
Subject: Re: Dynamic skin changes...

Posted by [Tom1](#) on Thu, 28 Nov 2024 19:48:43 GMT

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

mirek wrote on Thu, 28 November 2024 20:31Tom1 wrote on Thu, 28 November 2024 10:31Hi Mirek,

It seems that currently the built-in 'Flat' themes in TheIDE look exactly the same as their non-flat counterparts. They used to look different in some way... maybe corner rounding. (?)

Best regards,

Tom

All seems fine here - I am testing with theide...

Hi,

You're right. It works here at home. I noticed the issue at the office, so I must have sources out of sync there.

Sorry for the false alarm!

BTW: I have been playing around with U++ theming the whole day and it has been a very interesting journey. I have yet to figure out how to adjust color and shape of many widgets, but I think I'm getting there gradually. E.g. I have not been able to figure out yet how LabelBox line color is changed... (?)

Also noticed that exposing "void ChMakeSkin(int roundness, Color button_face, Color thumb, int *adj);" allows creating custom skins -- e.g. ChMyCustomSkin() -- at app level without need to change U++ internals. a very nice feature! :)

Thanks and best regards,

Tom
