Subject: Re: U++ 2019.1.rc4 released

Posted by cbpporter on Wed, 24 Apr 2019 09:37:43 GMT

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mirek wrote on Wed, 24 April 2019 09:13
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.
I wouldn't place my bets on that. And dark mode is included now, so you literally opened Pandora's box. This will be for me a two week 6 hours/day project.

I'm trying to do some minimal changes to U++ that will fix some visual issues while improving usability and compatibility with my themes.

So...

Issue #1: SetDarkThemeEnabled

Problem: SetDarkThemeEnabled is IMHO poorly names, because it is more like EnableDarkModeEmulationByColorInvertingIfWindowsIsInDarkMode .

As a compromise, I added an enum that by default behaves the same, but you can force dark mode or light mode at will.

I tested things and they look compatible.

I would like this change or something that achieves the same results. Feel free to rename stuff.

Thank you!

Attached files in zip.

PS: Do you prefer a better way for patch submission?

File Attachments
1) patch1.zip, downloaded 308 times