Subject: Re: look of ctrl with styled horz and vert scrollbars
Posted by dolik.rce on Sun, 18 Nov 2012 10:48:41 GMT

Hi,

Sorry for late reply, I've been quite busy.

I somehow missed the fact that you are using TreeCtrl, I thought you use the ScrollBars directly.
So overriding the FramePaint and using customized class is not really an option for you.

Quote:Quote:I believe that that little square is hardcoded to be painted in SColorFace color.I've
already tried that before I posted this thread, but it did not work.

It should work like this:GUI_APP_MAIN{
 SColorFace_Write(Black());
 SColorText_Write(White());
 SColorPaper_Write(LtGray());
 SColorLabel_Write(Gray());
 // etc ...
 MyApp().Run();
}
This method is probably the best if you want to globally style entire application.

Quote:Quote:Alternative 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.
You mean, modify Upp's native original code? Doesn't sound ok to me, unless you guys hard
code it in upcoming releases, I guess.
Yes, modifying this in U++ source is what I meant. IMHO it is a styling bug. However, I'm not really
familiar with this, so the final decision is up to Mirek.

Could you post some simple testcase with the complete styling? E.g. something like the dialog on
the image in your first post.

Honza