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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 );
```

```
    .....  
}
```

