
Subject: How do you use PopUp
Posted by [gprentice](#) on Mon, 01 May 2006 07:57:22 GMT
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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
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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
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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
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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
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```

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
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fudadmin wrote on Mon, 01 May 2006 23:15 For 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
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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.