Subject: Re: Any function to draw gradient color?
Posted by mirek on Mon, 24 Sep 2007 17:29:32 GMT

piratalp wrote on Mon, 24 September 2007 11:22

Hehe, so we're the only ones having a fff color table? :s

Well, going to the questions.. There is for sure a way to retrieve them, how? I DON'T KNOW, I never liked windoze internals.. but they are set by XP when you change color scheme (usually Blue -default-, silver and olive) and ProfessionalColorTable always reflect correct colors acording to system palette..

Maybe you could also try some 3rd party theme / visuals...

Quote:
For the second.. Yes, it was exactly what I was doing but it had some cons, major one the need to have 8 set of values for each existing widget

I do not get this. How are you using Values for chameleonization?

My (original) idea is that those Values just represent how things are about to be painted.

In this case you either put Images there, or you perhaps define your new Value and put those colors in it; it will then be interpreted by creating required gradient (if that is what you desire).

I definitely do not see a reason to add 8 Values per widget....

But maybe I just do not understand something....

Quote:
struct ChPalette {
   Color FaceLight;
   Color FaceMedium;
   Color FaceNormal;
   Color FaceDark;
   Color FaceBorder;
   Color FaceText;
}

Hope it is more clear now...

Well, convert this to Value (e.g. RawToValue) and provide ChPaint ...

Mirek