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Subject: Re: How to begin with chameleon

Posted by [cbpporter](#) on Tue, 02 May 2017 07:52:42 GMT

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What do you mean?

The first step is to have a vision for what you want the new theme to be.

Then it is pretty much a question of drawing the themes in Photoshop or something, one control at a time. Each skin should generally be a small rectangle.

Then you take that small rectangle and either assign it to Chameleon directly, like U++ does, or use something similar as Theme, and save it as an external theme.

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