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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

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1) [CtrlLib.zip](#), downloaded 223 times

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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

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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.

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