Subject: Images for disabled button in "Classic" style
Posted by Mindtraveller on Thu, 01 Apr 2010 07:26:43 GMT
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It looks like images for disabled controls in "classic" theming style are calculated in strange manner. Just look at the same buttons in XP and classic themes:

You may try it yourself in WinXP, switching to classic theme and back. If my help is needed here, I'll try to dig into the code and make patch.

File Attachments
1) upp-dis.png, downloaded 484 times

Subject: Re: Images for disabled button in "Classic" style
Posted by mrjt on Thu, 01 Apr 2010 10:47:03 GMT
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Looks fine to me:

Test case?

File Attachments
1) classic.png, downloaded 714 times

Subject: Re: Images for disabled button in "Classic" style
Posted by Mindtraveller on Thu, 01 Apr 2010 12:19:11 GMT
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Please try this image for button.
It looks like some transparency issues.

File Attachments
1) attach.png, downloaded 217 times

Subject: Re: Images for disabled button in "Classic" style
Posted by mrjt on Thu, 01 Apr 2010 12:54:30 GMT
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Yes, it is a transparency issue. This is the filter being used for DisabledImage with XP classic:

```
RGBA sEtchFilter::operator()(const RGBA **mx)
{
 RGBA t;
```

```
 RGBA s = mx[1][1];
 if(s.a == 255 && s.r + s.g + s.b < 400) {
  t.r = t.g = t.b = 128;
  t.a = 255;
  return t;
 }
 s = mx[0][0];
 if(s.a == 255 && s.r + s.g + s.b < 400) {
  t.r = t.g = t.b = t.a = 255;
  return t;
 }
 Zero(t);
 return t;
}ImageOp.cpp
```
The alpha limit is there because you don't want to etch invisible pixels, it would look wierd.

IMO a good compromise would be this version that checks for alpha > 128:
```
RGBA sEtchFilter::operator()(const RGBA **mx)
{
 RGBA t;
 RGBA s = mx[1][1];
 if(s.a & 0x80 && s.r + s.g + s.b < 400) {
  t.r = t.g = t.b = 128;
  t.a = s.a;
  return t;
 }
 s = mx[0][0];
 if(s.a & 0x80 && s.r + s.g + s.b < 400) {
  t.r = t.g = t.b = 255;
  t.a = s.a;
  return t;
 }
 Zero(t);
 return t;
}
```

Subject: Re: Images for disabled button in "Classic" style
Posted by Mindtraveller on Thu, 01 Apr 2010 16:28:49 GMT
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Tested your patch with some semi-transparent images.
All of them look good enough, also (s.a & 0x80) is a quick enough comparison.
Finally I agree with your proposal. Can you please publish it on SVN? Or else we should ask Mirek.

P.S. Why don't you use the same "transparency" method for classic theme disabled image?

Subject: Re: Images for disabled button in "Classic" style
Posted by mirek on Fri, 02 Apr 2010 09:03:11 GMT
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Mindtraveller wrote on Thu, 01 April 2010 12:28Tested your patch with some semi-transparent images.
All of them look good enough, also (s.a & 0x80) is a quick enough comparison.
Finally I agree with your proposal. Can you please publish it on SVN? Or else we should ask Mirek.

Patch applited, thanks.

Quote:
P.S. Why don't you use the same "transparency" method for classic theme disabled image?

Well, maybe we should. Back in days of Classic glory, this is how disabled icons looked like.

(BTW, I have just switched Win7 to classic and invoked WordPad to find out how MS manages disabled icons today. And guess what - they simply ignore the issue, WordPad still has fancy blue Aero buttons...

Subject: Re: Images for disabled button in "Classic" style
Posted by Mindtraveller on Mon, 12 Apr 2010 14:37:51 GMT
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Of course. There is no need to make app uglier if it may look great)) I vote for switching XP-style disabling for images for classic theme. I also believe that it will not lead to any incompatibility even on Win98.