

---

Subject: Wy StyleNormal().Write() is global?

Posted by [iST1](#) on Sat, 07 Sep 2013 16:57:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I need to set own background image for buttons:

```
Button::Style &s1 = btn1.StyleNormal().Write();
s1.look[0] = img1;
s1.look[1] = img1;
s1.look[2] = img1;
s1.look[3] = img1;
s1.pressoffset = Point(1, -1);
```

```
Button::Style &s2 = btn2.StyleNormal().Write();
s2.look[0] = img2;
s2.look[1] = img2;
s2.look[2] = img2;
s2.look[3] = img2;
s2.pressoffset = Point(1, -1);
```

But after this btn1 also have img2 instead img1.

---