Subject: Re: New dark theme thread

Posted by copporter on Wed, 24 Apr 2019 09:18:48 GMT

View Forum Message <> Reply to Message

So Project A is in full force!

To reiterate, I have two new skins and on the fly skin changing at runtime, but the goal of Project A is to make more U++ compatible with my solution with minimal changes while at the same time fixing bugs.

So standard U++ Dark mode attached.

I'll submit the fixes in the main thread.

Before:

## File Attachments

1) before1.png, downloaded 1292 times