Subject: Re: A little theming
Posted by cbpporter on Tue, 19 May 2009 03:13:05 GMT
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I've committed the new version of Skulpture to Bazaar. It is yet a little bit experimental, but if everything goes OK this is the path the project is going to follow from now on, so consider old version as no longer supported.

This new version uses a plain ini file with some simple commands and plain png files stored on the disk. The advantages are that one can edit the theme without TheIDE or any programming skill. One can also edit the theme and apply the changes without restarting or recompiling your application. The disadvantage is that you no longer have a single file, disadvantage that can be fully offset by using an achieve (though this is not implemented yet).

It also features two reskinned widgets and a number of small tweaks and bugfixes.

There is also a new color scheme called Stone which is WIP right now, but once it is ready I think I'm going to use this one as a default. While old color scheme is great, it really does not mix that well with the cheap low end poor contrast LCDs that seem to populate every office.

The API is the same, but for now the ability to apply only a subset of the theme is lost:

Theme m;
m.Load("c:\\Skulpture\\Default");

There is still a lot of work. Next I'm going to skin ProgressIndicator and SliderCtrl. SliderCtrl is going to be more work, because I need to patch CtrlLib so that it accepts styles for this control.