
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. But I have a strange problem with chameleon system.

the chameleon definitions are;

in .h file:

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

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

File Attachments

1) [chproblem.jpg](#), downloaded 795 times
