
Subject: Re: Wy StyleNormal().Write() is global?
Posted by [iST1](#) on Thu, 12 Sep 2013 16:48:03 GMT
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It is possible to switch button's look programmatically without mouse click?

Button btn_;//in global space or in class

Button::Style styleBtn_;//in global space or in class

....

SetButtonImgStyle(btn_, styleBtn_, img0, img1, img2, img3);

btn_.Disable(); //=> img3

//btn must be enabled, but with look img3:

btn_.Enable();

btn_.State(3);//Nothing has changed

...

void SetButtonImgStyle(Button &btn, Button::Style &style,
const Image &img1, const Image &img2, const Image &img3, const Image &img4)

```
{  
    style = Button::StyleNormal();  
    style.look[0] = img1;  
    style.look[1] = img2;  
    style.look[2] = img3;  
    style.look[3] = img4;  
    style.pressoffset = Point(1, -1);
```

```
    btn.SetStyle(style);
```

```
    //size as image
```

```
    Size imgSize = img2.GetSize();
```

```
    Button::LogPos btnPos = btn.GetPos();
```

```
    btn.LeftPos(btnPos.x.GetA(), imgSize.cx);
```

```
    btn.TopPos(btnPos.y.GetA(), imgSize.cy);
```

```
}
```
