
Subject: Re: Upp 701-dev1 released

Posted by [guido](#) on Wed, 10 Jan 2007 13:56:57 GMT

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luzr wrote on Wed, 10 January 2007 13:40Well, if you have a bit of time:

CtrlLib/ChGtk.cpp 761:

```
SColorMenu_Write(GetGTK(popup, 0, 2, "menu", GTK_BOX, 32, 32)[16][16]);
```

This is the place Basically, it paints menu into 32x32 area and then reads color from the middle. (Later the image will be used to paint the whole menu, but MenuBar is not ready yet).

Now maybe the trouble are "0, 2" constants (I never really realized what is meant by them, it is "state" and "shadow"). Maybe trying other values can fix the problem.

Mirek

GTK_STATE_NORMAL State during normal operation.

GTK_STATE_ACTIVE State of a currently active widget, such as a depressed button.

GTK_STATE_PRELIGHT State indicating that the mouse pointer is over the widget and the widget will respond to mouse clicks.

GTK_STATE_SELECTED State of a selected item, such the selected row in a list.

GTK_STATE_INSENSITIVE State indicating that the widget is unresponsive to user actions.

GTK_SHADOW_NONE No shadow is displayed, resulting in a two-dimensional appearance.

GTK_SHADOW_IN Displays dark shadow on left and upper sides of the widget, resulting in the appearance of the widget being lower than its surrounding area.

GTK_SHADOW_OUT Displays dark shadow on right and lower sides of the widget, resulting in the illusion that the widget is raised above its surrounding area.

GTK_SHADOW_ETCHED_IN Displays the appearance of sunken detail.

GTK_SHADOW_ETCHED_OUT Displays the appearance of raised detail.

I set shadow to 0.

Then state to 1 (ACTIVE).

Neither having any effect at all.

Guido
