
Subject: Background color of layout

Posted by [Upp_User](#) on Mon, 05 Jun 2017 09:07:26 GMT

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Hi,

I have been using U++ (thanks for this great tool!!) some time back and resumed its usage after a break.

I am trying to use Tab control and wanted to change the background color of the layouts. I went through the forum and understood there is no direct way to do it, but, can be done through Frames.

I tried to implement the task (attached the case) but it is not working, neither giving any error message.

Can someone please look into it and suggest the fix?

Thanks a Lot for your help in advance.

File Attachments

1) [layouts.zip](#), downloaded 424 times

Subject: Re: Background color of layout

Posted by [Oblivion](#) on Mon, 05 Jun 2017 14:49:23 GMT

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Hello,

You can override the Paint() function.

Layout.h:

```
class layouts : public WithlayoutsLayout<TopWindow> {
public:
    typedef layouts CLASSNAME;

    struct Tab1 : WithinputTab<ParentCtrl> {
        Color cc;
        virtual void Paint(Draw& w) override
        {
            auto r = GetRect();
            w.DrawRect(r, cc);
        }
    }
}
```

```
void ChangeColor(Color c) { cc = c; Refresh(); }  
  
};  
Tab1 tab1;  
WithoutputTab<ParentCtrl> tab2;  
layouts();  
  
void setTitle();  
void setFrame();  
};
```

Layout.cpp:

```
void layouts::setTitle()  
{  
    tab1.but1.SetLabel("Pushed me");  
    tab1.ChangeColor(SMagenta());  
  
}
```

Hope this helps.

Note that you can also add a background image this way (by painting it to the background). It's up to you.

Regards,

Oblivion.

Subject: Re: Background color of layout
Posted by [Upp_User](#) on Tue, 06 Jun 2017 04:47:07 GMT
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Thanks a lot Oblivion, for your Quick reply.

I tried your code and i still don't see the color of the layout is changing. Attached the snapshot of the output.

I am running it in Windows 10, and using "MINGWx64 Debug" for compilation and i am using,

U++ version 10804 (64 Bit Gcc C++11) {details collected from the "about" option}

Should you need more details for the fix, Please let me know.

Thanks Again

Surendran.

File Attachments

1) [layout_color.jpg](#), downloaded 555 times

Layouts



Input

Output

Push Me

First layout



Subject: Re: Background color of layout
Posted by [Oblivion](#) on Tue, 06 Jun 2017 06:17:40 GMT
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Hello Upp_user,

Hmm, it should "just work."
I've tested it on Win7-10 (MinGWx64) and Arch Linux (GCC) with latest upp nightly build.

Yet, given the screenshot you provided, you didn't seem to click the button yet (its label is still "push me" where it should read "pushed me").

So, I know it's a silly question, but to be sure, did you click the button?
Color should change when you click the button.

Of course, you don't have to call Tab1.ChangeColor() in that callback. You can call it from wherever you want.
I put it there for demonstration purpose.

Regards,

Oblivion

Subject: Re: Background color of layout
Posted by [Upp_User](#) on Tue, 06 Jun 2017 08:35:13 GMT
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Hello Oblivion,
It is my bad, yes after pushing the button it worked (your question was not silly but really an important one).

i actually wanted to add the function tab1.ChangeColor(SMagenta()) in SetFrame which will be automatically invoked upon execution, but i realized it was added in SetTitle which obviously needs a button push.

Apologies for inconvenience and try to avoid these silly questions.

Thanks a lot once again
Surendran
