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Subject: Wy StyleNormal().Write() is global?

Posted by [iST1](#) on Sat, 07 Sep 2013 16:57:36 GMT

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I need to set own background image for buttons:

```
Button::Style &s1 = btn1.StyleNormal().Write();
s1.look[0] = img1;
s1.look[1] = img1;
s1.look[2] = img1;
s1.look[3] = img1;
s1.pressoffset = Point(1, -1);
```

```
Button::Style &s2 = btn2.StyleNormal().Write();
s2.look[0] = img2;
s2.look[1] = img2;
s2.look[2] = img2;
s2.look[3] = img2;
s2.pressoffset = Point(1, -1);
```

But after this btn1 also have img2 instead img1.

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Subject: Re: Wy StyleNormal().Write() is global?

Posted by [dolik.rce](#) on Sat, 07 Sep 2013 17:19:03 GMT

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iST1 wrote on Sat, 07 September 2013 18:57 I need to set own background image for buttons:

```
Button::Style &s1 = btn1.StyleNormal().Write();
s1.look[0] = img1;
s1.look[1] = img1;
s1.look[2] = img1;
s1.look[3] = img1;
s1.pressoffset = Point(1, -1);
```

```
Button::Style &s2 = btn2.StyleNormal().Write();
s2.look[0] = img2;
s2.look[1] = img2;
s2.look[2] = img2;
s2.look[3] = img2;
s2.pressoffset = Point(1, -1);
```

But after this btn1 also have img2 instead img1.

Hi,

StyleNormal() is a static method, hence it must only affect global properties I think what you want is SetStyle() on the particular widget. What you are trying to do would look something like this

(note: I haven't tested it): `Button::Style s1 = Button::StyleNormal();`  
`s1.look[0] = img1;`  
`s1.look[1] = img1;`  
`s1.look[2] = img1;`  
`s1.look[3] = img1;`  
`s1.pressedoffset = Point(1, -1);`  
`btn1.SetStyle(s1);`

`Button::Style s2 = Button::StyleNormal();`  
`s2.look[0] = img1;`  
`s2.look[1] = img1;`  
`s2.look[2] = img1;`  
`s2.look[3] = img1;`  
`s2.pressedoffset = Point(1, -1);`  
`btn2.SetStyle(s2);`

The basic idea is to create a new style by copying and modifying the default one, then assigning the new style to your button.

Best regards,  
Honza

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Subject: Re: Wy `StyleNormal().Write()` is global?  
Posted by [iST1](#) on Sat, 07 Sep 2013 17:31:46 GMT  
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Unfortunately,  
`Button::Style s1 = Button::StyleNormal();`  
`s1.look[0] = img1;`  
`s1.look[1] = img1;`  
`s1.look[2] = img1;`  
`s1.look[3] = img1;`  
`s1.pressedoffset = Point(1, -1);`  
`btn1.SetStyle(s1);`

has no image-effect. Also button's boundary is removed.

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Subject: Re: Wy `StyleNormal().Write()` is global?  
Posted by [iST1](#) on Sat, 07 Sep 2013 18:33:10 GMT  
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It got: variable "`Button::Style s;`" must be defined in global space, for example, as a class variable!

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Subject: Re: Wy `StyleNormal().Write()` is global?

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Posted by [iST1](#) on Thu, 12 Sep 2013 16:48:03 GMT

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It is possible to switch button's look programmatically without mouse click?

Button btn\_;//in global space or in class

Button::Style styleBtn\_;//in global space or in class

....

SetButtonImgStyle(btn\_, styleBtn\_, img0, img1, img2, img3);

btn\_.Disable(); //=> img3

//btn must be enabled, but with look img3:

btn\_.Enable();

btn\_.State(3);//Nothing has changed

...

```
void SetButtonImgStyle(Button &btn, Button::Style &style,
    const Image &img1, const Image &img2, const Image &img3, const Image &img4)
```

```
{
    style = Button::StyleNormal();
    style.look[0] = img1;
    style.look[1] = img2;
    style.look[2] = img3;
    style.look[3] = img4;
    style.pressoffset = Point(1, -1);
```

```
    btn.SetStyle(style);
```

```
    //size as image
```

```
    Size imgSize = img2.GetSize();
```

```
    Button::LogPos btnPos = btn.GetPos();
```

```
    btn.LeftPos(btnPos.x.GetA(), imgSize.cx);
```

```
    btn.TopPos(btnPos.y.GetA(), imgSize.cy);
```

```
}
```

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Subject: Re: Wy StyleNormal().Write() is global?

Posted by [iST1](#) on Thu, 12 Sep 2013 17:42:06 GMT

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The hook is to modify GetVisualState function

```
int Pusher::GetVisualState() const
```

```
{
```

```
    //todo: add
```

```
    return !IsShowEnabled() ? CTRL_DISABLED :
```

```
        IsPush() ? CTRL_PRESSED :
```

```
        HasMouse() ? CTRL_HOT :
```

```
    pseudoDisable ? CTRL_DISABLED : CTRL_NORMAL;
}
```

by adding boolean variable pseudoDisable:

```
class Pusher : public Ctrl {
public:
    //todo: add
    bool pseudoDisable;
    ...
}
```

```
Pusher::Pusher() {
    ...
    pseudoDisable = false;
}
```

Usage:

```
btn_.pseudoDisable = true;
btn_.Refresh();
```

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Subject: Re: Wy StyleNormal().Write() is global?

Posted by [mirek](#) on Thu, 12 Sep 2013 18:10:40 GMT

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iST1 wrote on Sat, 07 September 2013 14:33It got: variable "Button::Style s;" must be defined in global space, for example, as a class variable!

Well, it can be instance variable (e.g. of class derived from Button) as well. It just has to exist all the time while it is assigned to Button...

Mirek

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