
Subject: Re: Wy StyleNormal().Write() is global?
Posted by [iST1](#) on Thu, 12 Sep 2013 17:42:06 GMT
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The hook is to modify GetVisualState function

```
int Pusher::GetVisualState() const
```

```
{  
    //todo: add  
    return !IsShowEnabled() ? CTRL_DISABLED :  
        IsPush() ? CTRL_PRESSED :  
        HasMouse() ? CTRL_HOT :  
        pseudoDisable ? CTRL_DISABLED : CTRL_NORMAL;  
}
```

by adding boolean variable pseudoDisable:

```
class Pusher : public Ctrl {
```

```
public:
```

```
    //todo: add  
    bool pseudoDisable;  
    ...
```

```
Pusher::Pusher() {
```

```
    ...  
    pseudoDisable = false;  
}
```

Usage:

```
btn_.pseudoDisable = true;  
btn_.Refresh();
```
