Subject: Wy StyleNormal().Write() is global?
Posted by iST1 on Sat, 07 Sep 2013 16:57:36 GMT

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.

Subject: Re: Wy StyleNormal().Write() is global?
Posted by dolik.rce on Sat, 07 Sep 2013 17:19:03 GMT

iST1 wrote on Sat, 07 September 2013 18:57I 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.pressoffset = 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.pressoffset = 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

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.pressoffset = Point(1, -1);
 btn1.SetStyle(s1);

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

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!

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

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);
}

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();
```

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