
Subject: Re: How to get rect of small square of OptionBox

Posted by [Oblivion](#) on Mon, 21 Sep 2026 17:01:25 GMT

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Hi,

One way (usually something like this, if you want to build your own ctrl...)

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

```
using namespace Upp;
```

```
struct MyApp : TopWindow {
```

```
    Point pos = Null;
```

```
    bool pressed = false;
```

```
    Rect target = Null;
```

```
    MyApp()
```

```
{
```

```
    Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 400, 400);
```

```
}
```

```
void Paint(Draw& w) override
```

```
{
```

```
    w.DrawRect(GetView(), Black());
```

```
    w.DrawRect(target, pressed ? Green() : target.Contains(pos) ? Red() : White());
```

```
}
```

```
void Layout() override
```

```
{
```

```
    Rect r = GetView();
```

```
    target = r.CenterRect(r.GetSize() / 4);
```

```
}
```

```
void LeftDown(Point pt, dword) override
```

```
{
```

```
    SetCapture();
```

```
    pressed = target.Contains(pt);
```

```
    Refresh();
```

```
}
```

```
void LeftUp(Point pt, dword) override
```

```
{
```

```
    ReleaseCapture();
```

```
    pressed = false;
```

```
    Refresh();
```

```
}
```

```
void MouseMove(Point pt, dword) override
{
    pos = pt;
    Refresh();
}
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```

Best regards,
Oblivion
