
Subject: Re: U++ 2019.1.rc4 released
Posted by [cbppporter](#) on Tue, 23 Apr 2019 06:58:20 GMT
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mirek wrote on Mon, 22 April 2019 21:03cbppporter wrote on Mon, 22 April 2019 16:09Yeah I'm having a real hard time figuring out what is actually taken from Windows and what is U++ convention when it comes to Chameleon, especially for dark mode.

And probably things are different on Gtk and Mac...

Exactly.

Well I'm having a hard time figuring it out but you know the system. :)

Speaking off, I implemented live skin switching. Pretty hard to do because a lot of controls cache several values and there is no universal OnThemeChanged virtual method with deep GUI traversal.

And I'm also having this problem: I'm in dark mode, I switch to light mode once, icons are still dark. I switch a second time to (the same) light mode, icons are light. Is this the dark mode icon cacher? If yes can we force an invalidate in it with some API?

Anyway, here is an early demo, compiled for Win because I had to do a few small changes to U++:

<https://drive.google.com/open?id=18sCUaufbYdv1XBS8W21mcc61uL qK-YKL>

The "skin" buttons on the toolbar change the skin.
