Subject: Proposed change for TabCtrl: Color of text...
Posted by tvanriper on Thu, 03 Jan 2008 15:20:58 GMT
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The current chameleonized tabctrl is nice, and allows me to do some amazingly beautiful things with the tabs, but has a small problem; should I elect to use background graphics that are dark, you cannot see the text over the graphics, as the text's color comes from SColorText(), and cannot be set.

I've attached a Zip file with updated TabCtrl.h and TabCtrl.cpp files for your consideration.

I added the following changes:

to TabCtrl.h, in class Item::Style:

added line:

Color text_color;

to TabCtrl.cpp:

add the following line to CH_STYLE(TabCtrl...

text_color = SColorText();

changed the following 2 lines to TabCtrl::Item::Paint:

pict.Paint(w, pictpos.x, pictpos.y, sz.cx, sz.cy, owner->style->text_color, Null);
w.DrawText(textpos.x, textpos.y, text, owner->style->font, owner->style->text_color);

File Attachments

1) CtrlLib.zip, downloaded 405 times

Subject: Re: Proposed change for TabCtrl: Color of text...
Posted by mirek on Thu, 03 Jan 2008 16:50:11 GMT
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A good idea. I have only extended it to text_color[4]

Mirek

Subject: Re: Proposed change for TabCtrl: Color of text...
Posted by tvanriper on Thu, 03 Jan 2008 17:54:10 GMT
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Ah, yes, that would certainly work better.