
Subject: A little theming

Posted by [cbpporter](#) on Wed, 01 Oct 2008 17:23:58 GMT

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Here is a little theme that I would like to incorporate in my applications: Skulpture. I've already asked permission from the author.

One side effect of this will probably be a theming engine for U++. Ans thanks to Chamaelon, that theming engine is 95% done .

I hope I'll have something to show by weekend (screenshots and maybe some comments on flexibility of Chameleon)

Subject: Re: A little theming

Posted by [captainc](#) on Wed, 01 Oct 2008 19:58:50 GMT

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Very cool. I'll definitely be using it. I know it is good UI design to maintain the system theme, but after using Gnome+Compiz, Windows XP is just ugly!

Subject: Re: A little theming

Posted by [yoco](#) on Thu, 02 Oct 2008 04:34:04 GMT

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Expecting ^^

Subject: Re: A little theming

Posted by [cbpporter](#) on Fri, 03 Oct 2008 15:06:38 GMT

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I managed to skin Button together with it's default style, and I must say that it looks as good on to Windows 95, but their widgets look butt ugly when next to a Gtk+ or KDE4 app. And option to change theme under Windows will forever populate my Options dialog.

But the initial quick start was halted when I discovered that Option, Switch and LabelBox have no direct retrievable style. Obtaining the style from an Option would give a Button style. I checked out the Paint methods, and the skinning is done by determining which image to show from an image list.

So basically I have to override the content of the image list to make it work. I could do this, but I would rather have all controls to own their style.

If Mirek is OK with it, I can add Style structures similar to the one in Button to all the controls that

additional widgets.

Subject: Re: A little theming

Posted by [mirek](#) on Fri, 03 Oct 2008 15:30:34 GMT

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You can alter the appearance of Option/Switch by directly manipulating CtrlImg.

See static `chCtrlImg sImgs[]` in `ChWin32.cpp`.

This solution is perhaps a little bit non-uniform, but IMO sufficient...

I am looking forward to the second addition to "art" folder

Mirek

Subject: Re: A little theming

Posted by [cbpporter](#) on Fri, 03 Oct 2008 16:11:17 GMT

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luzr wrote on Fri, 03 October 2008 18:30 You can alter the appearance of Option/Switch by directly manipulating CtrlImg.

See static `chCtrlImg sImgs[]` in `ChWin32.cpp`.

This solution is perhaps a little bit non-uniform, but IMO sufficient...

I am looking forward to the second addition to "art" folder

Mirek

Ok, I'll go along because getting the theme done is more important (and easy) than convincing you that current solution is rather ugly.

I used CtrlImg directly because there is no way to access that static `chCtrlImg` array from the outside and I don't want Windows specific solution.

I attached a preview screenshot with the dark gray color style of the Skulpture theme:

As you can see, the LabelBox is not skinned yet, because it uses manual line drawing for it's look. What solution would you prefer to enable skinning for this widget?

File Attachments

1) [test.PNG](#), downloaded 2140 times

Subject: Re: A little theming

Posted by [unodgs](#) on Fri, 03 Oct 2008 17:35:34 GMT

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Looks very nice! I'm trying something similar for kde's oxygen theme. I've found equivalent for gnome <http://kims-area.com/?q=node/63>

Subject: Re: A little theming

Posted by [mirek](#) on Fri, 03 Oct 2008 17:59:18 GMT

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cbpporter wrote on Fri, 03 October 2008 12:11

I used Ctrlslmg directly because there is no way to access that static chCtrlslmg array from the outside and I don't want Windows specific solution.

Ops, of course. I have posted it just as example of altering Option/Switch!

You ARE supposed to use Ctrlslmg directly.

Quote:

As you can see, the LabelBox is not skinned yet, because it uses manual line drawing for it's look. What solution would you prefer to enable skinning for this widget?

If I would have known, I would have done it already

So far, it looks quite acceptable to provide just those predefined styles there and color...

Mirek

Subject: Re: A little theming

Posted by [cbpporter](#) on Mon, 06 Oct 2008 06:44:23 GMT

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I did a little color theme change because the previous one was a little too dark and too gray. This one is more lively I think. I attached a small sample, only with two widgets (the rest are yet to be ported to the new color scheme).

I have a small question: when I use tab to cycle through the widgets in the window, the style for

buttons gets overridden with the default Windows style for focused buttons, with a little dotted frame and Windows skin. How can I change that?

edit: deleted old exe

Subject: Re: A little theming
Posted by [mirek](#) on Mon, 06 Oct 2008 07:03:45 GMT
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Well, now this is really interesting. I have no clue. I wish I could see the code.

Mirek

Subject: Re: A little theming
Posted by [cbpporter](#) on Mon, 06 Oct 2008 07:54:40 GMT
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Here is a small testcase.

Edit: removed exe, see newer posts.

Subject: Re: A little theming
Posted by [cbpporter](#) on Mon, 06 Oct 2008 09:04:16 GMT
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Hint: it seems that the style from StyleOK is used to draw the focused buttons.

Another issue: if I call Set(0, true) on a single item Switch, the item is not selected. If I call Set(0, true, "text"), then the item is selected.

Subject: Re: A little theming
Posted by [cbpporter](#) on Mon, 06 Oct 2008 16:31:07 GMT
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So here is the next preview. It is starting to really shape up.

Disabled scrollbars are a little bit ugly because I can't get the desired effect with hotspots yet. Also, it would be nice if the Style could specify if a disabled scrollbar shows it's thumb or not.

DropList skin is not complete.

EditFields have some problem with their border, because I can't figure out yet how to resize it. I

need to define border sizes through chameleon.

And DocEdit uses yet another style of code to draw it's border, so I'm no where near as to touching it's style. But the scrollbar inside works with new skin.

Also, modifying Button::StyleScroll does not affect any scrollbars. Am I correct in assuming that I need to initialize it with the ScrollBar style?

Another question: what are ScrollBar::Style.left2, up2, etc. used for? I only modified the fields that don't end in 2.

Edit: removed old exe.

