
Subject: Re: Background color of layout
Posted by [Oblivion](#) on Mon, 05 Jun 2017 14:49:23 GMT
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Hello,

You can override the Paint() function.

Layout.h:

```
class layouts : public WithlayoutsLayout<TopWindow> {
public:
    typedef layouts CLASSNAME;

    struct Tab1 : WithinputTab<ParentCtrl> {
        Color cc;
        virtual void Paint(Draw& w) override
        {
            auto r = GetRect();
            w.DrawRect(r, cc);
        }
        void ChangeColor(Color c) { cc = c; Refresh(); }
    };

    Tab1 tab1;
    WithoutputTab<ParentCtrl> tab2;
    layouts();

    void setTitle();
    void setFrame();
};
```

Layout.cpp:

```
void layouts::setTitle()
{
    tab1.but1.SetLabel("Pushed me");
    tab1.ChangeColor(SMagenta());
}
```

Hope this helps.

Note that you can also add a background image this way (by painting it to the background). It's up to you. :)

Regards,

Oblivion.
