Subject: Re: Any function to draw gradient color?
Posted by piratalp on Tue, 25 Sep 2007 17:56:15 GMT

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luzr wrote on Mon, 24 September 2007 18:56
uxtheme.dll patch and e.g. try MacOSX theme for XP and investigate what happens to Office toolbars..

Ahh, now I understand, yes, I tried and it works ok, upp also reflects this change

Quote:

Actually, I was rather thinking about generating the images by chameleon code. Resizing images is quite fast, maybe faster than e.g. generating gradients. BTW, in both WinXP and GTK chameleon code, this is quite used option, because very often the theming engine does not contain things we need - e.g. scrollbar buttons without arrows (so that you can put something else into them).

In those cases, we are using various heurestics applied on images to get reasonable results...

Yes I thought about that more than once but it will still force to static color images initialized when skin is changed, what if user wants to change palette? what about custom style for just one widget? While I think this now I also think that in any case the user (end programmer) will need to call a function to set the style and its a matter of returning an image instead a gradient.. not bad idea, I need to code it and see what happens...

Quote:
Well, not really. It is still 4 Values for me...

But perhaps we are speaking about the same thing...

4 values are for chpaint background, but you also have textcolor[4] for buttons, and it should be in menuitems too or you will end with light text over light bg or dark text over dark bg..

Quote:
Please, in order to make my stupid aging mind understand, what type you wanted to store into Value in this "WRONG" 4x4 attempt?

Mirek

Mirek, it's not what I was storing inside chameleon styles, it's what I was storing inside Palette, that was what complicated it all, I just changed Palette to store colors, not final Value for ChPaint, end style->Value holds exactly the same thing as before

Regards