

---

Subject: help with ToolButton style

Posted by [bushman](#) on Wed, 12 Feb 2014 18:10:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Looking at ToolButton::StyleDefault(), I see the elements below:

```
int ToolButton::Style::contrast[6];    //
bool ToolButton::Style::light[6];      //
Value ToolButton::Style::look[6];     //
Point ToolButton::Style::offset[6];    //
byte ToolButton::Style::registered;    //
Color ToolButton::Style::textcolor[6]; //
Font ToolButton::Style::font           //
```

What do these style members do?

Tks!!

---

---

Subject: Re: help with ToolButton style

Posted by [bushman](#) on Thu, 13 Feb 2014 00:37:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I discovered a few hints:

Arrays can be referenced by the indices CTRL\_NORMAL, CTRL\_HOT, CTRL\_PRESSED, CTRL\_DISABLED, CTRL\_CHECKED and CTRL\_HOTCHECKED, which correspond to all 6 different possible button states, as the index names indicate themselves; arrays look, textcolor and offset define button Images, color of label text and label text offset for each button state above, respectively.

I still don't know what light and contrast arrays do, nor what byte registered does;

font is self-evident, that's the label text font;

tk.

---

---

Subject: Re: help with ToolButton style

Posted by [bushman](#) on Fri, 25 Jul 2014 13:07:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Wow!!That's a record!

---