Subject: Re: A little theming
Posted by [mirek](#) on Sat, 11 Oct 2008 06:22:25 GMT
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Note: we have only about 1GB for the forum now. Please at least delete previous versions

Mirek

Subject: Re: A little theming
Posted by [mirek](#) on Sat, 11 Oct 2008 06:23:38 GMT
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cbpporter wrote on Mon, 06 October 2008 03:54Here is a small testcase.

Well, I would need testcase (and after all, the whole thing too in source form...

Mirek

Subject: Re: A little theming
Posted by [mirek](#) on Sat, 11 Oct 2008 06:29:39 GMT
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cbpporter wrote on Mon, 06 October 2008 12:31So here is the next preview. It is starting to really shape up.

Disabled scrollbars are a little bit ugly because I can't get the desired effect with hotspots yet. Also, it would be nice if the Style could specify if a disabled scrollbar shows it's thumb or not.

DropList skin is not complete.

EditFields have some problem with their border, because I can't figure out yet how to resize it. I need to define border sizes through chameleon.

I cannot help without seeing the code

Quote:

Also, modifying Button::StyleScroll does not affect any scrollbars. Am I correct in assuming that I need to initialize it with the ScrollBar style?

StyleScroll is now deprecated. It was used to paint scrollbar buttons, which was enough for XP, but not for Linux themes.

Quote:

Another question: what are ScrollBar::Style.left2, up2, etc. used for? I only modified the fields that don't end in 2.

Some GTK themes have secondary buttons (usually two up buttons, second one close to down button).

You can activate them using 'isup2' etc...

Mirek

P.S.: I hope you could write some T++ about theming when you are finished

Subject: Re: A little theming
Posted by [cbpporter](#) on Sat, 11 Oct 2008 17:46:05 GMT
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luzr wrote on Sat, 11 October 2008 09:29cbpporter wrote on Mon, 06 October 2008 12:31So here is the next preview. It is starting to really shape up.

Disabled scrollbars are a little bit ugly because I can't get the desired effect with hotspots yet. Also, it would be nice if the Style could specify if a disabled scrollbar shows it's thumb or not.

DropList skin is not complete.

EditFields have some problem with their border, because I can't figure out yet how to resize it. I need to define border sizes through chameleon.

I cannot help without seeing the code

Hmmm, I thought that I posted a test case with source. Guess I forgot. Sorry. Anyway, wait a little (I still need some days) and I'll post something working so that everybody can start using it. Just need to iron out some details first. My approach is to have a ChameleonTheme class which can load the theming info from disk. It does the streaming itself for each Style class for now, but in the future I hope we can move streaming to each style. Also, the theme can be embedded in the exe with binary inclusion mechanism if external file is not desired. Another advantage is that we can keep multiple themes in memory, and mix and match.

Those comments about what is wrong with the theme right now where more given as information for people downloading the exe and see something wrong or ugly, not to ask help.

Except for the EditField question. I think that can be answered without seeing any of my code,

Chameleon (not sure if possible right now). And except setting thumb visibility for disabled ScrollBars.

Quote:

StyleScroll is now deprecated. It was used to paint scrollbar buttons, which was enough for XP, but not for Linux themes.

OK, I'll initialize it with ScrollBar style to keep some compatibility.

Quote:

You can activate them using 'isup2' etc...

Great, I always wanted that second down button under Windows!

Quote:

P.S.: I hope you could write some T++ about theming when you are finished

for that . But there are some areas which should be improved before documenting, but we'll get to that later.

Subject: Re: A little theming

Posted by [cbpporter](#) on Sat, 11 Oct 2008 17:48:34 GMT

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luzr wrote on Sat, 11 October 2008 09:22Note: we have only about 1GB for the forum now.
Please at least delete previous versions

Mirek

If anything is left from the money, maybe you should consider buying another 512 MiB:). I will try to delete large attachments if they are no longer needed.

Subject: Re: A little theming
Posted by [mirek](#) on Sat, 11 Oct 2008 18:19:03 GMT
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cbpporter wrote on Sat, 11 October 2008 13:46
Except for the EditField question. I think that can be answered without seeing any of my code,
Chameleon (not sure if possible right now).

Via EditField::Style::edge the margin is defined in

```
void ActiveEdgeFrame::FrameAddSize(Size& sz);  
void ActiveEdgeFrame::FrameLayout(Rect& r)
```

based on ChFrame. I am not sure what are you using to define edge Value, but if Image, it is simply defined by hotspots.

Mirek

Subject: Re: A little theming
Posted by [TeCNoYoTTa](#) on Sat, 11 Oct 2008 21:48:23 GMT
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can u please put the code ??

Subject: Re: A little theming
Posted by [mirek](#) on Sun, 12 Oct 2008 09:04:00 GMT
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cbpporter wrote on Sat, 11 October 2008 13:46luzr wrote on Sat, 11 October 2008 09:29cbpporter wrote on Mon, 06 October 2008 12:31So here is the next preview. It is starting to really shape up.

Disabled scrollbars are a little bit ugly because I can't get the desired effect with hotspots yet. Also, it would be nice if the Style could specify if a disabled scrollbar shows it's thumb or not.

DropList skin is not complete.

EditFields have some problem with their border, because I can't figure out yet how to resize it. I need to define border sizes through chameleon.

I cannot help without seeing the code

Hmmm, I thought that I posted a test case with source.

BTW, maybe we should add some "more relaxed" nest to svn so that others can easily participate in projects like this?

Or maybe you should have just uploaded into bazaar?

Mirek

Subject: Re: A little theming
Posted by [cbpporter](#) on Mon, 13 Oct 2008 18:34:09 GMT
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Ok. I've started the refactoring of my bloated Theme class to get ready for sharing, but I have encountered a strange issue.

I can no longer change the default Style. Even when doing something like:
`s.look[0] = Blue();`
in Them.cpp the style remains unchanged.

See testcase.

File Attachments

1) [Skulpture.rar](#), downloaded 504 times

Subject: Re: A little theming
Posted by [mrjt](#) on Tue, 14 Oct 2008 11:14:36 GMT
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I think the problem is with your serialization. If you apply the Theme straight away after creating it (before saving and loading it) it works. My guess is that Upp somehow detects that the style is corrupt/invalid and falls back to the default theme. Which would be incredibly clever if true

I don't think you can just serialize Values the way you are attempting to, not for Images and the other Chameloen LookWith* types anyway.

