
Subject: ArrayCtrl in Windows 10

Posted by [pvictor](#) on Mon, 22 Jan 2018 09:39:16 GMT

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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(XplImage(XP_HEADER, HP_HEADERITEM, 1, SColorPaper, Size(20,
10)));
    RGBA textc = SColorText();
    int diff = Diff(hm[4][19], textc);
    int hdraw = 0;
    for(int i = 0; i < 4; i++) {
        int d = Diff(hm[4][i], textc);
        if(d < diff) {
            diff = d;
            hdraw = i + 1;
        }
        d = Diff(hm[4][19 - i], textc);
        if(d < diff) {
            diff = d;
            hdraw = -i;
        }
    }
    s.gridadjustment = hdraw;
}
```

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

File Attachments

1) [1.png](#), downloaded 936 times
