
Subject: Re: styling of widgets (animation / look and feel)

Posted by [mirek](#) on Thu, 20 Apr 2023 12:22:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please check how styling ("Chameleon") in U++ works first. (You can start by searching for ChPaint in the code).

Note that the fundamental goal of Chameleon is to provide the possibility of "host platform consistent" look. Animation has to be integrated within that framework.

Mirek
