Subject: FIX: StaticRect Color() method name clash
Posted by kohait00 on Wed, 15 Dec 2010 11:24:53 GMT
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hi all

StaticRect has got a Method

StaticCtrl.h:78

```
 StaticRect& Color(class Color c)                { Background(c); return *this; }
```

which is causing compile problems in own Ctrls based on StaticRect and using Color members.. because Color is then interpreted as method.

this should be changed to 'SetColor' or deleted completely..

EDIT: in fact, Scatter is filled with those 'class::Color' things exactly due to this. i think it should be corrected, otherwise the method is much more of a burden then a help.

EDIT: recompileing the ide,
Debugger/Dbg.cpp:198
Debugger/Pdb.cpp:178
About.cpp:31+33

 use Color() method

EDIT:
some things that additionally use .Color() method

uppsrc/Docedit
uppsrc/reference/Slider
uppsrc/reference/Frame

bazaar/FormEditor
bazaar/SplashSV

and a cuple of
Quote:
C:\uppsvn\uppdev\ErrorThread20070606\main.cpp(48): ctrl.Color(SWhite);
C:\uppsvn\uppdev\Frame3\main.cpp(7): r.Color(Blend(SColorShadow, SColorFace, 180));
C:\uppsvn\uppdev\GUISample1\main.cpp(14): F1.Color(Color(0x80, 0x80, 0x80));
C:\uppsvn\uppdev\Slider\main.cpp(30): dynarect.Color(SRed);
C:\uppsvn\uppdev\stdapp\stdappSplash.cpp(25):
parent.Add(widgets.Create<StaticRect>().Color(SPLASH_PAPER_COLOR).SizePos());
C:\uppsvn\uppdev\uppCanvas\main.cpp(7): bottom_left.Color(LtGray);
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(119):   rect.Color(White);

C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(267):// scrollarea.work.Color(SRed); //not necessary... just to play with total...
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(333): if (numlabel > 2) a[iboard[0]].rect.Color(White);
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(337): a[board].rect.Color(Color(175,255,84)); // old return White
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(342): if (numlabel > 2) a[iboard[1]].rect.Color(White);
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(346): a[board].rect.Color(Color(175,255,84)); // old return White
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(604): a[bb0].rect.Color(White);
C:\uppsvn\uppdev\VegaTeam5\ImproveColors.cpp(605): a[bb1].rect.Color(White);

cheers
