

---

Subject: Re: A question of C++  
Posted by [mrjt](#) on Fri, 27 Mar 2009 17:39:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You can do both. To set it for a single ctrl you use `SetStyle`, which overrides `StyleDefault()` (which may be called something else on some ctrls).

To set it globally you change `StyleDefault`:

```
EditField::Style &s = EditField::StyleDefault().Write();  
s.paper = Red;  
s.focus = Green;  
s.ink = Blue;
```

Incidentally, if you are going to set the style for a single ctrl you need to make sure that the `Style` instance you are using doesn't run out of scope (or gets deleted) before the `Ctrl` does. This is because the `Ctrl` stores a pointer to the `Style` internally (this is a pretty contrary to Upp style IMO. C'est la vie).

You can use a construct like this to make it work well:

```
void SetEditStyle(EditField &edit)  
{  
    static EditField::Style s = EditField::StyleDefault();  
    s.paper = Red;  
    s.focus = Green;  
    s.ink = Blue;  
    edit.SetStyle(s);  
}
```