
Subject: Re: DarkTheme function parameters changed

Posted by [Tom1](#) on Wed, 18 Sep 2024 19:11:07 GMT

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mirek wrote on Wed, 18 September 2024 00:45Tom1 wrote on Tue, 17 September 2024 20:31
It would be nice to have theme loading clearly split to two parts:

1. Load system colors (custom or platform) and store with "SColor*_Write();" functions like before.
2. Load shapes/styles from host like in ChHostSkin() (or load custom shapes/styles), and combine with preloaded SColor*() colors for a complete theme.

You cannot load just shapes. All 3 hosts we use paint the whole widget (think images of widgets).

Mirek

>

OK, I see. So, basically we're stuck with the colors given by host, right? I mean for buttons, scroll bars and more...

Is it also true that if full control of colors is desired, the widgets need to be created internally like ChClassicSkin() and ChStdSkin() do?

BR, Tom
