Subject: EditDouble background color
Posted by idkfa46 on Fri, 24 Feb 2012 15:22:10 GMT
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Hi guys,
here my little problem...
Is possible to change background color in Editfields?

verifica1 = (2 * (double)~alzataEdit) + pedataEdit ;

how can i put a green backround for 62 <= verifica1 <= 64 and a red one for verifica1 > 64 or verifica1 < 62 ?

Regards,
Matteo

Subject: Re: EditDouble background color
Posted by BioBytes on Mon, 27 Feb 2012 15:47:28 GMT
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Hi Matteo,

I think you should have a look to:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=34422&S=357a03a3f1a3c9f52db5a30e658007e1&srch=Change+Ed itField+Background#msg_34422

This should help you

Regards

Biobytes

Subject: Re: EditDouble background color
Posted by idkfa46 on Tue, 28 Feb 2012 08:46:24 GMT
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oh thanks! that's cool...

EditfieldColour::EditfieldColour()
{

```
 CtrlLayout(*this, "Window title");

 static EditField::Style sd = ef.StyleDefault();
 sd.paper = Red();
       sd.text = Blue();
       sd.focus = LtRed();
    ef.SetStyle(sd);
}
```

I added sd.focus to color background but I really cant understand what sd.paper need for ?!

Subject: Re: EditDouble background color
Posted by BioBytes on Tue, 28 Feb 2012 10:06:02 GMT
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Hi Matteo,

If I am right, Paper is the colour of background EditField, Text is colour of text and Focus is the colour of text when the control gets focus.

Regards

Biobytes

Subject: Re: EditDouble background color
Posted by idkfa46 on Tue, 28 Feb 2012 10:33:32 GMT
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Oh... god! you're right!
I tryed with just a field and I was always on focus in it

in the end
papar = background color (not on focus)
focus = background color (on focus)

would be useful a way for both cases...

thnx again
Matteo

Subject: Re: EditDouble background color

In the end the background color for Edifields works...
The real problem now is that i cant disable the field or layout comes back to default

here my code:

```
//scala.h
class Scala : public WithScalaLayout<TopWindow> {
....
public:
EditDouble::Style s;
EditDouble verifica1;

 typedef Scala CLASSNAME;
 virtual void Paint (Draw& draw);
 Scala();
};

//main.cpp
void Scala::color(void)
{
 s = verifica1.StyleDefault();
 if(verifica1 < 62 || verifica1 > 64)
  {
   s.paper = LtRed;
    s.text = Yellow;
  }
 else
  {
   s.paper = LtGreen;
   s.text = Black;
  }
 verifica1.SetStyle(s);
}
```

I tryed setting s.disabled but nothing happen...
Where I'm wrong now ?!

Thanks,
Matteo