
Subject: Re: Is it time for a dark theme?

Posted by [cbpporter](#) on Thu, 16 Aug 2018 08:11:50 GMT

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Using:

```
SColorPaper_Write(Color(51, 51, 51));
```

to set the paper color to dark gray causes QTF to not be displayed correctly. This looks to be intentional:

```
void RichTextView::Paint(Draw& w)
{
    ...
    Color c = SColorPaper();
    if(Grayscale(c) < 100)
        pi.coloroverride = true;
    ...
}
```

This kills qtf RichTextView color display.

So I need some input on this issue.

Setting colors can only get you so far and you need to skin the GUI with chameleon.

So we need to set both and still U++ needs to be made aware if the theme is dark or light.

For some elements it is enough to set colors and chameleon. For some others, they need to know if the theme is dark or light. Like EditorBar. To select dark or light icons. Additionally, both CodeEditor and EditorBar might need and override. You may want a normal GUI with a dark editor.

So there should be a global default that each control can override? In practice only super advanced text based controls will need overrides, like CodeEditor?
