Subject: Color of selection: filebar, assist, package selections...
Posted by qwerty on Wed, 19 May 2010 07:15:31 GMT
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hello to you all,

imagine, you have the 'black' scheme Win(XP SP3 in my case, don't have other win samples).
I can't see the background of selected file, bck of selected row in assist++, bck of selected package, the tooltip, when filling in arguments is oposite white(my ink is logicaly bright) , ...

as I tested, the background of these selected items is generated from 'desktop' color (on Win, at least), that is darker.

my desktop color(and almost everything) is pure black.

can be this added, for examle in color setting in theide?

thank you

ps: it's not critical, but the overwiev is better

sshot attached

File Attachments

1) sshot.png, downloaded 690 times


q - GUI MT - TheIDE - [C:\MyApps\q\segitem.cpp UTF-8 *] { MyApps }
File Edit Project Build Debug Assist Setup
GUI MT
MSC9 Debug
q
Core
CtrlCore
CtrlLib
Draw
PdfDraw
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
SegItem
SegItem::CLASSNAME
Segtor
Segtor::Block
Segtor::ConstIterator
Segtor::Iterator
Segtor::ValueType
SegtorMap
SegtorMap::B
SegtorMap::ConstIterator
SegtorMap::Iterator
SelectFileIn
SelectFileOut
Semaphore
SeparatorCtrl
SeparatorCtrl::Style
Sha1Stream
SimpleImageMaker
SimplePageDraw
Size
Size16
Size64
SizeGrip
SizeStream
SizeTextDisplayCls
Size_
SizeF
SliderCtrl
SliderCtrl::CLASSNAME
SortOrderIterator
SegItem : public Ctrl
propsWin : WithPropsLay<TopWindow>
owner : q*
B : byte
filename : String
back : Image
segs : Array<SegImag
id : int
active : bool
hidden : bool
draw_rect : bool
draw_id : bool
delta : Point
SegItem(String fn, int
deleteSeg() : void
activate(bool active, I
propsMenuY() : void
propsMenuN() : void
propsMenu() : void
propsUpdate() : void
LeftDown(Point p, dw
LeftDouble(Point p, d
RightDown(Point p, dv
drawSegment(int i, D
Paint(Draw& w) : void
rs.hpp
segitem.lay
segitem.h
segitem.cpp
pckproc.lay
pckproc.h
pckproc.cpp
q.lay
q.h
q.cpp
main.cpp
SegItem::SegItem(String fn, int id, q* owner/*, int flag*/)
: draw_rect(false), active(false), draw_id(false), hidden(fal
id(id), owner(owner) {
CtrlLayout(propsWin);
propsWin.NoCloseBox();
propsWin.yesB <<= THISBACK(propsMenuY);
propsWin.noB <<= THISBACK(propsMenuN);
propsWin.inO <<= THISBACK(propsUpdate);
propsWin.outO <<= THISBACK(propsUpdate);
propsWin.Open();
propsWin.Hide();
Get
<all>
<types>
SegItem::
Ctrl::
Pte::
PteBase::
<globals>
void Get(ArrayCtrl& array, int ii, IdCtrls& m)
dword GetAccessKeys() const
dword GetAccessKeysDeep() const
Ctrl *GetActiveCtrl()
Ctrl *GetActiveWindow()
Vector<FaceInfo> GetAllFacesSys()
const int *GetAllLanguages()
bool GetAlt()
String GetAppDataFolder()
String GetAppName()
int GetBGamma(Color rgb)
byte GetBRaw(Color rgb)
int GetBValue(dword c)
int GetBackPaint()
const Button::Style *GetButtonStyle(const Ctrl *q)
bool GetCapsLock()
Rect GetCaret() const
int GetChMaskPos32(dword mask)
int GetClipboardFormatCode(const char *format_id)
Rect GetClippedView()
segs.Add(new SegImage_t(fname, B));
void SegItem::deleteSeg() {
owner->delSegItem(this);
void SegItem::activate(bool active, byte B) {
this->B = B;
this->active = active;
void SegItem::propsMenuY() {
id = propsWin.idEIS;
propsWin.Hide();
void SegItem::propsMenuN() {
propsWin.Hide();
void SegItem::propsMenu() {
propsWin.idEIS <<= id;
Ready