I noticed that the header of ArrayCtrl in Windows 10 doesn't differ from the body of the table.
I have found a small change in source code, that solves this problem:
CtrlLib/ChWin32.cpp:

```
{
 HeaderCtrl::Style& s = HeaderCtrl::StyleDefault().Write();
// Win32Look(s.look, 4, XP_HEADER, HP_HEADERITEM); // excluding this line helps
 Image hm = Unmultiply(XpImage(XP_HEADER, HP_HEADERITEM, 1, SColorPaper, Size(20,
10)));
 RGBA textc = SColorText();
 int diff = Diff(hm[4][19], textc);
 int hdroll = 0;
 for(int i = 0; i < 4; i++) {
  int d = Diff(hm[4][i], textc);
  if(d < diff) {
   diff = d;
   hdroll = i + 1;
  }
  d = Diff(hm[4][19 - i], textc);
  if(d < diff) {
   diff = d;
   hdroll = -i;
  }
 }
 s.gridadjustment = hdroll;
}
```

I don't know what that line makes, but excluding it works:

File Attachments
1) 1.png, downloaded 863 times