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

Posted by [iST1](#) on Sat, 07 Sep 2013 17:31:46 GMT

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Unfortunately,

```
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);
```

has no image-effect. Also button's boundary is removed.

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