20,30,80,50);
  c1.Add(button.SetLabel("Button").LeftPosZ(10, 64).TopPosZ(10, 24));
        c1.PopUp(this,false,true,false,true);
        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);
    }

 void finish()
 {
     c1.Close();
 }

 MyAppWindow() {
  p.x = p.y = 0;
  button <<= THISBACK(finish);
    }
};

GUI_APP_MAIN
{
 MyAppWindow w;
 w.Run();
}
```

Mirek

Subject: Re: How do you use PopUp
Posted by gprentice on Mon, 01 May 2006 17:02:37 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Mon, 01 May 2006 23:15For a popup example, I guess, it would be helpful to spy ide/Assist.cpp. "PopUpAssist"... etc.

I already did that. It wasn't any help at all actually.

Subject: Re: How do you use PopUp
Posted by gprentice on Mon, 01 May 2006 17:04:32 GMT
View Forum Message <> Reply to Message

Quote:
You cannot have your PopUp at the same time to be a child.

This works (more or less, just your code with that Add removed):

Thanks.