
Subject: Re: Dynamic skin changes...

Posted by [mirek](#) on Fri, 15 Nov 2024 08:06:23 GMT

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TheIDE should be now sensitive (in skin branch). Needs more testing.

Some preliminary info:

- Problem of derivative colors is resolved with new SColor class, which is principally Color defined by function. Instance has to be static/global.
 - Skin virtual method is called on skin changes, the order is from children to parents. So far, I have found that it is necessary to use Skin to reset toolbar so that icons are updated to correct variants. You can also use it to call e.g. ArrayCtrl::EvenRowColor if you want to use custom color that is not SColor.
 - As you have guessed, it has to be activated with Ctrl::SkinChangeSensitive().
 - To simplify testing, in debug mode Ctrl+Shift+Num[-] flips between dark and light modes.
 - And yes, you can use Ctrl::SetSkin to change the theme. Test it with TheIDE Settings....
 - One thing where I am reluctant to go is changes of default GUI font - that requires resizing windows and that is too scary for now. So font is fixed on startup
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