
Subject: Re: Please, add SetColor function to ProgressIndicator

Posted by [spidertp](#) on Fri, 26 Oct 2007 09:07:34 GMT

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So, I changed a little bit the ProgressIndicator class to change the color even in Xp Style.

The changes are?

1) in Progress.h

1a) added two more variables in protected:

Style XPstyle;

Image img;

1b) i made only the declaration of SetColor

void SetColor(Color& color);

1c) added two more functions in protected

void ChangeVChunk(Color& color);

void ChangeHChunk(Color& color);

2) in Progress.cpp

2a) added definition of SetColor:

```
if(GUI_GlobalStyle() >= GUISTYLE_XP && !percent) {
    Size sz = GetSize();
    if(sz.cy > sz.cx) {
        ChangeVChunk(color);
    }
    else {
        ChangeHChunk(color);
    }
    SetStyle(XPstyle);
}
else {
    SColor = color;
}
```

2b) added definition of ChangeVChunk

```
void ProgressIndicator::ChangeVChunk(Color& color)
{
    ImageBuffer ib(11,8);
    // draw points in an ImageBuffer with specified color
    for(int y=0; y<8; y++)
    {
        RGBA *I = ib[y];
        for(int x=0; x<11; x++)
        {
            // the first and the last row must be white

```

```

if(y == 0 || y == 7)
{
    *I = SWhite();
}
else if(x == 0 || x == 10) // the first and the last column must have alfa = 150
{
    *I = color;
    I->a = 150;
}
else // everything else must be set to user color with alfa = 200
{
    *I = color;
    I->a = 200;
}
I++;
}
}

```

```

// HotSpots - coordinates best for me
ib.SetHotSpot(Point(0,7));
ib.Set2ndSpot(Point(10,0));

```

```

// changing vchunk
Premultiply(ib);
img = ib;
XPstyle = ProgressIndicator::StyleDefault();

```

```

XPstyle.vchunk = img;
}

```

2c) added definition of ChangeHChunk

```

void ProgressIndicator::ChangeHChunk(Color& color)
{
    ImageBuffer ib(8,11);
    // draw points in an ImageBuffer with specified color
    for(int y=0; y<11; y++)
    {
        RGBA *I = ib[y];
        for(int x=0; x<8; x++)
        {
            // the first and the last row must be white
            if(x == 0 || x == 7)
            {
                *I = SWhite();
            }
            else if(y == 0 || y == 10) // the first and the last column must have alfa = 150
            {

```

```

    *I = color;
    I->a = 150;
}
else // everything else must be set to user color with alfa = 200
{
    *I = color;
    I->a = 200;
}
I++;
}
}

```

```

// HotSpots - coordinates best for me
ib.SetHotSpot(Point(7,0));
ib.Set2ndSpot(Point(0,10));

// changing hchunk
Premultiply(ib);
img = ib;
XPstyle = ProgressIndicator::StyleDefault();

XPstyle.hchunk = img;
}

```

The only thing is that bars are still too thin for me. Also, differences between ChangeVChunk and ChangeHChunk are very small and they can be merged.
What do you think?

Best regards,
Tomek

File Attachments

1) [Chameleon.jpg](#), downloaded 1073 times
