
Subject: Different color for three state option button
Posted by [forlano](#) on Tue, 11 Apr 2006 20:19:55 GMT
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One more question...

The nice three state button has the following states:

- 1] empty square
- 2] green square
- 3] green 'V' over an empty square.

I would like that state 2] and 3] had a different color: one of the two state should be RED (the other can remain green).

Now I'm afraid to ask this . But this feature (double color) I feel would attract better the user for delicate task.

So, is it possible?

With my old tool I had a two state case button but I could set two images and switch them. Maybe with U++ I can set three images and switch among them.

Luigi

Subject: Re: Different color for three state option button
Posted by [fudadmin](#) on Tue, 11 Apr 2006 20:31:13 GMT
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Everything is possible! Just a question of time .

At the moment I can't you answer quickly because I've just broken my library with too many experiments... . Maybe Mirek or other guys can answer more quickly....

Subject: Re: Different color for three state option button
Posted by [mirek](#) on Tue, 11 Apr 2006 21:26:15 GMT
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forlano wrote on Tue, 11 April 2006 16:19One more question...

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with U++ I can set three images and switch among them.
Luigi

Well, something we have not anticipated (once again?)

The trouble is that it is not 2 or 3 images, but in fact 20 different images to show all possible visual combinations...

It would be quite hard for EACH Option to carry them all.

Mirek

Subject: Re: Different color for three state option button
Posted by [fudadmin](#) on Wed, 12 Apr 2006 01:38:18 GMT
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Ok, Luigi, it's time for you to learn image designer...
Try and tell how it works...
P.S I haven't tested the logic and all functionality properly. This is a quick sample. Try to improve...
Any questions - just ask...
Unzip into ForlanoOption folder (no folders inside!)

Edit: You can download the latest version from topic
"OptionImage ctrl: how to make it better..."

Subject: Re: Different color for three state option button
Posted by [mirek](#) on Wed, 12 Apr 2006 09:28:41 GMT
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fudadmin wrote on Tue, 11 April 2006 21:38: Ok, Luigi, it's time for you to learn image designer...
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I am not quite sure whether altering the library code is the right path here....

I guess, if you really insist on different images for option,

- make your option

- make me add customization of Option (something I in fact did not thought is necessary).

Of course, thing will be solved by Chameleon soon, but that will work for all options (Option calss), not just specific one.

Mirek

Subject: Re: Different color for three state option button

Posted by [forlano](#) on Wed, 12 Apr 2006 09:55:16 GMT

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fudadmin wrote on Wed, 12 April 2006 03:38Ok, Luigi, it' time for you to learn image designer...

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Aris,

It works as all your code although this time it is not at all friendly and in the laizy people style

If I desire a three state button with no standard images I think should be enough a declaration as this:

```
btnOpt.Add("Label_text", img1thState, img2thState, img3thState);
```

where img1thState, img2thState, img3thState are the images defined in the *.iml file.

Moreover it could be useful a method that set the position of the text with respect the image:

```
btnOpt.TextvsImage(LEFT); // test at the left of the image
```

```
btnOpt.TextvsImage(RIGHT); // test at the left of the image
```

The bottom and top case can be resolved with a separate label below of upper the button. Then, in the U++ style, should be possible the following line:

```
btnOpt.Add("Label_text", img1thState, img2thState, img3thState).TextvsImage(LEFT);
```

The same for a two state button:

```
btnOpt.Add("Label_text", img1thState, img2thState).TextvsImage(LEFT);
```

The minimum dimension of the button should be calculate considering the text lenght and the greatest of the three image dimension.

If I've not said silly thing I'll put this post in the wish list.

Luigi

Subject: Re: Different color for three state option button
Posted by [mr_ped](#) on Wed, 12 Apr 2006 10:20:32 GMT
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Generally speaking it's not good to change native look of UI common controls, i.e. option should look just like any other default option on that operating system (I mean not imitating the default skin, but using user's skin instead, so it really looks like what the user is used to).

But I can imagine cases when your personal skin for controls is more intuitive than original ones. (like icons in toolbar for buttons, you don't have the same "button" icon for every one, that would be bad for user).

So I think the ability to skin controls can be both nice and good for final user, if the developer doesn't change control's look just to make them "look cool", that's bad.

Changing just colors looks to me more like "look cool" approach (even if the intent is to make it more intuitive), which will in the end break "chameleon" skinning, when it will be finally available.

Subject: Re: Different color for three state option button
Posted by [forlano](#) on Wed, 12 Apr 2006 11:27:35 GMT
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mr_ped wrote on Wed, 12 April 2006 12:20... "chameleon" skinning, when it will be finally available.

What "Chameleon" are you speaking about? Even Mirek said something about it. What is it?

Subject: Re: Different color for three state option button
Posted by [fudadmin](#) on Wed, 12 Apr 2006 11:31:16 GMT
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luzr wrote on Wed, 12 April 2006 10:28fudadmin wrote on Tue, 11 April 2006 21:38Ok, Luigi, it's time for you to learn image designer...

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1. I am not quite sure whether altering the library code is the right path here....

I guess, if you really insist on different images for option,

2. - make your option

- make me add customization of Option (something I in fact did not thought is necessary).

Of course, thing will be solved by Chameleon soon, but that will work for all options (Option calss), not just specific one.

Mirek

1. Is overriding virtual paint in subclassed widget considered "altering" library code?
2. How then to make "your option"?

Subject: Re: Different color for three state option button
Posted by [fudadmin](#) on Wed, 12 Apr 2006 11:44:46 GMT
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forlano wrote on Wed, 12 April 2006 10:55fudadmin wrote on Wed, 12 April 2006 03:38Ok, Luigi, it' time for you to learn image designer...
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where img1thState, img2thState, img3thState are the images defined in the *.iml file.

2. The minimum dimension of the button should be calculate considering the text lenght and the greatest of the three image dimension.

Luigi

1. and 2. I expected you are not so lazy... and add this funcnality yourself...

Btw, 2. - Do you want different size images? - it's even more against native look

Subject: Re: Different color for three state option button
Posted by [forlano](#) on Wed, 12 Apr 2006 12:11:33 GMT

fudadmin wrote on Wed, 12 April 2006 13:44Quote:Aris,

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1. If I desire a three state button with no standard images I think should be enough a declaration as this:

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Luigi

1. and 2. I expected you are not so lazy... and add this funcionality yourself...

Btw, 2. - Do you want different size images? - it's even more against native look

1. I've learned the lesson and now I trying to think in the laziest way I can

2. Of course not, I was just speaking in general.

Luigi

Subject: Re: Different color for three state option button

Posted by [mirek](#) on Wed, 12 Apr 2006 15:42:27 GMT

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1. Sorry, I have not see your code... I was thinking that you are suggesting to alter CtrlLib.iml file

2. I meant make your Option widget Seriously, Option has about 40 lines....

Mirek
