
Subject: Re: U++ 2019.1.rc4 released
Posted by [mirek](#) on Wed, 24 Apr 2019 06:13:47 GMT
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cbpporter wrote on Tue, 23 April 2019 09:55
For SetDarkThemeEnabled, I propose something like:

```
void SetDarkThemeEnabled(darkSkin = Ctrl::AutodetectDarkSkin);
```

with

```
Ctrl::AutodetectDarkSkin autodetecting and behaving like old SetDarkThemeEnabled(true)  
Ctrl::DarkSkin always dark, with SetDarkThemeEnabled(true) and sEmulateDarkTheme always  
true  
Ctrl::WhiteSkin always light, with SetDarkThemeEnabled(false) and sEmulateDarkTheme always  
false
```

And bool IsSystemThemeDark() made public.

Well, it is worth to keep in mind that the whole mechanism of dark theme in Windows is probably temporary solution. What we are doing there is to emulate dark mode even as Microsoft does not support it for good old win32 applications. It is very likely that this will change and the whole emulation and color conversion for S colors will be done by Win32.
