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Subject: Re: look of ctrl with styled horz and vert scrollbars

Posted by [bushman](#) on Fri, 16 Nov 2012 20:32:12 GMT

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Hi, Honza, please help me out with this:

dolik.rce wrote on Fri, 16 November 2012 03:44... you can make your own class which would inherit from ScrollBars and override FramePaint() - it is only three lines of code

If you mean Scrollbar.cpp code

```
void ScrollBars::FramePaint(Draw& w, const Rect& r) {  
    if(x.IsShown() && y.IsShown() && !box) {  
        int h = ScrollBarSize();  
        w.DrawRect(r.right - h, r.bottom - h, h, h, SColorFace);  
    }  
}
```

Ok, but how to do it? First, let us check if I got your point right: let's say I create a class that inherits from ScrollBars (MyScrollBars), override FramePaint method and then make my Ctrls use it instead ScrollBars directly. If that's what you mean, TreeCtrl, for one, declares its ScrollBars sb member as private. Therefore I can not replace it by MyScrollbars. I'm sorry, but I don't follow you. Besides, ArrayCtrl, for instance, does not use ScrollBars. Can you elaborate on that?

dolik.rce wrote on Fri, 16 November 2012 03:44Alternative and probably better solution would be to modify ScrollBars to so that it can figure out the correct color from the style of the scrollbars it contains. Shouldn't be difficult too.

And what about that? Can you help me out on how to do it, though?

Thanks!

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