

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			
<p>Personally, I think that we should always check the state of IsCompositedGui flag when theme is changed manually. Code sample:</p> <pre>void ChStdSkin() { ChSysInit(); GUI_GlobalStyle_Write(GUISTYLE_XP); // <- Hard theme restart! GUI_PopUpEffect_Write(Ctrl::IsCompositedGui() ? GUIEFFECT_NONE : GUIEFFECT_SLIDE); ColoredOverride(CtrlImg::Iml(), CtrlImg::Iml()); }</pre> <p>P.S. This check is important on POSIX platform (X11 & GTK)</p> <p>P.S 2 ChGtk check this flag by default.</p>			

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
--------	---------	------------	-----------------