Subject: Re: Graduation thesis - Camouflage - a replacement of(a part of) Chameleon

Posted by andrei_natanael on Wed, 11 Nov 2009 18:08:58 GMT

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Here is a possible implementation, a bit inspired from Qt, but in essence it's different than QStyle because it doesn't draw entire widgets as qt does, but parts and these parts will be drawn to ChStyle structure and Upp Controls are free to use them as wanted.

```
enum Control {
    PushButton,
    RadioButton,
    DropList,
    ...
};

enum State {
    Normal,
    Default,
    Pressed,
    Focused,
    Hot, // MouseOver
    Disabled
};

enum SysInfo
{
    HaveAnimations,
    AnimationTime,
    Composited,
    //...
};


enum PixelMetric
{
    PushButtonMargin,
    PushButtonDefaultHeight, // MacOSX...
    //...

};

class Camo
{
public:
    void drawControl(Draw& w, Control c , State s, Rect bounds, Rect clip);
    int pixelMetric(PixelMetric pm);
```

```
    int getInfo(SysInfo);
    Color getColor(Control c, State s, ... );
    // ....
    // ....
};
```

// CamoWin.cpp , CamoGtk.cpp, CamoMacOS.cpp, CamoUpp.cpp ,etc.