Subject: Re: there is no fontpusher class (just checking)
Posted by fudadmin on Mon, 06 Aug 2007 16:54:00 GMT

nixnixnix wrote on Mon, 06 August 2007 17:09
...
 For some reason, buttons and other similar objects do not behave well when I try to set their fonts.
...
Label is the only class I've found which can display fonts correctly.
...

My very strong guess is that in CtrlLib/Button.cpp ~line 182:
 font = StdFont();
when CtrlLib/LabelBase.cpp ~line 301:
LabelBase& LabelBase::SetFont(Font font) {
 if(lbl.font != font) {
  lbl.font = font;
  LabelUpdate();
 }
 return *this;
}
And what you want (and I wanted long time ago...) is to have options to exclude Ctrls from Chameleon (or sytem unified   look) dictatorship... Ok, at least fonts for the beginning.