Subject: Re: U++ 2019.1.rc4 released
Posted by mirek on Tue, 23 Apr 2019 07:04:12 GMT

cbpporter wrote on Tue, 23 April 2019 08:58mirek wrote on Mon, 22 April 2019 21:03cbpporter 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

That is exactly the reason why we support setting skin on startup.

See, I guess there is a certain mismatch of expectations. For me and for U++ users I care about, skinning is not that important. I just want the app look as much integrated into host as possible, do not care much above that. And most users do not switch themes 3 times per hour.

Quote:
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?

Fixable, just forgot to fix it.

Mirek