
Subject: Re: Very strange issue with WindowBlinds
Posted by [cbpporter](#) on Thu, 31 Jan 2008 14:51:23 GMT
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I must say that poking into Chameleon code is one of my least pleasant activities in U++. But it seems that slowly I'm getting the hang of it.

Quote:It seems that ToolButtons outside of a toolbar are almost completely immune to system skin changes, the only thing that changes visually is the presence or absence of the ugly look.

I use a lot of ToolButtons because U++ lacks a good flat button. It seems that somehow the button does not manage to access the correct style, probably because setting up the styles is left to ToolBar. This fixes the issue:

```
ToolButton::ToolButton()
{
    Reset();
    checked = false;
    paint_checked = false;
    SetStyle(ToolBar::StyleDefault().buttonstyle);
    Transparent();
}
```