
Subject: Re: Upp 2007.1beta2 released
Posted by [guido](#) on Thu, 25 Jan 2007 11:10:52 GMT
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Quote:The problem is that there is no function available to get that individual color in Gtk API - you have to retrieve the pointer to the whole structure. Current U++ is designed to avoid including any Gtk headers, so we have to recreate the structure (see CtrlLib/ChGtk.cpp, beginning of file... Sad). If layout changes between Gtk versions, we are in trouble...

Tried to get the hang of it last night.

So I started to replace some pointer arithmetics with proper data structures, to make things a bit less obfuscated.

Didn't understand how you calculated the style offset, as the data we are interested in starts right at offset 0.

'Twas late at night. For lack of familiarity with the upp::Draw properties and chameleon properties (paper,face ...) I didn't get farther than this:

```
struct G_color { dword _; word r, g, b; };
```

```
enum { G_STATE_NORMAL, G_STATE_ACTIVE, G_STATE_PRELIGHT,  
G_STATE_SELECTED, G_STATE_INSENSITIVE };
```

```
// G_STATE_NORMAL -> CTRL_NORMAL  
// G_STATE_PRELIGHT -> CTRL_HOT  
// G_STATE_ACTIVE -> CTRL_PRESSED  
// G_STATE_SELECTED -> ??  
// G_STATE_INSENSITIVE -> CTRL_DISABLED
```

```
struct G_style {  
    G_Color fg[5];  
    G_Color bg[5];  
    G_Color light[5];  
    G_Color dark[5];  
    G_Color mid[5];  
    G_Color text[5];  
    G_Color base[5];  
    G_Color text_aa[5]; /* Halfway between text/base */  
  
    G_Color black;  
    G_Color white;  
};
```

I concluded, if I knew how things mapped to upp, I could have done it. But I must have overlooked something, if you couldn't get it done, I suppose.

Guido
