
Subject: Bugfix: Report header/footer looks good in dark mode, not dark

Posted by [zsolt](#) on Mon, 12 Apr 2021 01:02:01 GMT

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----- uppsrc/Report/Report.cpp -----

index 7cd2cd679..f46905e9f 100644

@@ -51,7 +51,9 @@ Rect Report::GetPageRect()

void Report::PaintHF(Draw& w, int y, const char *qtf, int i)

```
{
    RichText txt = ParseQTF(FormatHF(qtf, i));
- txt.Paint(w, 0, y, GetSize().cx);
+ PaintInfo pi;
+ pi.highlightpara = false;
+ txt.Paint(w, 0, y, GetSize().cx, pi);
}
```

Subject: Re: Bugfix: Report header/footer looks good in dark mode, not dark

Posted by [mirek](#) on Sat, 17 Apr 2021 15:08:06 GMT

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Setting highlightpara is not necessary and does not make sense. What the fix needs is
darktheme = false, which is default, just Paint without PaintInfo sets it to true. So in fact, the
correct fix seems to be

```
void Report::PaintHF(Draw& w, int y, const char *qtf, int i)
```

```
{
    RichText txt = ParseQTF(FormatHF(qtf, i));
    PaintInfo pi; // need pi so that darktheme is false
    txt.Paint(w, 0, y, GetSize().cx, pi);
}
```

Subject: Re: Bugfix: Report header/footer looks good in dark mode, not dark

Posted by [zsolt](#) on Sat, 17 Apr 2021 17:39:27 GMT

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Yes, I understand. Thanks!
