
Subject: Re: Wy StyleNormal().Write() is global?
Posted by [dolik.rce](#) on Sat, 07 Sep 2013 17:19:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

iST1 wrote on Sat, 07 September 2013 18:57I 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.
Hi,

StyleNormal() is a static method, hence it must only affect global properties I think what you want is SetStyle() on the particular widget. What you are trying to do would look something like this (note: I haven't tested it): Button::Style s1 = Button::StyleNormal();

```
s1.look[0] = img1;
s1.look[1] = img1;
s1.look[2] = img1;
s1.look[3] = img1;
s1.pressoffset = Point(1, -1);
btn1.SetStyle(s1);
```

```
Button::Style s2 = Button::StyleNormal();
s2.look[0] = img1;
s2.look[1] = img1;
s2.look[2] = img1;
s2.look[3] = img1;
s2.pressoffset = Point(1, -1);
btn2.SetStyle(s2);
```

The basic idea is to create a new style by copying and modifying the default one, then assigning the new style to your button.

Best regards,
Honza