Subject: Re: A little theming
Posted by [cbpporter](#) on Tue, 14 Oct 2008 11:32:26 GMT
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mrjt wrote on Tue, 14 October 2008 14:14 I think the problem is with your serialization. If you apply the Theme straight away after creating it (before saving and loading it) it works. My guess is that

Upp somehow detects that the style is corrupt/invalid and falls back to the default theme. Which would be incredibly clever if true

I don't think you can just serialize Values the way you are attempting to, not for Images and the other Chameloen LookWith* types anyway.

Yes, I noticed that. I am just not able to figure out why this is happening, but I don't think it is something as clever as that. Maybe it has something to do with the fact that ImageLists can be reset to their initial content. Maybe that is what is serialized.

Anyway, I need to figure this out because I want to serialize themes. I already have a big Theme class which overwrites all the Style*().Write() instances, similar to how current theming is done or with BlueBar. But I don't like this hard-coded approach and want to load my themes from disk and not have them embedded in the exe.

Subject: Re: A little theming

Posted by [mrjt](#) on Tue, 14 Oct 2008 12:39:47 GMT

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Well, I've bodged it. The problems:

- 1- As above, you have to add code to serialize the look based on it's type.
- 2- The reason the style was being ignored was that you can't just create a ChStyle and expect it to work, it needs to be registered properly with Upp. This is normally done by the CH_STYLE macro, but you can also do it by copying an existing ChStyle before altering it. It may also be possible to use ChRegisterStyle__ directly.

Below is the code I used. There is a bit more bodging with StringStreams because for some reason PNGRaster and PNGEncoder are slightly incompatible.

Personally I would avoid supporting saving themes, and just create a sensible file format that can be edited externally.

```
enum {  
    ImageLookType = 0,  
    ColorLookType  
};
```

```
void SerializeLook(Stream &s, Value &v) {  
    int type;  
    if (s.IsStoring()) {  
        if (IsType<Color>(v)) {  
            Color c = v;  
            type = ColorLookType;  
            s % type % c;  
        }  
        else if (IsType<Image>(v)) {
```

```

    type = ImageLookType;
    s % type;
    StringStream png;
    Image img = v;
    PNGEncoder().Save(png, img);
    s % (String)png;
    Point p1 = img.GetHotSpot();
    Point p2 = img.Get2ndSpot();
    s % p1 % p2;
}
}
else {
    s % type;
    if (type == ImageLookType) {
        String png;
        s % png;
        StringStream str(png);
        Image img = PNGRaster().Load(str);
        ASSERT(!IsNull(img));
        Point p1;
        Point p2;
        s % p1 % p2;
        ImageBuffer ib(img);
        ib.SetHotSpot(p1);
        ib.Set2ndSpot(p2);
        v = (Image)ib;
    }
    else if (type == ColorLookType) {
        Color c;
        s % c;
        ASSERT(!IsNull(c));
        v = c;
    }
}
};

```

```

void Theme::ButtonStyle::Serialize(Stream& s)
{
    if (s.IsLoading())
        d = Button::StyleNormal(); // Make sure style is initialised
    s % d.cancel % d.exit % d.focusmargin;
    for (int i = 0; i < 4; i++) {
        SerializeLook(s, d.look[i]);
    }
}

```

Subject: Re: A little theming
Posted by [cbpporter](#) on Wed, 15 Oct 2008 15:07:29 GMT
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mrjt wrote on Tue, 14 October 2008 15:39Well, I've bodged it. The problems:
2- The reason the style was being ignored was that you can't just create a ChStyle and expect it to work, it needs to be registered properly with Upp. This is normally done by the CH_STYLE macro, but you can also do it by copying an existing ChStyle before altering it. It may also be possible to use ChRegisterStyle__ directly.

```
if (s.IsLoading())  
    d = Button::StyleNormal(); // Make sure style is initialised  
}
```

Thanks, that solved it! Now I can edit the styles again. I had no idea about the need to register styles. Just when I thought that Chameleon is done with its surprises.

Quote:

Personally I would avoid supporting saving themes, and just create a sensible file format that can be edited externally.

A more sensible format would be better than raw serializing, but I don't really know what to use. A ZIP with PNGs and a XML comes to mind, but that is a little too much work for my current needs. Maybe if some day we'll want official explicit theme support, I'll rewrite the thing to be a much nicer solution. Right now I'll focus on theming Toolbar and then get a preview out with code, which I'll show to the author of the original theme also, so he can warn me if I've completely butchered the look .

Quote:

There is a bit more bodging with StringStreams because for some reason PNGRaster and PNGEncoder are slightly incompatible.

What do you mean by that?

Subject: Re: A little theming
Posted by [mrjt](#) on Wed, 15 Oct 2008 15:41:27 GMT
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cbpporter wrote on Wed, 15 October 2008 16:07Quote:
There is a bit more bodging with StringStreams because for some reason PNGRaster and PNGEncoder are slightly incompatible.
What do you mean by that?
PNGRaster doesn't seem to read quite all of the data that's written by PNGEncoder:
int beefin = 0xDEADBEEF;
int beefout;
stringstream s;

```
PNGEncoder().Save(s, CtrlImg::HelpCursor1());  
s % beefin;
```

```
s.SetLoading();  
s.Seek(0);  
Image img = PNGRaster().Load(s);  
s % beefout;
```

```
ASSERT(!IsNull(img));  
ASSERT(beefin == beefout);
```

In this example the Image is read correctly but 'beefin == beefout' asserts because beefout is read from the incorrect point in the stream.

I avoided this in the code above by encoding the png into a String first so that you can guarantee the correct number of bytes are read, but really it should be fixed.

Edit: Tested on 2008.1

Subject: Re: A little theming
Posted by [cbpporter](#) on Wed, 15 Oct 2008 18:14:52 GMT
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If I remember correctly, I saw in a Delphi PNG implementation that PNGs can not be easily streamed because they use the size of the file to compute some information that is not directly saved in the header. But that was a long time ago, so maybe I'm wrong.

