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Subject: Re: A little theming

Posted by [cbpporter](#) on Sat, 30 May 2009 08:02:24 GMT

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New update here and this one is a big one:

- ProgressIndicator has a vertical skin now
- LeftEdgeStyle skinned for Button
- ViewEdge is now a separate entity
- added almost all properties of style structures to Theme. The idea is that now Theme.ini can be edited to tweak almost every aspect of style structure, except for font and font related fields. Chameleon is very complex and styles often have some interactions and until now Skulpture worked but it took advantage of the sensible defaults provided by the system. I'm migrating to a self contained structure, where a theme relies only on itself and works and looks exactly the same on all platforms disregarding defaults.
- code has been refactored and it is now very easy to add or remove a property
- mix and match is partially implemented. Not all widgets can be disabled yet, but for the ones you can, if you apply the theme with e.g. Button skinning disabled, you will get your theme except the Button skin. The final Button skin will be your original skin, like Windows default or a previous custom skin you loaded before. If you load a second theme and disable all except Button, you have basically combined two themes. In next update I'll finish this feature.

PS: Stone is allays lagging behind, and after this update you'll see a lot of bugs. Will fix ASAP.

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