
Subject: Re: Questions about themeing plz
Posted by [mrjt](#) on Tue, 14 Apr 2009 12:10:34 GMT
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```
1-class ImageWindow : public TopWindow {  
    Image img;  
    Image cache;  
  
    void SetCache() { if (IsNull(cache) || cache.GetSize() != GetSize()) cache = Rescale(GetSize(),  
GetSize()); }  
public:  
    virtual void Paint(Draw &w) { SetCache(); w.DrawImage(0, 0, cache); }  
    void SetImage(const Image &i) { img = i; cache.Clear(); }  
};
```

Untested, but should work. If you use a transparent image you'll need to draw a background. This may be quite slow though.

2- SetWindowLongPtr with GWL_STYLE and the correct setting, possibly WS_DLGFRAME. Don't know for X11.