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Subject: Chameleon background/paper skinning for TopWindow

Posted by [galious](#) on Fri, 07 Feb 2014 20:33:21 GMT

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Hi,

I'm using Windows 8. In Windows 8 all U++ windows are by default shown with a black window background. Normally this wouldn't be a problem since I already set the window background in all of my. However also the dialog windows (e.g. PromptOK(...)) do show up with a black window background.

Since I do not like this, I decided to patch the TopWindow to be able to set a global background skin. I've made the following changes:

TopWindow.cpp

```
void TopWindow::Paint(Draw& w)
{
    background.Paint(w, Rect(GetSize()), SColorText, SColorShadow);
    Size sz = GetSize();
    ChPaint(w, sz, st->paper);
}
```

```
CH_STYLE(TopWindow, TopStyle, StyleDefault)
{
    paper = Null;
}
```

```
TopWindow& TopWindow::SetStyle(const TopStyle& s)
{
    st = &s;
    RefreshLayout();
    RefreshFrame();
    return *this;
}
```

```
TopWindow::TopWindow()
{
    GuiLock __;
    TransparentBackPaint();
    background = PaintRect(Single<DialogBackground>(), Null);
    center = 1;
    minsize = Size(80, 20);
    GuiPlatformConstruct();
    maximizebox = minimizebox = sizeable = tool = noclosebox = false;
    state = OVERLAPPED;
    WhenClose = THISBACK(Close);
    overlapped.Clear();
}
```

```
dokeys = true;
fullscreen = frameless = urgent = false;
SetStyle(StyleDefault());
}
```

and in TopWindow.h

```
public:
struct TopStyle : ChStyle<TopStyle> {
    Color paper;
};

protected:
const TopStyle *st;

public:
static const TopStyle& StyleDefault();
TopWindow& SetStyle(const TopStyle& s);
```

This code is backwards compatible (as in that it doesn't have any new styling and just shows the old behaviour). Any chance to have this included in trunk?

Best regards,  
--Martin

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