
Subject: Color of selection: filebar, assist, package selections...

Posted by [qwerty](#) on Wed, 19 May 2010 07:15:31 GMT

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hello to you all,

imagine, you have the 'black' scheme Win(XP SP3 in my case, don't have other win samples). I can't see the background of selected file, bck of selected row in assist++, bck of selected package, the tooltip, when filling in arguments is oposite white(my ink is logicaly bright) , ...

as I tested, the background of these selected items is generated from 'desktop' color (on Win, at least), that is darker.

my desktop color(and almost everything) is pure black.

can be this added, for examle in color setting in theide?

thank you

ps: it's not critical, but the overwiev is better

sshot attached

File Attachments

1) [sshot.png](#), downloaded 483 times

- q
- Core
- CtrlCore
- CtrlLib
- Draw
- PdfDraw
- RichText
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

- SegItem
- SegItem::CLASSNAME
- Segtor
- Segtor::Block
- Segtor::ConstIterator
- Segtor::Iterator
- Segtor::ValueType
- SegtorMap
- SegtorMap::B
- SegtorMap::ConstIterator
- SegtorMap::Iterator
- SelectFileIn
- SelectFileOut
- Semaphore
- SeparatorCtrl
- SeparatorCtrl::Style
- Sha1Stream
- SimpleImageMaker
- SimplePageDraw
- Size
- Size16
- Size64
- SizeGrip
- SizeStream
- SizeTextDisplayCls
- SizeF
- SliderCtrl
- SliderCtrl::CLASSNAME
- SortOrderIterator

SegItem : public Ctrl

- propsWin : WithPropsLay <TopWindow>
- owner : q*
- B : byte
- filename : String
- back : Image
- segs : Array <SegImag
- id : int
- active : bool
- hidden : bool
- draw_rect : bool
- draw_id : bool
- delta : Point
- SegItem(String fn, int
- deleteSeg() : void
- activate(bool active, l
- propsMenuY() : void
- propsMenuN() : void
- propsMenu() : void
- propsUpdate() : void
- LeftDown(Point p, dw
- LeftDouble(Point p, dv
- RightDown(Point p, dv
- drawSegment(int i, D
- Paint(Draw& sv) : void

- rs.hpp
- segitem.lay
- segitem.h
- segitem.cpp
- pckproc.lay
- pckproc.h
- pckproc.cpp
- q.lay
- q.h
- q.cpp
- main.cpp

```

3
4
5 SegItem::SegItem(String fn, int id, q* owner /*, int flag*/)
6     : draw_rect(false), active(false), draw_id(false), hidden(false)
7     {
8     CtrlLayout(propsWin);
9     propsWin.NoCloseBox();
10    propsWin.yesB <<= THISBACK(propsMenuY );
11    propsWin.noB  <<= THISBACK(propsMenuN );
12    propsWin.inO  <<= THISBACK(propsUpdate);
13    propsWin.outO <<= THISBACK(propsUpdate);
14    propsWin.Open();
15    propsWin.Hide();
16
17    Get|
18
19 // swi
20 //
21 //
22 //
23 // }
24
25 //
26
27 Fil
28 if(
29
30 }
31
32 fil
33 fil
34
35 Str r
36 bac
37
38 whi
39
40
41
42
43 segs.Add(new SegImage_t(fname, B));
44 }
45 }
46
47 void SegItem::deleteSeg() {
48     owner->delSegItem(this);
49 }
50
51
52
53 void SegItem::activate(bool active, byte B) {
54     this->B      = B;
55     this->active = active;
56 }
57
58
59 void SegItem::propsMenuY() {
60     id = propsWin.ideIS;
61
62     propsWin.Hide();
63 }
64
65
66 void SegItem::propsMenuN() {
67     propsWin.Hide();
68 }
69
70
71 void SegItem::propsMenu() {
72     propsWin.ideIS <<= id;
73     propsWin.Titlef(IntStr(id));

```

<all>

- <types>
- SegItem::
- Ctrl::
- Pte::
- PteBase::
- <globals>

- void Get(ArrayCtrl& array, int ii, IdCtrls& m)
- dword GetAccessKeys() const
- dword GetAccessKeysDeep() const
- Ctrl *GetActiveCtrl()
- Ctrl *GetActiveWindow()
- Vector<FaceInfo> GetAllFacesSys()
- const int *GetAllLanguages()
- bool GetAlt()
- String GetAppDataFolder()
- String GetAppName()
- int GetBGamma(Color rgb)
- byte GetBRow(Color rgb)
- int GetBValue(dword c)
- int GetBackPaint()
- const Button::Style *GetButtonStyle(const Ctrl *q)
- bool GetCapsLock()
- Rect GetCaret() const
- int GetChMaskPos32(dword mask)
- int GetClipboardFormatCode(const char *format_id)
- Rect GetClinedView()