
Subject: Re: How does Ultimate Player do that?
Posted by [unodgs](#) on Tue, 18 Apr 2006 07:41:38 GMT
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kevinle10@gmail.com wrote on Tue, 18 April 2006 00:46I like very much the way Ultimate Player looks.

1. The button shows the orange border when the mouse enters the area occupied by the button. Looks very XP.

This is the standard behaviour of U++ buttons (if xp style is set) (so thanks go to Mirek!) (btw. native readers! should be thanks go to or goes to??)

Quote:

2. Same thing with the header column in the ArrayCtrl. The column header color also is nice.

It is not ArrayCtrl (but it's not a big problem to add shaded header to arrayctrl)

Quote:

At a minimum, I'd like to know how much work did Player's author put into implementing that feature, so I can make my assessment.

If you're talking only about those colors and header highlighting the answer is 15 minutes.

Quote:

Of course, if Player's author wants to share the code snippet, then I really appreciate.

Not a problem, I wanted to share the sources to give people more advanced examples of that what can be done in upp.

I think I just put the sources into uppbox as they are now (I have problems with getting version 1.1 done (there are always new features (bugs) to add...))

Quote:

Nice work to Ultimate Player.

Thanks! (but it was easy with upp (really, I would never try to do it with mfc or vcl..))