Subject: Re: A little theming
Posted by [cbpporter](#) on Thu, 16 Oct 2008 20:45:36 GMT
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Is there a way to control the height difference between an active tab of a TabCtrl and an inactive tab? Under Windows it seems to be hardcoded. I need this to fully reproduce the skin. Also, I need to be able to draw the background area that is behind the tab headers with a single look Value.

I leave you with this final screenshot before release. I removed the old ones and the exe.

I promise, this is going to be the final teaser before the release .

File Attachments

1) [untitled.PNG](#), downloaded 1617 times

Subject: Re: A little theming
Posted by [mrjt](#) on Thu, 16 Oct 2008 22:04:01 GMT
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That's looking really good! I might have to use it myself.

For setting the inactive height you can change sel.top. Setting it to 0 for instance makes all tabs the same height. With the current code I don't think it's possible to set the background, since it's drawn as part of the tabs.

Subject: Re: A little theming
Posted by [cbpporter](#) on Fri, 17 Oct 2008 16:56:03 GMT
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So here is a first version of the theme. It is currently alpha quality only, so don't expect too much from it. The format under which themes are stored will definitely change to something more robust and hopefully more editable. The interface will also surely change. Ignore all those nested classes. They are simple wrappers around the normal Styles, because normal Styles don't support any form of streaming and I can't change change their implementation to allow streaming.

The attachment contains two packages. The first one, Skulpture, creates the theme and exports it. You will need to run it once to create the theme. Just change the output path to something better than "C:\".

The second package is the Theme itself. This is the one you need. Add it to your project, and do something like:

```
Theme m;  
LoadFromFile(m, "c:\\test.utheme");  
m.Apply();
```

The theme covers buttons, default buttons, options, switches, tabs, edit fields, drop lists, menus and toolbars. Rest to come in future revisions.

TabCtrl is not perfect yet. A small change to it's paint is needed to allow background look for tab area.

And I still couldn't figure out how to change EditField border sizes.

File Attachments

1) [Skulpture.rar](#), downloaded 521 times

Subject: Re: A little theming
Posted by [chickenk](#) on Sat, 18 Oct 2008 07:10:10 GMT
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Hello,

thanks for this theme. I tried to compile and test it on Linux. 2 remarks :

1. The tabs seems to go down a few pixels more than they should, see the picture below:

2. The Stream operator% overloading seems to make gcc unhappy. The prototype is: Stream& Stream::operator%(String& s);

Since it is passed a reference, the parameter must be a real allocated variable (at least it seems to be what gcc wants). In file Theme.cpp, line 27, the code s % (String)png; raises an error from gcc.

I could correct it by first creating a string variable from the 'png' StringStream, then passing its reference to the operator, like this : String s_png = (String)png;

s % s_png;

Is there a better way to achieve this? Or a GCC option allowing the original construction ? Can you confirm you compiled this code with MSVC and not mingw ?

Thanks,
Lionel

File Attachments

1) [tabs_linux.png](#), downloaded 1665 times

Subject: Re: A little theming

Posted by [chickenk](#) on Sat, 18 Oct 2008 07:51:16 GMT

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please ignore this one-liner post. I wrote stupid things in it but could not delete it so I replaced the content.

Subject: Re: A little theming

Posted by [cbpporter](#) on Sun, 19 Oct 2008 11:08:14 GMT

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chickenk wrote on Sat, 18 October 2008 10:10

1. The tabs seems to go down a few pixels more than they should, see the picture below:

Yes, the theme was developed under Windows and some minor look discrepancies are bound to appear. These will be fixed soon as the them matures. Please be patient.

Quote:

2. The Stream operator% overloading seems to make gcc unhappy. The prototype is: Stream& Stream::operator%(String& s);

I don't normally use GCC, especially because of the way it handles such issues. I once tried to show somebody how to write a very simple `boost::format` and it worked fine on my compiler, but MINGW failed miserably to compile that. I don't know which of the two compilers is right here. Maybe I can dig up that sample.

But back to the problem: I'll investigate these and try to deliver a version which works on all platforms. But this will have to wait a little, because I'm having problems even building `CtrlCore` and `CtrlLib` with latest SVN under MINGW.

Subject: Re: A little theming
Posted by [mrjt](#) on Mon, 20 Oct 2008 08:51:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

chickenk wrote on Sat, 18 October 2008 08:10:2. The `Stream` operator% overloading seems to make gcc unhappy. The prototype is: `Stream& Stream::operator%(String& s);` Since it is passed a reference, the parameter must be a real allocated variable (at least it seems to be what gcc wants). In file `Theme.cpp`, line 27, the code `s % (String)png;` raises an error from gcc.

I could correct it by first creating a string variable from the 'png' `StringStream`, then passing its reference to the operator, like this : `String s_png = (String)png;`
`s % s_png;`

Is there a better way to achieve this? Or a GCC option allowing the original construction ? Can you confirm you compiled this code with MSVC and not mingw ?

Sorry, this one is my error. It was tested of MSVC and I always forget the stricter GCC requirements.

I don't know of any better way that adding a variable. It's a real pain IMO.

Subject: Re: A little theming
Posted by [cbpporter](#) on Thu, 23 Oct 2008 17:57:40 GMT
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The theme is really approaching production status. There are still a bunch of controls that need skinning, but most common ones are done.

Under Linux the style still varies depending on Gnome theme. I'll try to fix that soon a repost the theme with a few nice additions.

I had to do some compromises, and I hope to be able to eliminate some of them to preserve the original look.

PS: I will point Christoph Feck, the author of this theme directly to this forum, so that he can see the progress.

Here is UWord:

File Attachments

1) [sample.png](#), downloaded 1535 times

Subject: Re: A little theming

Posted by [unodgs](#) on Thu, 23 Oct 2008 19:06:36 GMT

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Beautiful. I use it in my own applications. I see you styled arrayctrl and multibutton. That's great. The only strange place is for example dropdown button of font height combo on the toolbar. It's too big. But maybe it's not a fault of the theme. Must check this out. IMO the default button soft border could be blue. I think it would add some "light" to the theme. I hope you will experiment with it

Subject: Re: A little theming

Posted by [tojocky](#) on Fri, 24 Oct 2008 05:59:53 GMT

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What about to create a visual theme editor mechanism?
I thing that will be greater!

