Subject: Bug? My button skin images are zoomed with AA (unlike when using the default skins)
Posted by softcoder on Fri, 16 Oct 2009 11:26:50 GMT
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Hi there!

I think I've found a bug. Chameleon treats IML images differently depending on if they were copied via clipboard or not. If they were copied via clipboard, they're zoom with antialising so even copies of normal buttons look awful.
Some tech info: UPP1517, MSC9, WinXP

Try the following short steps to see what I mean:

1. Copy the Chameleon directory from the reference directory to your MyApps directory (just to be sure that the original files won't be changed).
2. Compile and execute the program. Remember what the button with label "Image" looks like. Quit the program.
3. In the IML editor you see four images, one for each state of the button, named with B, Bh, Bp and Bd. Now do these steps for each of these images:
  3a. Copy (to clipboard).
  3b. Insert from clipboard. Use names e.g. like C, Ch, Cp and Cd for the copies.
  Then make sure that the order is correct like C, Ch, Cp, Cd, B, Bh, Bp, Bd. The easiest is if the copies are the first images. Otherwise you would have to change "MyButtonImg::Get(i)" in line 63 accordingly.
4. Compile and execute the program again and compare the image button.

The strange thing is that this problem doesn't occur if I use duplicate in the IML editor. But that doesn't help me because I actually want to edit the images in other image editors.

TIA

softcoder

PS: Of course I used the search function of this forum but I couldn't find anything suitable.