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Subject: Appearance of disabled Button/ButtonOption does not match when using images

Posted by [James Thomas](#) on Tue, 09 Jan 2007 18:11:58 GMT

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Tested with 612-dev3.

The image shading is different. In Button the Image is Etched (lighter and inset), but not in ButtonOption. I'm not sure if this is a mistake and not a deliberate decision since the code has been re-written for chameleon recently, but since I need them to look identical for the control set below I have found the fix.

In ButtonOption::Paint the line:

```
w.DrawImage(p.x, p.y, (option && !IsNull(image1)) ? image1 : image);
```

should be something like:

```
w.DrawImage(p.x, p.y, (option && !IsNull(image1)) ? image1 : IsEnabled() ? image :  
MakeImage(image, Etched));
```

The old code used DrawXPButton which also has an error when drawing the background color in the same case:

```
case BUTTON_DISABLED:  
    frame = SColorDisabled;  
    outlight = outshade = light = shade = SColorFace;  
    break;
```

should be:

```
case BUTTON_DISABLED:  
    frame = SColorDisabled;  
    outlight = outshade = light = shade = Blend(SColorLight, SColorFace);  
    break;
```

Also, IMO the old code had a much nicer effect when the push button was depressed (though it didn't match XP):

Would it be difficult for me to reproduce this behaviour whilst still using the rest of the Chameleon code?

Cheers.

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