
Subject: Re: GTK theming a reality
Posted by [mirek](#) on Thu, 30 Nov 2006 20:58:41 GMT
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BTW, I am just trying to get icons, but there is strange problem:

I am getting only the sort of alpha channel (no colors and perhaps that alpha is one of channels).

Code fragments used are:

```
ImageDraw iw(cx + 2 * margin, cy + 2 * margin);  
iw.DrawRect(0, 0, cx + 2 * margin, cy + 2 * margin, back);  
static G_obj *cm = GDK().gdk_x11_colormap_foreign_new(  
    GDK().gdkx_visual_get(XVisualIDFromVisual(Xvisual)), Xcolormap);  
G_obj *gw = GDK().gdk_pixmap_foreign_new(iw.GetDrawable());  
GDK().gdk_drawable_set_colormap(gw, cm);
```

(above is common for painting widget elements too, so there most likely is not problem).

```
G_obj *b = GTK().gtk_widget_render_icon(widget, detail, state, NULL);  
GDK().gdk_draw_pixbuf(gw, NULL, b, 0, 0, 0, 0, -1, -1, shadow, 0, 0);  
GOBJ().g_object_unref(b);
```

(I am iterating state and shadow using several values to investigate the issue, all of them are just alphas...)

Any ideas?

Mirek
