
Subject: Re: New dark theme thread

Posted by [Tom1](#) on Tue, 17 May 2022 15:54:46 GMT

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Hi Alboni,

A lot can be changed for a specific application. I'm not an expert here, but if you put this into the beginning of your GUI_APP_MAIN you can have a different set of colors and more:

```
if(IsDarkTheme()){
    ChReset();
    SColorPaper_Write(Color(32, 32, 32));
    SColorFace_Write(Color(40, 40, 40));
    SColorText_Write(Color(255, 255, 255));
    SColorHighlight_Write(Color(64, 64, 64));
    SColorHighlightText_Write(Color(255, 255, 255));
    SColorMenu_Write(Color(48, 48, 48));
    SColorMenuText_Write(Color(255, 255, 255));
    SColorInfo_Write(Color(48, 48, 48));
    SColorInfoText_Write(Color(255, 255, 255));
    SColorLight_Write(Color(32, 32, 32));
    SColorShadow_Write(Color(64, 64, 64));
    SColorDisabled_Write(Color(128, 128, 128));
    static int adj[] = { 10, 80, -5, -10 };

    ChMakeSkin(3, Color(64, 64, 64), Color(64, 64, 64), adj);

    // ... and a lot more ...
}
```

Please look at uppsrc to find out how different items are changed. (The above merely touches the surface.) You may find the implementation of these interesting:

```
ChFlatDarkSkin();
ChFlatGraySkin();
ChDarkSkin();
ChFlatSkin();
ChGraySkin();
ChHostSkin();
ChClassicSkin();
ChStdSkin();
ChBaseSkin();
```

Best regards,

Tom

EDIT: PS. Making that particular kind of client happy, takes a lot of work, so please remember to charge by the hour. :)
