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Subject: Re: New dark theme thread

Posted by [cbpporter](#) on Wed, 24 Apr 2019 09:18:48 GMT

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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:

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### File Attachments

1) [before1.png](#), downloaded 1206 times

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