
Subject: Re: Chameleon, graphic technology
Posted by [mirek](#) on Wed, 12 Apr 2006 12:27:39 GMT
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Well, the basic idea is to introduce "skinning variables" and "skinning expression".

E.g. say HighlightColor can be "skinning variable". It can have default definition "blend(Blue, White)", where Blue and White are another two skinning variables.

Now the idea is that all default skinning will be build on several basic variables, heavily reusing former variables in further definitions, e.g.

MenuHighlightColor = "HighlightColor"

That way you should be able to adjust only a couple of expression to get completely different look - changes will propagate through the whole skin definition.

Well, that is the basic idea. None real work have been done yet...

Mirek
