
Subject: Re: DarkTheme function parameters changed

Posted by [mirek](#) on Wed, 18 Sep 2024 19:59:25 GMT

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Tom1 wrote on Wed, 18 September 2024 21:11mirek 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...

No, we can choose any colors we wish - but we need to draw our widgets too... but if you have checked to code reference I sent, it is doing exactly that there...

DarkTheme in windows is currently sort of hack - we apply DarkTheme on light theme widgets (because that is what API we currently use is returning).

Mirek
