
Subject: Re: A little theming

Posted by [mrjt](#) on Tue, 14 Oct 2008 12:39:47 GMT

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Well, I've bodged it. The problems:

1- As above, you have to add code to serialize the look based on it's type.

2- The reason the style was being ignored was that you can't just create a ChStyle and expect it to work, it needs to be registered properly with Upp. This is normally done by the CH_STYLE macro, but you can also do it by copying an existing ChStyle before altering it. It may also be possible to use ChRegisterStyle__ directly.

Below is the code I used. There is a bit more bodging with StringStreams because for some reason PNGRaster and PNGEncoder are slightly incompatible.

Personally I would avoid supporting saving themes, and just create a sensible file format that can be edited externally.

```
enum {  
    ImageLookType = 0,  
    ColorLookType  
};
```

```
void SerializeLook(Stream &s, Value &v) {  
    int type;  
    if (s.IsStoring()) {  
        if(IsType<Color>(v)) {  
            Color c = v;  
            type = ColorLookType;  
            s % type % c;  
        }  
        else if(IsType<Image>(v)) {  
            type = ImageLookType;  
            s % type;  
            StringStream png;  
            Image img = v;  
            PNGEncoder().Save(png, img);  
            s % (String)png;  
            Point p1 = img.GetHotSpot();  
            Point p2 = img.Get2ndSpot();  
            s % p1 % p2;  
        }  
    }  
    else {  
        s % type;  
        if (type == ImageLookType) {  
            String png;  
            s % png;  
            StringStream str(png);
```

```

    Image img = PNGRaster().Load(str);
    ASSERT(!IsNull(img));
    Point p1;
    Point p2;
    s % p1 % p2;
    ImageBuffer ib(img);
    ib.SetHotSpot(p1);
    ib.Set2ndSpot(p2);
    v = (Image)ib;
}
else if (type == ColorLookType) {
    Color c;
    s % c;
    ASSERT(!IsNull(c));
    v = c;
}
}
};

void Theme::ButtonStyle::Serialize(Stream& s)
{
    if (s.IsLoading())
        d = Button::StyleNormal(); // Make sure style is initialised
    s % d.cancel % d.exit % d.focusmargin;
    for (int i = 0; i < 4; i++) {
        SerializeLook(s, d.look[i]);
    }
}

```
