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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 ownCtrls 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 than a help.

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

cheers

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