
Subject: Re: Problem in example code

Posted by [dolik.rce](#) on Tue, 29 Dec 2015 18:31:25 GMT

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vegaonline wrote on Tue, 29 December 2015 17:25 Thanks for the remark. However, I am confused with your statement. If I can edit .lay file why can't I edit it in their text form?

Well, that you can do something doesn't really mean you should. If you modify the file in such a way that the editor in TheIDE will not understand it anymore, you might lose some information. I never actually tried that, so maybe the editor is clever enough to prevent this, but I wouldn't rely on it... The only reasonable situation where I would consider editing .lay file in its text form is when I wanted to do some Find&Replace to rename a bunch of widgets or some similar task that would be too tedious to do in the editor.

vegaonline wrote on Tue, 29 December 2015 17:25

For example I want to put a StaticText or label specifying foreground and background color. GUI editor shows only foreground color or INK COLOR.

How can I do this?

Things that can't be done in GUI editor are usually done in code. It is actually quite simple, e.g. to change the text of StaticText programmatically: `#include <CtrlLib/CtrlLib.h>` using namespace Upp;

```
#define LAYOUTFILE <MyApp/MyApp.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class MyWindow : public WithMyLayout<TopWindow> {  
    typedef MyWindow CLASSNAME;
```

```
public:
```

```
    MyWindow(){  
        CtrlLayout(*this, "");  
        MyStaticText.SetText("MyText");  
    }
```

```
};
```

The exact case you ask for, changing background color, is actually kind of tricky. There is nothing like `SetBackgroundColor` method, but it is possible to change the background of the text itself. StaticText and many other widgets support QTF. It might look scary, but there is a nice editor in TheIDE (press Alt+Q). So to set the background of your text to blue, you'd do this: `MyStaticText.SetText(t_("\1[$(0.0.255) Test]"))`. The "\1" at the beginning denotes that the string should be treated as QTF, see the documentation here.

Honza
