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Subject: Re: Dynamic theme changes

Posted by [Didier](#) on Wed, 18 Dec 2024 22:22:32 GMT

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Just to share my little experience with dynamic theme changing.

There are some traps (at least one in which I fell :) ):

If you use a Value to store a specific Style (to paint a rect for example): Value can store a Color, an Image, a function. Then it doesn't get modified when dynamic skin changes.

If you stored an Image inside the Value: things work out of the box :)

If you stored a Color inside the Value, the solution is simply to make an AColor instead of Color and it just works out of the box :)

Example:

```
struct MyCtrlStyle : ChStyle<MyCtrlStyle> {  
    Value    plotBckgndStyle;  
};
```

...

Replace:

```
plotBckgndStyle = Blend(SColorShadow(), SColorPaper(), 190);
```

with:

```
plotBckgndStyle = AColor( Blend(SColorShadow(), SColorPaper(), 190));
```

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