
Subject: Re: A question of C++
Posted by [kbyte](#) on Fri, 27 Mar 2009 11:29:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am trying this:

```
#include "ColoringSystem.h"  
...
```

```
class CChangeUnitsDlg : public WithChangeUnitsDlgLayout<TopWindow> , public  
CColoringSystem  
{  
  
}
```

and the CColoringSystem will store all needed colors and the paint of the CChangeUnitsDlg will paint every control 1 by one using the colors in the CColoringSystem class.

Alex