Subject: Re: A little theming

Posted by [cbpporter](#) on Fri, 24 Oct 2008 09:01:35 GMT

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unodgs wrote on Thu, 23 October 2008 22:06: Beautiful. I use it in my own applications. I see you styled arrayctrl and multibutton. That's great. The only strange place is for example dropdown button of font height combo on the toolbar. It's too big. But maybe it's not a fault of the theme. Must check this out. IMO the default button soft border could be blue. I think it would add some "light" to the theme. I hope you will experiment with it
I'm glad you like it!

Yes, I skinned MultiButton. I had to make a huge compromise with it, because MultiButton style and rules are quite complex, and my patience with endless trial & error is limited. But surprisingly, it turned out quite close to the original.

Array control is far from done, it is lacking the smooth shadows that are typical for this theme. But I will get there.

I know about DropChoice being too big. It stands out really bad, but I couldn't figure out a way to make it behave the way I want. Again, a lot of trial & error.

And there is still the huge problem with EditField border. Depending on Linux theme, it adds an extra border. Also under Windows. I've spent about six hours in the last two days trying to figure

out the code, and each time I found something that looked like it would be responsible for the extra border, I hit a dead end. For this screen shot I choose a theme that has no such issues. Should I have chosen a different theme, you could have seen the extra border.

I'll work hard to get it to a beta level this weekend.

PS: How's your Oxygen style progressing? With two high quality custom themes, and one possibilities.

tojocky wrote on Fri, 24 October 2008 08:59 What about to create a visual theme editor mechanism?

I thing that will be greater!

That would be great, but I don't know how it could be possible. When I started doing this theme, I thought that all that working with the images and fiddling to get shadows perfect would be horrible. But instead, that was the easies part. Figuring out how to set thing inn Chameleon so that it looks the same under all platforms was/is the hard part. It would be even harder to incorporate that into a visual editor. But it is something to think about. If you have any ideas, please share.

OTOH, I've been thinking a lot about the previous idea with an achieve with and XML and a bunch of pictures. It would make the theme more editable by the non technical people. Sure, TheIDE's image editor is quite excellent after you get used tot it (but I did manage to crash it once), but you have to write code to apply those images and extra information to a theme and export it as a shareable binary. With and XML, people could edit it easily and use their favorite image editing program. Yet, U++ theming engine is not really targeted by anybody else than us, and I think we can handle a little code .

Subject: Re: A little theming

Posted by [unodgs](#) on Fri, 24 Oct 2008 12:53:43 GMT

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cbpporter wrote on Fri, 24 October 2008 05:01

Array control is far from done, it is lacking the smooth shadows that are typical for this theme. But I will get there.

I used skulpture button image to draw grid ctrl. I think it looks very good:

Quote:

And there is still the huge problem with EditField border. Depending on Linux theme, it adds an extra border. Also under Windows. I've spent about six hours in the last two days trying to figure out the code, and each time I found something that looked like it would be responsible for the extra border, I hit a dead end. For this screen shot I choose a theme that has no such issues. Should I have chosen a different theme, you could have seen the extra border.

yes, edit field frame it's a complicated piece of code. Mirek worked on it quite long.

Quote:

I'll work hard to get it to a beta level this weekend.

Great! But maybe could you start using our svn?

Quote:

PS: How's your Oxygen style progressing? With two high quality custom themes, and one possibilities.

The problem is I have no time right now, as always (one commercial project is almost finished the next is coming..), but I'll try to get back to it ASAP.

File Attachments

1) [grid.png](#), downloaded 1448 times

Subject: Re: A little theming

Posted by [tojocky](#) on Sat, 25 Oct 2008 09:31:12 GMT

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unodgs wrote on Fri, 24 October 2008 15:53Quote:

PS: How's your Oxygen style progressing? With two high quality custom themes, and one possibilities.

The problem is I have no time right now, as always (one commercial project is almost finished the next is coming..), but I'll try to get back to it ASAP.

ASAP? Why?

Will not be greater for make in u++ this functionality?

Automation evidense of firm we can integrate in U++ with PostGres SQL!

John.

Subject: Re: A little theming

Posted by [tojocky](#) on Sat, 25 Oct 2008 09:40:24 GMT

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cbpporter wrote on Fri, 24 October 2008 12:01tojocky wrote on Fri, 24 October 2008 08:59What about to create a visual theme editor mechanism?

I thing that will be greater!

That would be great, but I don't know how it could be possible. When I started doing this theme, I thought that all that working with the images and fiddling to get shadows perfect would be horrible. But instead, that was the easies part. Figuring out how to set thing inn Chameleon so that it looks the same under all platforms was/is the hard part. It would be even harder to incorporate that into a visual editor. But it is something to think about. If you have any ideas, please share.

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I thing that will be great to save style theme in the extern file! About visual theme to meke an interface that can set style of ctrls (form, button, edit field, ...). It is in the start!

Subject: Re: A little theming
Posted by [cbpporter](#) on Sat, 25 Oct 2008 10:01:09 GMT
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I have a new problem: the style for DropChoice overrides the style for DropList. I need them to be different. Under Vista and a lot of Gtk styles they are different, so it can be done. The question is how?

I set the style of DropList by DropList::StyleDefault().Write() = smth and of DropChoice by DropChoice::StyleDefault().Write() = smthelse. After this, both controls will have the smthelse style.

Subject: Re: A little theming
Posted by [mirek](#) on Fri, 31 Oct 2008 13:34:02 GMT
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MultiButton (which is a baseclass for DropList) has two styles:

```
static const Style& StyleDefault();  
static const Style& StyleFrame();
```

DropChoice is using second one. Anyway, unless written something else, its values default to the first one...

