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Subject: MenuItem Chameleon bug report & question

Posted by [mrjt](#) on Thu, 29 Mar 2007 11:32:19 GMT

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Good morning.

First the bug report:

I've applied a simple style (just an image) to `MenuBar::Style.item`, but the first time the menu is opened the style is not used. Once the menu is closed and reopened the style is correctly used. From stepping through the code it seems the style hasn't yet been assigned to the MenuItem the first time it is painted.

Tested on XP against 2007.rc3, example attached.

Now for a couple of questions:

1) How far is Chameleon going to be extended? Currently it does not go far enough to allow creating a custom skin for an application (think WinAmp) without reproducing lots of widgets and Paint code.

For instance, `MenuBar::Style` allows you to change the appearance of an item only when it is highlighted, and even this is limited because you can't control the colour of the text (which changes to white on XP) and becomes unreadable on some backgrounds (as in the attached example).

Will Chameleon only be extended far enough to match native appearance, or will all Upp widget Paint code eventually be dependant on it?

2) Is it currently possible to override the colours that Upp reads from the OS (such as `ColorLight`) at run-time? I think the answer is no, but it would be very handy if you could.

Otherwise Chameleon is a very nice interface, the use of stretchable images in particular is really, really cool.

Cheers.

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## File Attachments

1) [SkinTest.zip](#), downloaded 562 times

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