Subject: Color widgets and RichEdit dark mode improvements
Posted by mirek on Thu, 26 Dec 2024 13:49:26 GMT

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There are new modes for ColorPusher, ColorPopup, ColorButton, WheelRampCtrl:

- DarkContent - despide current GUI mode, displays colors using DarkTheme function. Meaning if active, black is white and vice versa
- AllowDarkContent - similar, but instead of hard setting it depends on Dark theme active

Those settings then duplicated in RichEdit, ultimately bringing "dark mode" to RichEdit with somewhat consitent handling of colors. In QTF / RichText colors are still stored as light variant, but are converted during painting.

Ide is now using AllowDarkContent for all RichEdit instances, meaning "dark mode" is supported while editing docs...