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...

Subject: Re: Color widgets and RichEdit dark mode improvements
Posted by Tom1 on Fri, 27 Dec 2024 13:25:58 GMT
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Hi,

Thanks for this addition. It improves color selection dramatically when in dark mode.

By the way: Maybe UWord Header-Footer editor could also support dark mode like the main editor now does.

Best regards,

Tom

Subject: Re: Color widgets and RichEdit dark mode improvements
Posted by Lance on Fri, 27 Dec 2024 16:17:49 GMT
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It's great to have document popup consistent with the rest of theide. Thank you, Mirek!

Subject: Re: Color widgets and RichEdit dark mode improvements
Posted by mirek on Fri, 27 Dec 2024 16:48:32 GMT
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Tom1 wrote on Fri, 27 December 2024 14:25
By the way: Maybe UWord Header-Footer editor could also support dark mode like the main

editor now does.

Thanks, missed that one. Done.
