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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

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1) [sshot.png](#), downloaded 504 times

- 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
- 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, l
- propsMenuY() : void
- propsMenuN() : void
- propsMenu() : void
- propsUpdate() : void
- LeftDown(Point p, dw
- LeftDouble(Point p, dv
- RightDown(Point p, dv
- drawSegment(int i, D
- Paint(Draw& sv) : void

- rs.hpp
- segitem.lay
- segitem.h
- segitem.cpp
- pckproc.lay
- pckproc.h
- pckproc.cpp
- q.lay
- q.h
- q.cpp
- main.cpp

```

3
4
5 SegItem::SegItem(String fn, int id, q* owner /*, int flag*/)
6     : draw_rect(false), active(false), draw_id(false), hidden(false)
7     {
8         CtrlLayout(propsWin);
9         propsWin.NoCloseBox();
10        propsWin.yesB <<= THISBACK(propsMenuY );
11        propsWin.noB  <<= THISBACK(propsMenuN );
12        propsWin.inO  <<= THISBACK(propsUpdate);
13        propsWin.outO <<= THISBACK(propsUpdate);
14        propsWin.Open();
15        propsWin.Hide();
16
17        Get|
18
19 // swi
20 //
21 //
22 //
23 // }
24
25 //
26
27 Fil
28 if(
29
30 }
31
32
33 fil
34 fil
35
36 Str
37 bac
38
39 whi
40
41
42
43
44 }
45 }
46
47
48 void SegItem::deleteSeg() {
49     owner->delSegItem(this);
50 }
51
52
53 void SegItem::activate(bool active, byte B) {
54     this->B      = B;
55     this->active = active;
56 }
57
58
59 void SegItem::propsMenuY() {
60     id = propsWin.ideIS;
61
62     propsWin.Hide();
63 }
64
65
66 void SegItem::propsMenuN() {
67     propsWin.Hide();
68 }
69
70
71 void SegItem::propsMenu() {
72     propsWin.ideIS <<= id;
73     propsWin.Titlef(IntStr(id));

```

<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 GetBRow(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 GetClinedView()