
Subject: Re: Dynamic skin changes...

Posted by [Didier](#) on Thu, 28 Nov 2024 21:56:55 GMT

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Quote:I have not been able to figure out yet how LabelBox line color is changed...

here are some examples I figured out how to do it:

```
struct sChLook_LabelBox {
    Image img;
};

Value Make_ChLook_LabelBox(const Image& img)
{
    sChLook_LabelBox x;
    x.img = MakeButton(8, img, 1, SBlack());
    return RawToValue(x);
}

Value ChLookFn_LabelBox(Draw& w, const Rect& r, const Value& v, int op, Color ink) {
    if( v.Is<sChLook_LabelBox>() )
    {
        const sChLook_LabelBox& e = v.To<sChLook_LabelBox>();
        ChPaint(w, r, e.img);
        return 1;
    }
    return Null;
}

INITBLOCK {
    ChLookFn(ChLookFn_LabelBox);
}

GUI_APP_MAIN
{
    LabelBox::SetLook(White());
    LabelBox::SetLook(WithHotSpots(MakeButton(8, MyImg::BACKGND1(), 5, Blue()), DPI(8),
DPI(8), 0, 0));
    LabelBox::SetLook( MakeButton(4, MyImg::BACKGND1(), 2, Null) );

    static const Value myLabelBoxLook = Make_ChLook_LabelBox(MyImg::BACKGND2);
    LabelBox::SetLook( myLabelBoxLook );
}

....
```

