Subclassing a control

Introduction:

Do you want to add a new control to the Painter?

If it is to be based upon an existing type of control then this is how to do it.

Example:

A user complains…

'I lose track of the little cursor thingey that tells me where to type!'

What to do? Suggestion: add a control called, say, TextBoxFocus subclassed under TextBox. Its .gotFocus event will set its .backColor to a very pale yellow (our choice) and its .lostFocus event will set its .backColor back to the default white. The pale yellow highlight will appear to show which box the user is expected to type into.

Classes:

1. In the Class Browser use F4 to find the TextBox class then Classes | Add to add a subclass of it called TextBoxFocus (our choice).
2. In the Define Class dialog click the Options tab. Yes, you want it to appear in the Painter's toolBar.
3. But we see that we should have prepared an image (23 X 23 pixels) to define as the tool for this new control. Cancel the Define class dialog. Make an image. We snipped the image of the existing TextBox control tool and used an image editor to make the background yellow. (This image is saved in \JadeBook\Resources\Images as ToolBoxFocus.jpg.
4. Re-enter at step 1 above and complete the task, using the prepared image.

Methods:

5. We need a method to combine red, green and blue to make a colour Integer. In the Primitives Browser add an updating method called setRGB with this code:

```
setRGB (red, green, blue : Integer) updating;
begin   self := red + green * 256 + blue * 65536;
end;
```

6. Then our two focus methods can read:

```
backColor.setRGB (setRGB (249, 249, 200) ;          // for getFocus (pale yellow)          and
backColor := White;                                 // for lostFocus
```

7. The new control will be found at the right end of the Painter's toolbar.