Mirek

Subject: Re: A little theming
Posted by [mirek](#) on Fri, 31 Oct 2008 13:40:03 GMT
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cbpporter wrote on Fri, 24 October 2008 05:01OTOH, I've been thinking a lot about the previous idea with an achieve with and XML and a bunch of pictures. It would make the theme more editable by the non technical people. Sure, TheIDE's image editor is quite excellent after you get used tot it (but I did manage to crash it once), but you have to write code to apply those images and extra information to a theme and export it as a shareable binary. With and XML, people could edit it easily and use their favorite image editing program. Yet, U++ theming engine is not really targeted by anybody else than us, and I think we can handle a little code .

Not a bad idea. IMO, it should be possible to do this on top of existing chameleon.

In fact, the most simple thing to do (about 20 lines of code) is to add import/export of Ctrl.s.iml (to/from directory with .png files). Add one .png, put hotspots in the name somehow and you are quite configurable... (minus those pesky details....)

Mirek

Subject: Re: A little theming
Posted by [Infausto](#) on Fri, 06 Mar 2009 20:01:58 GMT
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what happend with this mini-project?. The skulpture theme will be integrated with the next version of Thelde??

Subject: Re: A little theming
Posted by [cbpporter](#) on Mon, 09 Mar 2009 07:30:29 GMT
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Infausto wrote on Fri, 06 March 2009 22:01what happend with this mini-project?. The skulpture theme will be integrated with the next version of Thelde??
The next version of both the theme and the theming mechanism is work in progress. I will commit to Bazaar soon.

I don't know about inclusion in TheIDE, but since new theme is going to be an externally loadable file, you will be able to add this theme to any project.

Subject: Re: A little theming
Posted by [cbpporter](#) on Tue, 19 May 2009 03:13:05 GMT
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I've committed the new version of Skulpture to Bazaar. It is yet a little bit experimental, but if everything goes OK this is the path the project is going to follow from now on, so consider old version as no longer supported.

This new version uses a plain ini file with some simple commands and plain png files stored on the disk. The advantages are that one can edit the theme without TheIDE or any programming skill. One can also edit the theme and apply the changes without restarting or recompiling your application. The disadvantage is that you no longer have a single file, disadvantage that can be fully offset by using an achieve (though this is not implemented yet).

It also features two reskinned widgets and a number of small tweaks and bugfixes.

There is also a new color scheme called Stone which is WIP right now, but once it is ready I think I'm going to use this one as a default. While old color scheme is great, it really does not mix that well with the cheap low end poor contrast LCDs that seem to populate every office.

The API is the same, but for now the ability to apply only a subset of the theme is lost:

```
Theme m;  
m.Load("c:\\Skulpture\\Default");
```

There is still a lot of work. Next I'm going to skin ProgressIndicator and SliderCtrl. SliderCtrl is going to be more work, because I need to patch CtrlLib so that it accepts styles for this control.

Subject: Re: A little theming
Posted by [cbpporter](#) on Thu, 21 May 2009 17:37:27 GMT
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Wow, really nice. I can't get it to compile under MINGW. Sorry about that. I'll look into it.

Subject: Re: A little theming
Posted by [Mindtraveller](#) on Thu, 21 May 2009 18:02:30 GMT
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Could you please post a pair of screenshots of new themes?

Subject: Re: A little theming
Posted by [cbpporter](#) on Sun, 24 May 2009 08:58:56 GMT
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Mindtraveller wrote on Thu, 21 May 2009 21:02 Could you please post a pair of screenshots of new themes?
Sure!

EDIT: old image removed, see new one

As you can see Stone (the second one) is not quite ready yet, while the first one looks IMO quite

mature. There are some colors I'm going to tweak in Default (need better name) and I'll finish Stone in 1-2 updates.

I still need to re skin DropDownList and Drop choice according to latest style. Is anybody a big fan of the difference between DropChoice and DropDownList skin? Because it may be eliminated.

ProgressIndicator is also done. (BTW: Why such a long name? How about ProgressCtrl?)

Next I was going to do SliderCtrl, but since it doesn't have a style, it raises some interesting problems. I can add the style very easily and know how it's going to look. That's not the problem. The problem is that the Style is going to be present only in SVN version of CtrlLib. And I can't use non-official releases for the only application where Skulpture is the default look. So I would have to maintain two versions of Skulpture. I'll post the Style here after it is ready and once it is included in 20xx.1 I'll update Skulpture.

So I'll do ArrayCtrl next. More people are probably using ArrayCtrl vs. SliderCtrl anyway.

Subject: Re: A little theming
Posted by [cbpporter](#) on Sun, 24 May 2009 09:02:40 GMT
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Almost forget: yes, I know it still won't compile with MINGW. I don't know why SetIfNotNull doesn't compile. Maybe someone has some ideas. Thanks!

Subject: Re: A little theming
Posted by [Didier](#) on Sun, 24 May 2009 09:33:29 GMT
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The compile problem is not only on MINGW, there is the same problem on linux ==> the "problem" comes from the compiler GCC.

Here is a valid correction but it needs to be optimised (on point 2):

In Theme.cpp

1 - I removed the second template parameter: V is supposed to be a Value type since you use ' v.Is<Upp::String>' just let C++ inheritance do it's work.

```
//template <typename T, typename V>
template <typename T>
inline void SetIfNotNull(T& t, Value v)
{
    if ( v.Is<Upp::String>() && ((String)v == "null") )
```

```

t = Null;
else
if (!IsNull(v))
    t = v;
}

```

2 - You have to add a temporary object: Image imag because problems when using temporary references: It is not excluded that ImageBuffer img(imag); will use the address of the passed object which would be completely false for a temporary reference. Even though the problem is still here after correction (img is a temporary to the scope) at least it is visible while reading the code and not left to compiler will.

```

Value Theme::StringToObject(const String& s, const String& def) {
Vector<String> v = Split(s, ' ');
if (v.GetCount() == 0)
    return Null;
if (v[0] == "png") {
    Image imag = PNGRaster().LoadFileAny(AppendFileName(dir, def));
    ImageBuffer img( imag );
    if (img.IsEmpty())

```

In Theme.h

3 - remove the Theme:: from the following line

```

void Theme::LoadEditField(EditField::Style& d, const VectorMap<String, String>& set, const
String& dir, const String& file);

```

Question:

- 1 - Is there some documentation for the 'theme.ini' file syntax ?
- 2 - Can I use several themes in one application (like have two tabs not using same theme) or add in 'theme.ini' several different versions of skin for a ctrl ?

