

---

Subject: Re: DarkTheme function parameters changed

Posted by [mirek](#) on Sun, 06 Oct 2024 22:26:01 GMT

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

---

Lance wrote on Sun, 06 October 2024 22:52mirek wrote on Sun, 06 October 2024 15:37That is not enough, look at this:

CtrlLib/ArrayCtrl.h:686

```
ArrayCtrl& EvenRowColor(Color paper = Blend(SColorMark, SColorPaper, 220), Color ink = SColorText);
```

Please educate me if I am wrong.

What are SColorMark, SColorPaper, SColorText? Are they some Color variable in ArrayCtrl's Chameleon Style?

When a user code called

```
EvenRowColor();
```

Something like this happen (conceptually)

```
push ink = SColorText;
push paper = Blend(SColorMark, SColorPaper, 220)
push this
call ArrayCtrl::EvenRowColor
```

If SColorText, SColorMark, SColorPaper are all refreshed after the theme change, EvenColor should receive correct color parameters.

So if instead of store a copy of SColorxxx(), let it store a reference/pointer of SColorxxx() instead. And all SColorXXX() should return Color& instead of Color.

Will this be adequate?

It could easily be a reference, but it does not solve the problem, unless you add somewhat complicate mechanism where the "Blend" part is somehow encoded. I mean, you can make SColorMark work, SColorPaper work, but what is actually stored is some other color, a mix of those two.

It is too clumsy and 'undefined' IMO for the rapid development.

Mirek

---