
Subject: Re: Dynamic skin changes...

Posted by [Tom1](#) on Wed, 04 Dec 2024 06:48:57 GMT

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mirek wrote on Tue, 03 December 2024 21:22 Does not make sense at all.... I guess you want those function to mean something else than I intended...

Anyway, just for you (I guess), I have added Win32 only

```
void ChHostSkinLight();  
void ChHostSkinDark();
```

Use with Ctrl::SetSkin ... I guess this should solve your problem.

Hi Mirek!

And thank you very much! This is exactly what I needed. Early Christmas this year :)

Now the dynamic/static theming sample becomes:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct MainWindow : public TopWindow{  
    MenuBar menu;
```

```
    MainWindow() {  
        Title("Dynamic Theming Sample").Sizeable();  
        AddFrame(menu);  
        menu.Set([=](Bar& bar) {  
            bar.Sub("Theme",[=](Bar& bar) {  
                bar.Add("System",[=] { Ctrl::SetSkin(ChHostSkin); });  
#ifdef WIN32  
                bar.Add("Light",[=] { Ctrl::SetSkin(ChHostSkinLight); });  
                bar.Add("Dark",[=] { Ctrl::SetSkin(ChHostSkinDark); });  
#endif  
                bar.Add("Custom",[=] { Ctrl::SetSkin(ChStdSkin); });  
            });  
        });  
    }  
};
```

```
};
```

```
GUI_APP_MAIN{  
    Ctrl::SkinChangeSensitive(true);  
    Ctrl::SetDarkThemeEnabled(true);
```

```
    MainWindow().Run();
```

}

Best regards,

Tom
