
Subject: LabelBox style

Posted by [Didier](#) on Sun, 26 Apr 2020 10:19:01 GMT

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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 370 times

Subject: Re: LabelBox style

Posted by [Didier](#) on Sun, 26 Apr 2020 13:42:38 GMT

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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 );
```