
Subject: Re: Example: TextToSvgPath - Draw + Paint
Posted by [UltimatePP](#) on Wed, 09 Nov 2022 14:16:11 GMT
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Thank you for the prompt reply, I'm very grateful for your time.

I have given that a shot, that is how Color is documented and I assumed it would work but I only get a return saying that Color is a private constructor and it does not provide a call operator. Here is a snippet of the original code:

```
void Preview::Paint(Draw& w)
{
    DrawPainter sw(w, GetSize());
    sw.Clear(SWhite());
    sw.Path(svgpath).Fill(SBlack());
}
```

I've tracked down SWhite and SBlack in "Draw.h" included with the project, but their RGB values are obviously not declared here. The same colours (and Draw.h) are referenced in "SColors.cpp" within Chameleon, but their RGB values are not declared here either, just the dark theme adjustments.

Is there anything I can call that would substitute raw RGB values in "sw.Clear" and "sw.Path(svgpath).Fill"?

Again, thank you for your time!
