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
