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Subject: Re: A question of C++

Posted by [kbyte](#) on Fri, 27 Mar 2009 11:29:50 GMT

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I am trying this:

```
#include "ColoringSystem.h"
```

```
...
```

```
class CChangeUnitsDlg : public WithChangeUnitsDlgLayout<TopWindow>, public  
CColoringSystem  
{  
}
```

and the CColoringSystem will store all needed colors and the paint of the CChangeUnitsDlg will paint every control 1 by one using the colors in the CColoringSystem class.

Alex

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