Subject: Re: DarkTheme function parameters changed
Posted by Lance on Mon, 07 Oct 2024 11:57:22 GMT

mirek wrote on Mon, 07 October 2024 03:43

I mean that Blend(SColorPaper, SColorMark, 220) has to be evaluated at some point. From developer perspective, the most logical point is when he calls Blend. It this was supposed to work without SkinChanged, we would need to do something like changing all colors stored in widgets to functions. I do not think that is a good idea...

Mirek

```
//header
struct SysColors
{
    Color paper;
    Color ink;
    Color mark;
    Color highlight;
    ...
    void RefreshColors();

    ...

    static SysColors scs;

private:
    SysColors(){ RefreshColors(); }
};
Color& SColorPaper = SysColors::scs.paper;
Color& SColorMark  = SysColors::scs.mark;
//cpp
SysColors SysColors::scs;
```

Then

Blend(SColorPaper, SColorMark, 220)

will be evaluated everytime with refreshed System Colors.

It will involve a lot of tedious work of changing copied color values to references to variables of program life time. Other than that, it should not present unnecessary work on upp users.