
Subject: Re: Global style changes using Chameleon...

Posted by [mrjt](#) on Fri, 11 Apr 2008 16:31:03 GMT

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One more thing. These functions are useful for setting ctrl looks:

```
template <class T>
```

```
void ImageLook(Value *look, int i, int n = 4)
```

```
{
    while(n--)
        *look++ = T::Get(i++);
}
```

```
template <class T>
```

```
void ImageLook(Value *look, int i, const Image& image, const Color *color, int n = 4)
```

```
{
    for(int q = 0; q < n; q++)
        *look++ = ChLookWith(T::Get(i++), image, *color++);
}
```

```
template <class T>
```

```
void ImageLook(Value *look, int i, const Image& image, int n = 4)
```

```
{
    for(int q = 0; q < n; q++)
        *look++ = ChLookWith(T::Get(i++), image, *color++);
}
```

These are templated equivalents to CtrlImageLook used in uppsrc. Example usage (sets button style to classic):

```
Button::Style &s = Button::StyleNormal().Write();
```

```
ImageLook<ClassicCtrlsImg>(s.look, ClassicCtrlsImg::I_B);
```
