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Subject: Re: New dark theme thread

Posted by [Tom1](#) on Wed, 05 Jan 2022 15:15:25 GMT

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Mirek,

I thought I could apply custom colors through SColor\*\_Write(), so I tried this for UWord dropping the following code into the place where default SColors are initialized in ChWin32.cpp:

```
...
for(sysColor *s = sSysColor; s < sSysColor + __countof(sSysColor); s++) // this also resets all
imls via SColorPaper_Write!!!
```

```
    (*s->set)(sAdjust(Color::FromCR(GetSysColor(s->syscolor))));
```

```
SColorDisabled_Write(Color(0x95, 0x95, 0x95));
SColorDkShadow_Write(Color(0x20, 0x20, 0x20));
SColorFace_Write(Color(0x20, 0x20, 0x20));
SColorHighlight_Write(Color(GetSystemAccentColor()));
SColorHighlightText_Write(IsDark(SColorHighlight())?White():Black());
SColorInfo_Write(Color(0x20, 0x20, 0x20));
SColorInfoText_Write(White());
SColorLabel_Write(Color(0x20, 0x20, 0x20)); // White());
SColorLight_Write(Color(0x20, 0x20, 0x20));
SColorLtFace_Write(Color(0x20, 0x20, 0x20));
SColorMark_Write(Color::FromCR(GetSysColor(COLOR_HOTLIGHT)));
SColorMenu_Write(Color(0x20, 0x20, 0x20));
SColorMenuMark_Write(Color::FromCR(GetSysColor(COLOR_HOTLIGHT)));
SColorMenuText_Write(White());
SColorPaper_Write(Color(0x19, 0x19, 0x19));
SColorShadow_Write(Color(0x20, 0x20, 0x20));
SColorText_Write(White());
```

having first implemented this:

```
RGBA GetSystemAccentColor(){
    RGBA color=Gray(); // Default
```

```
#ifdef WIN32
```

```
    HKEY SWKey;
    HKEY MSKey;
    HKEY WINKey;
    HKEY DWMKey;
```

```
    LONG Status;
```

```
    // "Computer\HKEY_CURRENT_USER\Software\Microsoft\Windows\DWM"
```

```
    Status =
    RegOpenKeyEx(HKEY_CURRENT_USER,TEXT("Software"),0,KEY_READ,&SWKey);
    if(Status == ERROR_SUCCESS){
```

```

Status = RegOpenKeyEx(SWKey,TEXT("Microsoft"),0,KEY_READ,&MSKey);
  if(Status == ERROR_SUCCESS){
Status = RegOpenKeyEx(MSKey,TEXT("Windows"),0,KEY_READ,&WINKey);
if(Status == ERROR_SUCCESS){
  Status = RegOpenKeyEx(WINKey,TEXT("DWM"),0,KEY_READ,&DWMKey);
  if(Status == ERROR_SUCCESS){
    DWORD RegType=REG_DWORD;
    DWORD BufferSize=4;
    byte pStr[16];

```

```

Status=RegQueryValueEx(DWMKey,TEXT("AccentColor"),NULL,&RegType,(LPBYTE)pStr,&BufferSize);

```

```

    if(Status == ERROR_SUCCESS){
      color.a=pStr[3]; // This is ARGB
      color.b=pStr[2];
      color.g=pStr[1];
      color.r=pStr[0];
    }

```

```

  RegCloseKey(DWMKey);
}
  RegCloseKey(WINKey);
}
  RegCloseKey(MSKey);
}
  RegCloseKey(SWKey);
}
  if(Status == ERROR_SUCCESS) return color; // Success

```

```

#endif
// TODO solve other sources

```

```

return color; // Default
}

```

Some parts of the GUI follow these colors, but many don't. So, the results are mixed with partly unreadable GUI. While the suggested colors are definitely not optimized, could you try the above with both light and dark theme in Windows? I could use some help here in order to get onto the right track in tuning the default theme. UWord seems to be a good place to test as it has many different Ctrls in e.g. Style manager.

Best regards,

Tom