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Subject: Toolbar and gray color in layout  
Posted by [forlano](#) on Wed, 01 Nov 2006 14:36:32 GMT  
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Hello,

I've a tabctrl and in one of the pages there is a layout. In this last I've created a toolbar to attach several buttons with icon. The toolbar looks not so nice. In fact it remains gray while I was waiting to see it white after last chamaleon. PERhaps it is normal.

Perhaps I did a mistake with AddFrame, so I post the code that realize it in the layout:

```
class VegaTab4 : public WithVegaTab4Layout<ParentCtrl> {
ToolBar toolbar;
FontHeight edt;
EditString edts;
public:
String filename;
typedef VegaTab4 CLASSNAME;
...
}
```

and the constructor

```
VegaTab4::VegaTab4()
{ int i;
  CtrlLayout(*this);
  SizePos();
  AddFrame(toolbar);
  toolbar.Set(THISBACK(MainBar));
... // not important
}
```

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## File Attachments

1) [vega1.png](#), downloaded 4154 times

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Subject: Re: Toolbar and gray color in layout  
Posted by [mirek](#) on Wed, 01 Nov 2006 18:41:15 GMT  
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Well, it is as intended, which does not necessary means it is right...

ToolBar paints itself with the color you see (in future, this might become something else, like gradient). Do you think we should change this? E.g. some ToolBar option?

Mirek

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Subject: Re: Toolbar and gray color in layout  
Posted by [forlano](#) on Wed, 01 Nov 2006 18:57:56 GMT  
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luzr wrote on Wed, 01 November 2006 19:41 Well, it is as intended, which does not necessary means it is right...

ToolBar paints itself with the color you see (in future, this might become something else, like gradient). Do you think we should change this? E.g. some ToolBar option?

Mirek

I do not know what to suggest. The upper toolbar is OK, but the second one looks a bit ugly. Perhaps an option to have the same effect of white as are all the other ctrls around could be advisable.

Thank you,  
Luigi

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Subject: Re: Toolbar and gray color in layout  
Posted by [mirek](#) on Wed, 01 Nov 2006 19:33:29 GMT  
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Well, I have altered bar code a little, please try in CtrlLib/Bar.cpp

```
void BarPane::Paint(Draw& w)
{
    Size sz = GetSize();
    Ctrl *q = GetParent();
    if(!q || !q->IsTransparent())
        w.DrawRect(sz, menu ? (GUI_GlobalStyle() >= GUISTYLE_XP ? SColorMenu : SColorFace) :
        SColorFace);
    ....
}
```

and then make your ToolBar Ctrl transparent (by calling "Transparent" method).

Mirek

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Subject: Re: Toolbar and gray color in layout  
Posted by [forlano](#) on Wed, 01 Nov 2006 19:45:33 GMT  
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luzr wrote on Wed, 01 November 2006 20:33Well, I have altered bar code a little, please try in CtrlLib/Bar.cpp

```
void BarPane::Paint(Draw& w)
{
    Size sz = GetSize();
    Ctrl *q = GetParent();
    if(!q || !q->IsTransparent())
        w.DrawRect(sz, menu ? (GUI_GlobalStyle() >= GUISTYLE_XP ? SColorMenu : SColorFace) :
        SColorFace);
    ....
}
```

and then make your ToolBar Ctrl transparent (by calling "Transparent" method).

Mirek

Thank you very much! Now looks better.

Luigi

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Subject: Re: Toolbar and gray color in layout  
Posted by [fallingdutch](#) on Sun, 05 Nov 2006 09:39:11 GMT  
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Is this added to the release-code or only a custom fix?

Bas

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Subject: Re: Toolbar and gray color in layout  
Posted by [mirek](#) on Sun, 05 Nov 2006 10:18:28 GMT  
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Sure, it is in main tree. However, it was not part of any dev release yet.

