Subject: Strange Chameleon Problem
Posted by Oblivion on Sat, 19 Jan 2008 14:54:54 GMT
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I'm working on a TabInterface class (which is derived from Quicktabs) for my dockctrl project. Bu I have a strange problem with chameleon system.

the chameleon definitions are;

in .h file:

```
#define IMAGECLASS TabInterfaceImages
#define IMAGEFILE <DockTab/DockTab.iml>
#include <Draw/iml_header.h>
...
...
 struct Style : ChStyle<Style>
 {
  int tabheight, margin, extendleft;
  Rect sel, edge;

  Value normal[4], first[4], last[4], both[4];
  Font font;
 };

 const Style*  style;

        static const Style& StyleDefault();
        TabInterface& SetStyle(const Style& s);
        const Style*  GetStyle() { return style ? style : &StyleDefault(); }
```

in .cpp file:

```
#define IMAGECLASS TabInterfaceImages
#define IMAGEFILE <DockTab/DockTab.iml>
#include <Draw/iml_source.h>
...
...
CH_STYLE(TabInterface, Style, StyleDefault)
{
CtrlsImageLook(normal, TabInterfaceImages::I_TAB, 4);
CtrlsImageLook(first, TabInterfaceImages::I_FTAB, 4);
CtrlsImageLook(last, TabInterfaceImages::I_LTAB, 4);
CtrlsImageLook(both, TabInterfaceImages::I_BTAB, 4);
}
```

The strange part is, whenever I use my own DockTab.iml file and use value with ChPaint(), I get some other ctrl images from the CtrlLib's CtrlsImg class...

My every effort to avoid this strange behaviour is failed...
Any Idea?

## File Attachments

1) chproblem.jpg, downloaded 1505 times