Skulpture looks good on linux



Subject: Re: A little theming
Posted by [cbpporter](#) on Sun, 24 May 2009 09:57:01 GMT
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Hi Didier!

Thanks for point number one! Maybe sometimes using too much features like templates is not that good. I wonder if GCC is not being 100% compliant here, or is there an issue with the code I've written (except the obvious use of V instead of const V& in the parameter list).

Sorry about points 2 and 3. I've corrected them after first noticing MINGW problems, but missed on my commit because I was accidentally using and editing Theme from MyApps instead from bazaar nest. I've corrected this and there shouldn't be any more source synchronization issues. But not being able to repeat the class name in a definition is really silly. I wish GCC would allow this.

Quote:1 - Is there some documentation for the 'theme.ini' file syntax ?
2 - Can I use several themes in one application (like have two tabs not using same theme) or add in 'theme.ini' several different versions of skin for a ctrl ?

1. No, there is not documentation yet. Maybe after it gets more stable. But it is pretty straightforward. Every section name corresponds more or less to a widget. Values from the sections correspond to the same named field in the appropriate style structure. Values can be simple values or commands:

```
color r g b          // simple rgb value
null                 // null look
png                  // loads a png from correct folder and name determined by what the image is
going to be used for
png hot i1 i2 i3 i4  // loads a png and sets hot spots
I'll add a name parameter to png in the future for custom file names and maybe other formats, but
png is IMO best for this purpose: small, loose less and portable.
```

2. This was a feature in previous version of Theme and I'll bring it back. It got lost since I've rewritten the them class from scratch and it is a little poor on features right now because I'm focusing on the look. Themes are applied now once loaded, but you will be able to keep several loaded in memory and apply only a widget at a time to mix and match.

Subject: Re: A little theming
Posted by [Didier](#) on Sun, 24 May 2009 10:11:38 GMT
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Thanks

In fact I don't know what a hot-spot is (I don't usually do GUI's)

Subject: Re: A little theming
Posted by [chickenk](#) on Tue, 26 May 2009 10:13:01 GMT
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Hi,

a quick fix to make this nice package cross-platform (there are cleaner ways but anyway)

Use the attached Theme.cpp file, and rename all .PNG to .png. Taking care of filenames case is important and sometime difficult on Windows...

For anyone on a Unix platform, the fix consists in that:

```
$ cd <path_to_bazaar>
$ sed -i -e 's/"\\\\"/DIR_SEP/g' Theme/Theme.cpp
$ for f in $(find Themes -name "*.PNG") ; do mv $f ${f/PNG/png} ; done
Enjoy !
```

regards,
Lionel

File Attachments

1) [Theme.cpp](#), downloaded 594 times

Subject: Re: A little theming
Posted by [cbpporter](#) on Tue, 26 May 2009 17:29:06 GMT
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New update features:

- Stone has almost caught up with Default
- unified DropList and DropChoice skins
- style for TriState options added (still needs a little more work on contrast)
- fixed bugs with single tab TabCtrl
- fixed hopefully problems under Linux with file names (though I must admit I still haven't gotten around to test it under Linux).

So now would be a good moment for people who where using previous versions and people who would like to maybe use it from now on to test the thing. I accept bug reports and reasonable requests (maybe we'll have pink Skulpture). There are still some small issues and features to be added (selective themeing, hooks for widgets from different packages), but Ill try to reach a point of stability and enter maintenance mode.

File Attachments

1) [Skulpture2.png](#), downloaded 1559 times

Subject: Re: A little theming

Posted by [cbpporter](#) on Wed, 27 May 2009 05:25:00 GMT

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A skin for ArrayCtrl has been added.

In anticipation for selective themeing there is a change in the API: you need to call Theme::Apply for the visual changes to take effect. Theme::Load only loads theme info (not the resources) into memory.

Subject: Re: A little theming

Posted by [cbpporter](#) on Sat, 30 May 2009 08:02:24 GMT

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New update here and this one is a big one:

- ProgressIndicator has a vertical skin now
- LeftEdgeStyle skinned for Button
- ViewEdge is now a separate entity
- added almost all properties of style structures to Theme. The idea is that now Theme.ini can be edited to tweak almost every aspect of style structure, except for font and font related fields. Chameleon is very complex and styles often have some interactions and until now Skulpture worked but it took advantage of the sensible defaults provided by the system. I'm migrating to a self contained structure, where a theme relies only on itself and works and looks exactly the same on all platforms disregarding defaults.
- code has been refactored and it is now very easy to add or remove a property
- mix and match is partially implemented. Not all widgets can be disabled yet, but for the ones you can, if you apply the theme with e.g. Button skinning disabled, you will get your theme except the Button skin. The final Button skin will be your original skin, like Windows default or a previous custom skin you loaded before. If you load a second theme and disable all except Button, you have basically combined two themes. In next update I'll finish this feature.

PS: Stone is allays lagging behind, and after this update you'll see a lot of bugs. Will fix ASAP.

Subject: Re: A little theming

Posted by [cbpporter](#) on Thu, 25 Jun 2009 02:30:46 GMT

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I added a new style which replicates art/BlueBar. It can be found in bazaar/Themes/BlueBar.

PS: You may get a compile error stating that Crc32 can't be found. This is an issue with plugin/Zip. Change Crc32 to Crc32Stream and it will compile. Something to fix in U++.

File Attachments

1) [Untitled.PNG](#), downloaded 1439 times

Subject: Re: A little theming

Posted by [mirek](#) on Fri, 26 Jun 2009 11:34:41 GMT

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Is it time to move this into theide as an alternative scheme?

Mirek

Subject: Re: A little theming

Posted by [cbpporter](#) on Fri, 26 Jun 2009 12:28:00 GMT

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Well the theme is ready. I've been using the new version for TheIDE for quite a while now and all visual elements fit it pretty good (except QuickTabs).

But I would wait, since in next update I'll add the support to load from an archive. I would rather have way of selecting any external archive as a theme rather than only one.

