Subject: Re: Colored drag margin for Splitter Posted by mirek on Fri, 26 Feb 2010 14:29:50 GMT

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w.DrawRect(sz, Blend(SColorFace, SColorShadow, baropac));

Would not it be more loggical to simply have the Color setter here? Why be bothered with Blend?

(But maybe the best is to chameleonize the whole stuff anyway...)

Mirek