Subject: Re: Bugfix: Report header/footer looks good in dark mode, not dark
Posted by mirek on Sat, 17 Apr 2021 15:08:06 GMT

Setting highlightpara is not necessarry and does not make sense. What the fix needs is darktheme = false, which is default, just Paint without PaintInfo sets it to true. So in fact, the correct fix seems to be

```
void Report::PaintHF(Draw& w, int y, const char *qtf, int i)
{
 RichText txt = ParseQTF(FormatHF(qtf, i));
 PaintInfo pi; // need pi so that darktheme is false
 txt.Paint(w, 0, y, GetSize().cx, pi);
}
```