
Subject: Re: A little theming

Posted by [cbporter](#) on Fri, 17 Oct 2008 16:56:03 GMT

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So here is a first version of the theme. It is currently alpha quality only, so don't expect too much from it. The format under which themes are stored will definitely change to something more robust and hopefully more editable. The interface will also surely change. Ignore all those nested classes. They are simple wrappers around the normal Styles, because normal Styles don't support any form of streaming and I can't change change their implementation to allow streaming.

The attachment contains two packages. The first one, Skulpture, creates the theme and exports it. You will need to run it once to create the theme. Just change the output path to something better than "C:\\".

The second package is the Theme itself. This is the one you need. Add it to your project, and do something like:

```
Theme m;  
LoadFromFile(m, "c:\\test.utheme");  
m.Apply();
```

The theme covers buttons, default buttons, options, switches, tabs, edit fields, drop lists, menus and toolbars. Rest to come in future revisions.

TabCtrl is not perfect yet. A small change to it's paint is needed to allow background look for tab area.

And I still couldn't figure out how to change EditField border sizes.

File Attachments

1) [Skulpture.rar](#), downloaded 550 times
