
Subject: Re: A question of C++
Posted by [kbyte](#) on Fri, 27 Mar 2009 17:07:41 GMT
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I am trying this to change edit boxes globally:

Exemple:

```
#include "DG.h"
DG::DG()
{
    CtrlLayout(*this, "Window title");

    EditField::Style edits =EditField::StyleDefault();

    edits.paper=Color(Color(255,0,0));
    edits.focus=Color(Color(0,0,255));
    edits.ink=Color(Color(0,255,0));

    EditField::SetStyle(edits);
}

GUI_APP_MAIN
{
    DG().Run();
}
```

But compiler says that i have to assign SetStyle to one object. So, I am confused. Can we set the global style or do I have to set control by control style?

Alex
