Subject: how to paint a LineEdit? how to create a small image?
Posted by bonami on Wed, 04 Jul 2007 08:44:19 GMT
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all my need is transient. i don't want to implement Pain(). because this is a temporary notification.
my application's main class is like,
class ezcommwin : public WithezcommwinLayout<TopWindow>
which utilizes a .lay

1. is it possible to change a LineEdit's background color?
2. i want to show some image in TopWindow when a button's clicked. But only for a short time.

I've tried Draw (cannot be initiated), DrawingDraw, ViewDraw...
even some built ok, they do not change window's view.

Subject: Re: how to paint a LineEdit? how to create a small image?
Posted by mirek on Wed, 04 Jul 2007 09:04:32 GMT
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```
TextCtrl::
 enum {
  INK_NORMAL,
  INK_DISABLED,
  INK_SELECTED,
  PAPER_NORMAL,
  PAPER_READONLY,
  PAPER_SELECTED,
  COLOR_COUNT,
 };

 void      SetColor(int i, Color c)        { color[i] = c; Refresh(); }
```

All the painting should be generally done in Paint. For specific cases you can use tricks like overlapping the widget with e.g. Picture widget which accepts Drawing. Somethine like:

```
LineEdit edit;
Picture picture;
....
// show the picture
picture = my_drawing;
edit.Add(picture.SizePos());
....
// back to LineEdit
```

picture.Remove();

Mirek

Subject: Re: how to paint a LineEdit? how to create a small image?
Posted by bonami on Thu, 05 Jul 2007 04:29:21 GMT
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i have a WithDropChoice<EditInt>, which has no ...Color().

Subject: Re: how to paint a LineEdit? how to create a small image?
Posted by mrjt on Thu, 05 Jul 2007 10:50:20 GMT
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To set one EditField color:

```
EditField::Style edit_field_style = EditField::StyleDefault();
edit_field_style.paper = Yellow();
      myedit.SetStyle(edit_field_style);
```

To set ALL edit field styles:

```
EditField::Style edit_field_style = EditField::StyleDefault();
edit_field_style.paper = Yellow();
EditField::StyleDefault().Write() = edit_field_style;
```

Changing the color of the popup menu can be (mostly) done with SetDisplay.

James.

Subject: Re: how to paint a LineEdit? how to create a small image?
Posted by bonami on Fri, 06 Jul 2007 01:50:07 GMT
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Mirek, you misunderstood me. i want it to show BESIDE my control, in my TopWindow.
i wrote this in my TopWindow subclass' method, but nothing happens,

```
ImageCtrl img;
img.SetImage(CtrlImg::exclamation());
Add(img.SizePos());
```

mrjt wrote on Thu, 05 July 2007 18:50To set one EditField color:

```
EditField::Style edit_field_style = EditField::StyleDefault();
edit_field_style.paper = Yellow();
      myedit.SetStyle(edit_field_style);
```

To set ALL edit field styles:

```
EditField::Style edit_field_style = EditField::StyleDefault();
edit_field_style.paper = Yellow();
EditField::StyleDefault().Write() = edit_field_style;
```

Changing the color of the popup menu can be (mostly) done with SetDisplay.

James.
why my EditField has no SetStyle() method? and it has no StyleDefault() either. using current version 2007.1

Subject: Re: how to paint a LineEdit? how to create a small image?
Posted by mrjt on Fri, 06 Jul 2007 10:08:53 GMT
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Ah. I think that version is too old, the EditField only got Chameleonized more recently. If you get 705-dev3 from SourceForge it will work. There isn't a direct link from the front page but it is there.

Otherwise the only solutions are to overload Paint method or use SColorPaper_Write() to change paper color.

Subject: Re: how to paint a LineEdit? how to create a small image?
Posted by bonami on Mon, 09 Jul 2007 02:04:55 GMT
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U rock
