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Subject: How do I override the Button class Tip handling function

Posted by [awksed](#) on Fri, 16 May 2025 15:53:14 GMT

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I wish to override the Button class tip display function so I can show different tips according to the data available.

I cannot find the function that handles showing the tip on hovering over the button in order to override it in my button subclass.

Thanks.

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Subject: Re: How do I override the Button class Tip handling function

Posted by [Oblivion](#) on Sat, 17 May 2025 08:18:50 GMT

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Hi awksed,

The function you are looking for is `Ctrl::Tip()`.,  
You don't need to override it and you can't anyway, it is not virtual.  
Just set the text according to your need/data, e.g:

```
button.Tip("This is a tooltip");
```

Note that, you can use `Qt` with tips. (just prepend `"\1"` to string).

Best regards,  
Oblivion

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Subject: Re: How do I override the Button class Tip handling function

Posted by [awksed](#) on Sat, 17 May 2025 20:42:45 GMT

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Hi Oblivion,

Thank you for your reply.

For the sake clarity the question was not how do I set the tip text (which is well documented) but which function, presumably within `Ctrl`, handles the hover and displays the tip message.

Regards,

awksed

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