
Subject: Chameleon progress...
Posted by [mirek](#) on Tue, 20 Jun 2006 20:42:55 GMT
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Switch, Button and Option are now "chameleonized".

Also, on WinXP, detection facility now adapts the appearance of these widgets by XP theming API (just regular Buttons for now however...)

Mirek

Subject: Re: Chameleon progress...
Posted by [unodgs](#) on Wed, 21 Jun 2006 17:59:51 GMT
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Well, I must say I'm under impression! Chameleon beautifully imitates my current gnome style.

Subject: Re: Chameleon progress...
Posted by [mirek](#) on Wed, 21 Jun 2006 18:11:31 GMT
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Actually, even better part is how easy it is done given the chameleon system...

Take a look at CtrlLib/ChWin32.cpp.

And even the CtrlLib ::Paint routines are getting much simpler.

Mirek

Subject: Re: Chameleon progress...
Posted by [forlano](#) on Thu, 22 Jun 2006 11:36:39 GMT
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unodgs wrote on Wed, 21 June 2006 19:59 Well, I must say I'm under impression! Chameleon beautifully imitates my current gnome style.

Hi Unodgs,

I'm very curious about Chamaleon as I'm hearing about it since many monthes. Can you post a small size screenshot to let us see how it works?

Luigi

Subject: Re: Chameleon progress...
Posted by [unodgs](#) on Thu, 22 Jun 2006 11:59:42 GMT
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You will see it yourself if you run the newest upp-dev which will be available today

Subject: Re: Chameleon progress...
Posted by [mirek](#) on Thu, 22 Jun 2006 15:38:50 GMT
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forlano wrote on Thu, 22 June 2006 07:36unodgs wrote on Wed, 21 June 2006 19:59Well, I must say I'm under impression! Chameleon beautifuly imitates my current gnome style.

Hi Unodgs,

I'm very curious about Chamaleon as I'm hearing about it since many monthes. Can you post a small size screenshot to let us see how it works?

Luigi

Do not expect anything spectacular. It is in fact "visual parametrization" of U++ widgets, which is flexible enough to exploit XP theming API to draw some widgets. In the end, you can expect the similiar level of environment adaptation as is demonstrated by firefox or openoffice.

Mirek
