
Subject: Re: Office Ribbon skin

Posted by [sergei](#) on Tue, 25 Sep 2007 16:12:19 GMT

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Yes, it mostly answers my questions, thanks. So, you're using: SColor*(System Colors) -> ChPalette -> Gradients/Blendings/...

The interesting part (for me at least) is SColor*(System Colors) -> ChPalette. For Office 2007 I see that you hardcode ChPalette. But (at least for Office 2003) it can be achieved from system colors. I've inspected ProfessionalColorTable as a reference, it used only 3 system colors for most of its 56 colors - window (SColorPaper), highlight (SColorHighlight), 3D face (SColorFace). Do you use these three too?

And is this your ProfessionalColorTable alternative?

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

If so, isn't that too few colors? E.g. what color is used for highlight? What for start/end of gradient in menu/button/pressed state? Or does ChPalette provide colors for future blending?