Mirek

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Subject: Re: Toolbar and gray color in layout  
Posted by [fallingdutch](#) on Sun, 05 Nov 2006 10:27:55 GMT

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Hello Luigi,

forlano wrote on Wed, 01 November 2006 20:45

Thank you very much! Now looks better.

add this to your code, too and it look even better - imho (I use it, too)

file: CtrlLib/ToolBar.cpp

```
void ToolButton::Paint(Draw& w)
{
    painted_checked = checked;
    Size sz=GetSize();
    Size isz =image.GetSize();

    //insert starts
    Ctrl *q=GetParent()->GetParent();
    if(!q||!q->IsTransparent())
    //insert ends
        w.DrawRect(...);
    if(IsEnabled()) {
        bool push = HasMouse() && GetMouseLeft();
        if(IsXpStyle()) {
            [...]
            else
        //insert starts
            if(!q||!q->IsTransparent())
        //insert ends
            w.DrawRect(...);
            DrawHighlightImage(...);
        }
        else {
            //guess no need to change anything here - hope at least
        }
    }
    else
        w.DrawImage(...);
}
```

looks like this:

on the left the icons - the first enabled the others disabled, on the right the first with mouse over it, ready to be pressed

Bas

## File Attachments

1) [toolbar.jpg](#), downloaded 4050 times

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Subject: Re: Toolbar and gray color in layout

Posted by [forlano](#) on Sun, 05 Nov 2006 19:41:09 GMT

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Hi Bas,

it looks great. Please let me ask you to post the entire `ToolButton::Paint(Draw& w)` method as I'm having problem to modify it.

Thanks,

Luigi

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Subject: Re: Toolbar and gray color in layout

Posted by [fallingdutch](#) on Sun, 05 Nov 2006 21:22:36 GMT

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talked to Mirek, he told me that my code is not up to date ... so which version of upp do you use, Luigi?

I use 610-dev2

Bas

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Subject: Re: Toolbar and gray color in layout

Posted by [fallingdutch](#) on Sun, 05 Nov 2006 21:26:52 GMT

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Hi Luigi,

just saw in another post, that you use 610-dev3 ... the one without "IsXPStyle()"

will download it and check how to patch it

Bas

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Subject: Re: Toolbar and gray color in layout

Posted by [fallingdutch](#) on Sun, 05 Nov 2006 21:58:08 GMT

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Now for Version 610-dev4:

CtrlLib/ToolBar.cpp

```
void ToolButton::Paint(Draw& w) {  
    [...]  
    Size isz = image.GetSize()  
    //insert starts here  
    Ctrl *q = GetParent()->GetParent();  
    if(!q || !q->IsTransparent())  
    //insert ends here  
        w.DrawRect(...);  
    [...]  
}
```

Hope it helps,  
Bas

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Subject: Re: Toolbar and gray color in layout  
Posted by [forlano](#) on Mon, 06 Nov 2006 20:09:05 GMT  
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fallingdutch wrote on Sun, 05 November 2006 22:58Now for Version 610-dev4:

CtrlLib/ToolBar.cpp

```
void ToolButton::Paint(Draw& w) {  
    [...]  
    Size isz = image.GetSize()  
    //insert starts here  
    Ctrl *q = GetParent()->GetParent();  
    if(!q || !q->IsTransparent())  
    //insert ends here  
        w.DrawRect(...);  
    [...]  
}
```

Hope it helps,  
Bas

It works

So the Mirek's modification in BarPane in conjunction with this last one do the job I wanted, just as the previous picture has shown.

Thanks a lot!

Luigi

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Subject: Re: Toolbar and gray color in layout  
Posted by [forlano](#) on Sat, 09 Jun 2007 22:09:56 GMT  
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Hello,

I continue to post here because it regards the same problem with version 2007.1. Please have a look to the following picture that shows a toolbar with icon of different size

As you see the droplist and the editstring ctrl look gray. The method .Transparent() do not improve the situation. Is there a workaround?

Thanks,  
Luigi

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#### File Attachments

1) [ult1.jpg](#), downloaded 1109 times

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Subject: Re: Toolbar and gray color in layout  
Posted by [mirek](#) on Sun, 10 Jun 2007 17:36:53 GMT  
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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..)

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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

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