Subject: Re: A little theming

Posted by [cbpporter](#) on Sun, 28 Jun 2009 07:29:20 GMT

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Added Zip support. Skulture and Skulpture Stone now have two Zip archives in bazaar/Theme. As time passes I'll probably delete the non Zip versions if nobody has anything against it.

The implementation of temp folder unpacking may break if you do not have sufficient privileges on your system because I couldn't use RealizeDirectory on the result of GetTempFileName. It seems like a bug. It won't work under Linux, but I guess it's time to start Linux testing.

After I'm done with Linux testing, I'll consider this project done. One thing that I might add is a full set of widgets BlueBar theme, but I don't know exactly the source of the style.

Subject: Re: A little theming

Posted by [mirek](#) on Tue, 07 Jul 2009 18:05:42 GMT

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BlueBar is no really a theme, it just paints bars blue

(Which is considered "cool" for some reason, as demonstrated by many existing Win32 apps).

Mirek

Subject: Re: A little theming

Posted by [cbpporter](#) on Mon, 01 Mar 2010 12:42:16 GMT

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Well it's them update time, and an interesting question arises: should I add support for Splitter style? If I do I cut off support for SVN versions 2152 or lower.

Also if I cut of support, there are two enhancements to Chameleon which should be added now, so that I am not forced to take this decision again at future SVN version.

Subject: Re: A little theming

Posted by [Sgifan](#) on Mon, 01 Mar 2010 18:52:21 GMT

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Just a quick question, where is this theming package to be found. I did not find it in the bazaar assemblies from any version of UPP (from 2070 to svn)

thanks

Subject: Re: A little theming

Posted by [cbpporter](#) on Wed, 03 Mar 2010 19:36:25 GMT

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Sorry for the delay, but there was a bug and I tried to fix but failed.

It is in bazaar/Theme and the themes are in bazaar/Themes.

As for the bug, I have the temp folder hard coded which will fail on a lot of systems. I remembered why this was so: GetTempPath return the path in short-file name format. And RealizeDirectory fails at this short format. I'll investigate further but googling it has not returned any worth while results.

Subject: Re: A little theming
Posted by [Sgifan](#) on Wed, 03 Mar 2010 20:20:26 GMT
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Thank, I just listed main packages, thats why I did not see it.

I'm new to Upp but very impressed about it. Only thing that would be missing for me is using vectorial GUI rather than bitmap based ones.

Having something as performance oriented as upp and have all the advantages of WPF like user interface, all this with a BSD license, this would be a dream...

but I digress.

thanks again

Subject: Re: A little theming
Posted by [Mindtraveller](#) on Thu, 04 Mar 2010 19:28:27 GMT
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Actually U++ has something like internal graphic engine which supports vector graphics too. Different antialiasing modes, rotation/scaling, alpha blending, JPG/GIF/PNG - everything is supported even for console projects.

Subject: Re: A little theming
Posted by [Sgifan](#) on Thu, 04 Mar 2010 20:19:05 GMT
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I'm aware of that. but as a canvas only. The controls use draw not painter...

Subject: Re: A little theming
Posted by [Mindtraveller](#) on Fri, 05 Mar 2010 07:50:49 GMT
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It's because of efficiency. Blitting pixels is much faster than rasterizing vector graphics. And I actually see no sense in making controls vectorized by default: in 99% of cases it is unneeded overhead.

Subject: Re: A little theming
Posted by [Sgifan](#) on Fri, 05 Mar 2010 09:01:33 GMT

It highly depends on the kind of user interface you want to provide.

When I do not write firmware I have to write PC software using touchscreens. When you use have a 6 inch screen in 800x600 resolution you do not use standard controls. At least you have to stretch them, and most of the time this ends up rather ugly.

So the 99% you talk about are the 99% of desktop applications using a big screen a keyboard and a mouse. I guess I'm in the other part of the panel...

Subject: Re: A little theming
Posted by [cbpporter](#) on Fri, 05 Mar 2010 09:06:46 GMT
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Actually, I think that with carefully selected vector images, it would be a lot faster than scaling bitmaps. No heap activity for one. No need to apply smart scaling/filters. Just one computation with floating point precision for every coordinate, round it to pixels and draw. Skulpture can be represented almost 100% with nothing but non-overlapping rectangles, some filled with gradients.

But back to the subject, using some vector images with Theme is not out of the question. I can only load PNG files now, but with image format registration it could work with anything.

The problem is what kind of format to store the pictures. SVG is far too bloated and large and very hard to implement in a full compliance mode. Tiny spec is not that hard but I don't think we are there yet. Other popular vector images are quite proprietary, like the enhanced PNG from Adobe I think (The one that is not used as external format) or Corel draw files.

PS: The GetTempPath problem is XP only. No progress yet. I'm investigating the use of GetLongPath WIN API.

Subject: Re: A little theming
Posted by [cbpporter](#) on Sat, 27 Mar 2010 12:56:01 GMT
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OK, hopefully fixed the XP bugs this time and it works cross platform.

PS: In anticipation of probable future deprecation of Win98 support, Theme will not work under Windows 98 without "unicows.dll". Not tested under Windows 98 so it is possible for it to not work

even with DLL.

Subject: Re: A little theming
Posted by [mrjt](#) on Thu, 01 Apr 2010 11:36:56 GMT
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Have you heard of XAML? It's used by Microsoft WPF as an alternative to Windows Forms. It's a pretty cool way of theming, basically a giant XML file similar to SVG I guess but more suited to GUIs.

MediaPortal (open-source HTPC front-end) are using it for their 2nd version skinning engine, which is where I came across it.

Subject: Re: A little theming
Posted by [Alboni](#) on Thu, 27 Aug 2015 11:46:03 GMT
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There don't seem to be any themes in the current release or then I just can't find them

Subject: Re: A little theming
Posted by [Alboni](#) on Thu, 27 Aug 2015 12:25:24 GMT
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Subject: Re: A little theming
Posted by [Alboni](#) on Thu, 27 Aug 2015 12:35:18 GMT
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Sorry, my browser is behaving weirdly
