Subject: Colored drag margin for Splitter Posted by kohait00 on Thu, 25 Feb 2010 22:47:56 GMT View Forum Message <> Reply to Message

## hi there,

in many occassions using Splitter requires to be able to \*see\* the separation bars, but they have SColorFace when not dragged.

i added a BarOpacity method to Splitter, based on current trunk code (rev. around 2150) to make it decidable, if one needs to have them be visible

maybe it is usable to anyone ...

File Attachments

1) Splitter.h, downloaded 456 times

2) Splitter.cpp, downloaded 629 times

Subject: Re: Colored drag margin for Splitter Posted by kohait00 on Fri, 26 Feb 2010 08:39:42 GMT View Forum Message <> Reply to Message

the baropac property should be set in the Spliter::Spiltter() to

baropac = 0;

to have the same behaviour as usual

values for BarOpacity(): 0..255

Subject: Re: Colored drag margin for Splitter Posted by mirek on Fri, 26 Feb 2010 14:29:50 GMT View Forum Message <> Reply to Message

w.DrawRect(sz, Blend(SColorFace, SColorShadow, baropac));

Would not it be more loggical to simply have the Color setter here? Why be bothered with Blend?

(But maybe the best is to chameleonize the whole stuff anyway...)

Mirek

well thats the point. i didnt want to blow up the API to much, it should be kept half way style related..without bothering the user much, but adding a color setter would also do it...

Subject: Re: Colored drag margin for Splitter Posted by mirek on Fri, 26 Feb 2010 17:32:35 GMT View Forum Message <> Reply to Message

Well, I have just chameleonized the Splitter...

Mirek

Subject: Re: Colored drag margin for Splitter Posted by kohait00 on Sat, 27 Feb 2010 22:40:53 GMT View Forum Message <> Reply to Message

thank you mirek ..

just to be sure: is there kind of a tutorial on how to use CH\_STYLE stuff in own controls? if i wanted i.e. to make a different highlight color..

Subject: Re: Colored drag margin for Splitter Posted by mirek on Tue, 02 Mar 2010 18:07:41 GMT View Forum Message <> Reply to Message

http://www.ultimatepp.org/reference\$Chameleon\$en-us.html

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