Subject: Re: Manual for custom Chameleonized Ctrls
Posted by mirek on Fri, 25 Jun 2010 11:57:52 GMT

kohait00 wrote on Fri, 25 June 2010 06:38
i mean the ChPaint functions expect a value, what is part of it (its 4 images or so, what do they mean..

The beauty and cornerstone of ChPaint and Chameleon is that ChPaint expects Value... and can be extended w.r.t. Value types it is able to render.

There are two basic types supported directly in Draw: Color and Image. Image has "hotspots" logic to define inteligent scaling.

You can extend recognized types using ChLookFn. This way, e.g. XP chameleon registers its internal Value type "XpElement" and is able to use XP style rendering system to render Values from Styles...

Mirek