
Subject: StaticText : Add missing GetData/SetData overloads

Posted by [omari](#) on Thu, 05 Apr 2018 09:45:09 GMT

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```
class StaticText : public Ctrl, public LabelBase {
public:
    virtual void    Paint(Draw& w);
    virtual Size    GetMinSize() const;
    virtual void    LabelUpdate();
    virtual void    SetData(const Value& v)        { SetText((String)v);}        // <<---
    virtual Value    GetData() const                { return GetText();}            // <<---

public:
    StaticText& SetFont(Font font)                  { LabelBase::SetFont(font); return *this; }
    StaticText& SetInk(Color color)                  { LabelBase::SetInk(color); return *this; }
    StaticText& SetAlign(int align)                  { LabelBase::SetAlign(align); return *this; }
    StaticText& SetImage(const Image& img, int spc = 0) { LabelBase::SetImage(img, spc); return
*this; }
    StaticText& SetText(const char *text)            { LabelBase::SetText(text); return *this; }

    StaticText& operator=(const char *s)            { SetText(s); return *this; }

    StaticText();
};
```