
Subject: Re: Dynamic skin changes...

Posted by [Tom1](#) on Fri, 29 Nov 2024 08:03:09 GMT

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Didier wrote on Thu, 28 November 2024 23:56Quote:I have not been able to figure out yet how LabelBox line color is changed...

here are some examples I figured out how to do it:

```
struct sChLook_LabelBox {
    Image img;
};
```

```
Value Make_ChLook_LabelBox(const Image& img)
{
    sChLook_LabelBox x;
    x.img = MakeButton(8, img, 1, SBlack());
    return RawToValue(x);
}
```

```
Value ChLookFn_LabelBox(Draw& w, const Rect& r, const Value& v, int op, Color ink) {
```

```
    if( v.Is<sChLook_LabelBox>() )
    {
        const sChLook_LabelBox& e = v.To<sChLook_LabelBox>();
        ChPaint(w, r, e.img);
        return 1;
    }
    return Null;
}
```

```
INITBLOCK {
    ChLookFn(ChLookFn_LabelBox);
}
```

```
GUI_APP_MAIN
```

```
{
    LabelBox::SetLook(White());
    LabelBox::SetLook(WithHotSpots(MakeButton(8, MyImg::BACKGND1(), 5, Blue()), DPI(8),
    DPI(8), 0, 0));
    LabelBox::SetLook( MakeButton(4, MyImg::BACKGND1(), 2, Null) );
```

```
static const Value myLabelBoxLook = Make_ChLook_LabelBox(MyImg::BACKGND2);
LabelBox::SetLook( myLabelBoxLook );
```

```
.....
```

}

Thanks! I will look into this...

Best regards,

Tom
