

---

Subject: Re: design custom controls  
Posted by [unodgs](#) on Tue, 29 Aug 2006 12:22:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Tue, 29 August 2006 06:27At the moment, none of them.

In fact, I am not still 100% sure how this should work.

The very simple possibility, one that I plan to implement as the first quick fix, is to detect the theme name and then use internal U++ theme that matches it (or loosely matches it:). Ugly but simple.

Of course, I think that in some advanced phase, it should be also possible to use GTK and/or KDE theming engines. But it seems like quite complicated bussines right now.

Mirek

From what I know KDE themes are simply C++ files with new redering code.. and if we want to be 100% compatible with kde look there is no other way than calling kde painting routines..  
But I'm not 100% sure if that what I wrote is true.

I think that most KDE users use default theme (Plastik). The same situation probably takes place in GNOME.

The best IMO would be to add only these two themes to upp rendering code (using chameleon engine if possible) - that should satisfy most users.

---