Subject: Re: look of ctrl with styled horz and vert scrollbars
Posted by bushman on Mon, 19 Nov 2012 22:46:09 GMT
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Issue resolved!

Well, I'm afraid I had included the SColor..._Write(Color) stuff in the main app constructor instead of inside the GUI_APP_MAIN block . How could I possibly know?

Anyway, before I found this out, I had modifyed ScrollBar.h declaration in line 163 from StaticRect the_box; to ParentCtrl the_box; and ArrayCtrl.h declaration in line 189 from FrameBottom<StaticRect> scrollbox; to FrameBottom<ParentCtrl> scrollbox;, respectively. By doing so, I replaced opaque StaticRect scrollbar containers by rather transparent ParentCtrl ones, which resolved the issue, regardless of where the SColor..._Write(Color) lines were included. Having said that, I ask: shouldn't it be hard-coded this way in future Upp releases for TreeCtrl and ArrayCtrl as well as for other widgets that use scrollbars? I mean, unless it implies unforeseen negative consequences, why not, since Upp help clearly states that Quote:"This class is supposed to be used as logical parent in situation when more widgets are to be grouped together. The only difference from Ctrl is that ParentCtrl activates Transparent in constructor"

Many thanks!