Subject: Re: fixex QuickTabs incorrect tab highlighting...
Posted by unodgs on Wed, 19 Sep 2007 18:06:10 GMT

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Quote:1. I have no clue how it works, that's why I'm asking for a beginners sample / tuto.
Ok, I'll prepare a reference for new dev
Quote:2. I stated I can't chameleonize what's not SURELY included in EVERY gui app, if I
#include <ide/QuickTabs/QuickTabs.h> and do some stuff with its style in any chameleon skin file
then I'm FORCING to include it, that's why I'm asking to move it to CtrlLib. OTOH I launched
theide & opened ide main package, then wrote QuickTabs:: and saw there is no QuickTabs::style
nor QuickTabs::DefaultStyle(), so it seems it currently renders all things in a static harcoded way..
Yes, quick tabs use their own rendering "system", In fact there is only one method you need to
change QuickTabs::DrawTab. Now it uses bitmaps from QuickTabs.iml, but you can refeactor it to
support upp themes.