
Subject: Re: FIX: ArrayCtrl to support Style
Posted by [kohait00](#) on Wed, 20 Apr 2011 09:01:27 GMT
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that's more clear now..

attached is a version that leaves all the api as is. the ArrayCtrl::Style has paper, ink and gridcolor now. which can be overridden by the local evenink, evenpaper, etc.. if not Null.. otherwise style stuff is used.

generally, the question is how to handle Style.

on one hand, it's great to have a one-colorset-fits-all-controls possibility (deriving stuff directly from SColor, which is still used in a lot of Ctrl's) and only specifying the 'additional extensions' in Style.

OTOH it is also good to let the colors used in a Ctrl be entirely overridable in Style, i.e like paper and ink and the like. they are initialized from the common chameleon color set but are changeable anytime at runtime by editing the global Style for that Ctrl family (or a separate Style instance for some Ctrl instances only).

up to now, the Upp Ctrl's are a mix of these 2 ways. maybe generalizing would help the usability for newcomers.

(want to deal with appearance -> take a look at Style).

File Attachments

- 1) [ArrayCtrl.h](#), downloaded 332 times
 - 2) [ArrayCtrl.cpp](#), downloaded 311 times
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