Subject: Re: DarkTheme function parameters changed
Posted by mirek on Mon, 07 Oct 2024 12:48:33 GMT
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Lance wrote on Mon, 07 October 2024 13:57mirek 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.

No.

```
ArrayCtrl ctrl;
ctrl.EvenRowColor();
```

it gets evaulate once, at this point. If SystemColors change, it is still evaluated for the old values. Changing values to references does not really help, you would at least need to call EvenRowColor again.

And pls note that this is just one example. What about e.g.

ctrl.Add(AttrText("Hello there!").Ink(IsDarkTheme() ? Blend(White(), LtBlue()) : Blue());