Subject: Re: GTK theming a reality Posted by mirek on Thu, 30 Nov 2006 20:58:41 GMT View Forum Message <> Reply to Message

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