U++ - Bug #652
ChStdSkin() & ChClassicSkin() should check the state of IsCompositedGui flag

01/19/2014 02:31 AM - Zbigniew Rebacz

Status:	Approved		**Start date:**	01/19/2014
Priority:	Normal		**Due date:**	
Assignee:	Miroslav Fidler		**% Done:**	0%
Category:	CtrlLib		**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

Personally, I think that we should always check the state of IsCompositedGui flag when theme is changed manualy. Code sample:

```
void ChStdSkin()
{
    ChSysInit();
    GUI_GlobalStyle_Write(GUISTYLE_XP); // <- Hard theme restart!
    GUI_PopUpEffect_Write(Ctrl::IsCompositedGui() ? GUIEFFECT_NONE : GUIEFFECT_SLIDE);
    ColoredOverride(CtrlsImg::Iml(), CtrlsImg::Iml());
}
```

P.S.
This check is important on POSIX platform (X11 & GTK)

P.S 2
ChGtk check this flag by default.

History

#1 - 01/27/2014 02:38 PM - Miroslav Fidler

- Status changed from Patch ready to Approved

#2 - 01/29/2014 04:37 PM - Zbigniew Rebacz

- File Ch.cpp added

- Status changed from Approved to Patch ready

It seems that in this bug report I forgot to include proper file.

What needs to be updated:

- "Hard theme restart!" comment isn't nessasary

- ChClassicSkin needs IsCompositedGui flag check

#3 - 01/31/2014 08:11 AM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files

Ch.cpp	1.94 KB	01/29/2014	Zbigniew Rebacz