
Subject: Re: Office Ribbon skin

Posted by [piratalp](#) on Tue, 25 Sep 2007 22:07:09 GMT

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sergei wrote on Tue, 25 September 2007 13:12 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?

The answer to your question is yes.

But you're misunderstanding how the skin work, I'm not hardcoding an Office 2007 skin, what I'm hardcoding now is the Office 2007 Blue palette, returned by ChOffice2007Blue() as I said before, there is also ChSystemPalette(), and will be ChOffice2007Black(), ChOffice2007Silver(), ChXPBlue(), ChXPOLive(), ChXPSilver() and as many as we want, the skin will simply use the color from the palette YOU choose to render widgets in a ribbon style. For Office2003 look & feel, I'll make another skin (a piece of cake after ribbon is finished, just minor modifications) that ALSO will render widgets in ANY combination of colors..

Quote:

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?

No, those 6 items represent just ONE final item (you can see it like SColorFace()) divided in the 4-color needed to make the gradient + one for border + one for text), it is used in general items as I said in previous posts, there are also highlight, pressed & disabled combinations for general items, then start customized ones like menus & buttons..

Bests
