
Subject: Re: Toolbar and gray color in layout
Posted by [forlano](#) on Sun, 10 Jun 2007 22:35:39 GMT
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luzr wrote on Sun, 10 June 2007 19:36 Another bug, fixed...

Quick patch:

CtrlLib/Bar.cpp 436:

```
void BarCtrl::AddCtrl(Ctrl *ctrl, Size sz)
{
    SizeCtrl& m = sizer.DoIndex(zii++);
    m.Transparent(IsTransparent());
    LogPos p = ctrl->GetPos();
    if(p.x.IsEmpty())
        if(sz.cx == INT_MAX)
            ctrl->HSizePos();
        else
            ctrl->HCenterPos(sz.cx ? sz.cx : MINSIZE);
    if(p.y.IsEmpty())
        if(sz.cy == INT_MAX)
            ctrl->VSizePos();
        else
            ctrl->VCenterPos(sz.cy ? sz.cy : MINSIZE);
    LLOG("AddCtrl Ctrl::GetSize: " << ctrl->GetSize());
    m.SetSize(sz);
    m.AddChild(ctrl);
    AddNC(m);
    LLOG("AddCtrl2 Ctrl::GetSize: " << ctrl->GetSize());
}

void BarCtrl::SizeCtrl::Paint(Draw& w)
{
    if(!IsTransparent())
        StaticRect::Paint(w);
}
```

(and add Paint declaration to SizeCtrl..)

Thanks, it works

Just a note. At first my code with the above fix did not work because I had in my constructor

```
...
toolbar.Set(THISBACK(MainBar));
toolbar.Transparent();
```

...

instead of the correct order

```
...
toolbar.Transparent();
toolbar.Set(THISBACK(MainBar));
...
```

This is because MainBar must know in advance the transparency state of the toolbar.

Luigi
