

AREA AS LABEL

Another far fetched idea from Specter333 (I'm only half evil).

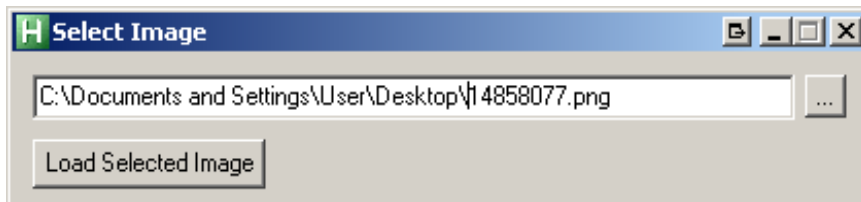
Area as a label allows you to load any picture as a gui back ground and then select any area in that picture to use as a control. Controls can be any shape, any size and have any mouse-over effects you can think up.

This script needs the following function libraries.

GDIP.ahk, <http://www.autohotkey.com/forum/viewtopic.php?t=32238>

Dock_A, <http://www.autohotkey.com/forum/viewtopic.php?t=50119>

It opens with a "Select Image" box. This will be the background image for your gui. Images can be

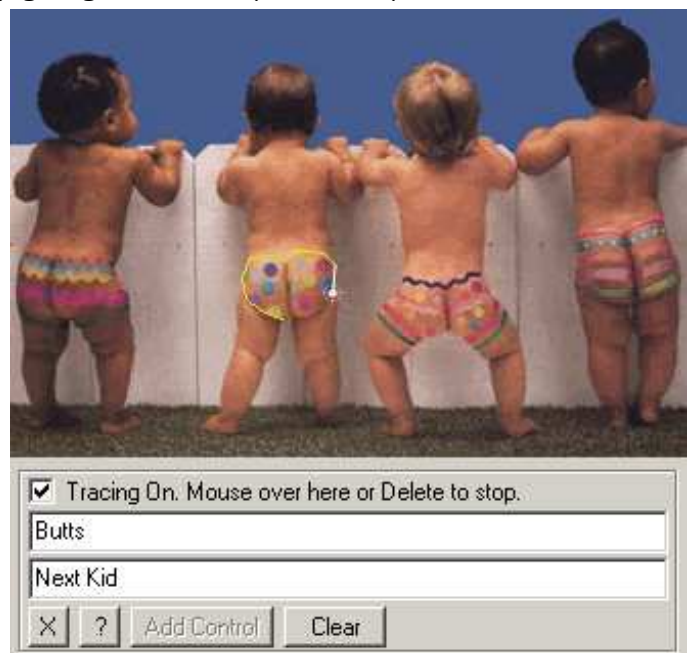


- JPG
- GIF
- BMP
- PNG

The image is then loaded and ready to define controls. You must first add the name of your gui and the name of your first control. Once the names are entered the "Activate Tracing" box becomes enabled. When you check the box, image tracing starts on your next left mouse click.

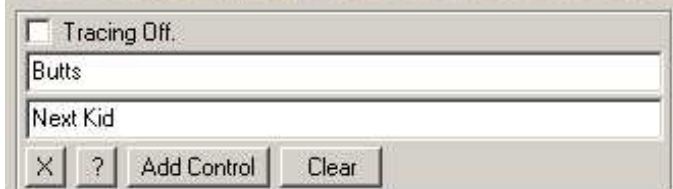


Start tracing by left clicking the first point on your image, then move your mouse to the next point and click again. Keep going all the way around your control.



Notice the tracing line is white while tracing and yellow between points. If the line doesn't turn yellow, move the mouse a little and click again. When done press "Delete" or move your mouse to the bottom of the window and the last section will automatically closed, the area is marked and the "Add Control" button is enabled.

Click the "Add Control" button, if it is your first control a script is created and the control added.



Repeat for all controls. If you should make a mistake while tracing, go ahead and close the trace then click the "Clear" button. The tracing is erased but the name is still loaded.

Creating the script.

Now close the "Area Select" script and look in the folder for two newly created scripts, one will be the name you chose and the other is "MouseOverRules.ahk".

Before running your script the first time, you need to open it for editing and add "Return" to the bottom. Edit the "MouseOverRules" script and add the names of your controls to the "MOList" on line 4.

```
1 OnMouseOver:
2 MouseGetPos, , , OverWin,
3 WinGetTitle, title, ahk_id %OverWin%
4 MOList = First Kid, Next Kid, Kid After That, Last Kid,
```

Even though there are no labels yet you can run your script and see the mouse over effects. The default mouse over effect is a fading of the controls area but you can change the effect in the "MouseOverRules.ahk" script. Press Escape to close the window (there is no close button yet).

Add labels to the very bottom (no pun intended) of you script. Labels are the same as the names you gave to your controls except they can contain no spaces. I guess I should have explained that earlier, oh well. The script replaces spaces with underscores so that's all you need to do.

```
92 First_Kid:
93 MsgBox, %A_Gui%
94 Return
95 Next_Kid:
96 MsgBox, %A_Gui%
97 Return
98 Kid_After_That:
99 MsgBox, %A_Gui%
100 Return
101 Last_Kid:
102 MsgBox, %A_Gui%
103 Return
```



The new controls are actually layered gui windows held in place with the "Dock_A". See the acknowledgment section for a link. %A_Gui% lets you see the number of the gui you clicked.

The "Points" that were defined during tracing are used for the "WinSet, Region" command and then the gui is "WinSet, Transparent, 1" and docked at location 0,0.

The actual gui is the same size as the main window but its region is cut to the area you defined.

Notes:

I made this a -Caption gui because the layered guis must be. If the main window had a caption the layers dock at the upper left of the window, not the image area, and the controls then don't line up. Come to think of it, I never tried with a layer that had a caption, it might work.

Since the gui is without an exit button and you are able to open the gui before adding any controls, I've made Esc:: the default hotkey for closing the gui.

I'm not sure what the limit is on points used while tracing but there does seem to be one. After using too many points the tracing will stop and the only option is closing the trace and start again. I don't know if there is a limit on points for the "WinSet, Region" command but it may be limited by what the hidden editbox can accommodate. The only method I could find for retrieving points from the function and storing them to pass to the script in creation was putting them in an edit box. Someone could likely improve on this method.

Occasionally the points clicked register with the OS but not with the script. The line does not change to yellow or it may appear as if your starting a new line. Move the mouse a little and try adding the point again. If you click somewhere else the yellow line will be drawn from the point before the failed one. If this happens, close the trace, click the clear button and start again.

Acknowledgments: I hope I remember everybody as I picked a lot of pieces from other scripts.

GDI Plus library by Tic is used to for the control tracing.

<http://www.autohotkey.com/forum/viewtopic.php?t=32238>

The GDIP search script by Thanh00 is the only way I found the functions I needed.

<http://www.autohotkey.com/forum/viewtopic.php?t=67383>

I use Dock_A by majkinetor in many of my scripts to keep everything together.

<http://www.autohotkey.com/forum/viewtopic.php?t=50119>

Detecting the image size is done with Moderator!!'s script.

<http://www.autohotkey.com/forum/viewtopic.php?p=63023>

The drag function came from skan's tips n tricks thread.

<http://www.autohotkey.com/forum/viewtopic.php?t=8795>

I refer to this thread a lot.

sumon supplied the cursor functions.

<http://www.autohotkey.com/forum/viewtopic.php?p=428946>

And Zizorz , also from sumon, was invaluable in creating this document.

<http://www.autohotkey.com/forum/viewtopic.php?t=70759>

Thank you all.