
Subject: Re: Dynamic skin changes...

Posted by [Tom1](#) on Wed, 27 Nov 2024 11:14:32 GMT

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Hi Mirek,

Thanks for the update. :)

I took a quick look at the example (and ide too) and found some issues...

First, the release mode compilation fails with DDUMP in Color.cpp:

```
void SColor::Write(Color c, Color val)
```

```
{  
    int ii = c.GetRaw() & VBITS;  
    if(ii == 3)  
        DDUMP(val);
```

Second, as I mentioned recently, the Option (check mark) button and Drop list buttons do not anymore have Windows 11 look by default, but some other.

Third, it seems that the reaction to 'Toggle dark' button does not retain Windows 11 Host platform skins, but instead switches between ChHostSkin, ChStdSkin and ChDarkSkin. How do I switch between "dynamic Windows 11 Host platform", "static Windows 11 Host platform Light theme" and "static Windows 11 Host platform Light theme"?

Best regards,

Tom

EDIT: Further noted that radio buttons and menu check marks also have wrong appearance in Win11. The default style comes from some other theme.
