Subject: LabelBox style
Posted by Didier on Sun, 26 Apr 2020 10:19:01 GMT

Hello,

I would like to change global LabelBox style (all lable boxes in all panels) in order to be able do this:

But the code uses PaintEdge() instead of ChPaint()

```
void PaintLabelBox(Draw& w, Size sz, Color color, int d)
{
...
   ChPaintEdge(w, r, look);
...
}
```
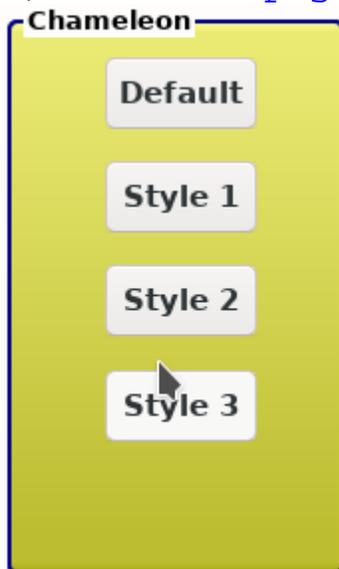

So I can't do it   (or at least I don't know how to do it)

I can look into making a code enhancement proposition if this enhancement is acceptable

File Attachments
1) LabelBox.png, downloaded 641 times

Subject: Re: LabelBox style
Posted by Didier on Sun, 26 Apr 2020 13:42:38 GMT

I finally found how to do it

It doesn't allow me to fine tweek the label, but it will do for now.

```
struct sChLook_LabelBox {
 Image img;
};

Value Make_ChLook_LabelBox(const Image& img)
{
 sChLook_LabelBox x;
 x.img = MakeButton(8, img, 2, Blue());
 return RawToValue(x);
}

Value ChLookFn_LabelBox(Draw& w, const Rect& r, const Value& v, int op, Color ink) {

 if( v.Is<sChLook_LabelBox>() )
 {
  const sChLook_LabelBox& e = v.To<sChLook_LabelBox>();
  ChPaint(w, r, e.img);
  return 1;
 }
 return Null;
}

INITBLOCK {
 ChLookFn(ChLookFn_LabelBox);
}
```

And at application init:
```
 static const Value myLabelBoxLook =
Make_ChLook_LabelBox(GraphCtrl_DemoImg::CTRL_BACKGND());
 LabelBox::SetLook( myLabelBoxLook );
```