Subject: Re: U++ 2019.1.rc4 released
Posted by cbpporter on Fri, 19 Apr 2019 12:15:58 GMT
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SetDarkThemeEnabled needs a lot of explanations.

Test scenario.

```
Ctrl::SetDarkThemeEnabled();
Ctrl::SetSkin(ChClassicSkin);
```

Scenario explanation: app start in dark mode and looks ugly. You select ChClassicSkin to return to a usable UI. Doesn't work.

Interesting behavior:

```
Ctrl::SetSkin(ChClassicSkin);
Ctrl::SetDarkThemeEnabled();
```

The app looks completely different if I just swap the two statement around.

That's why I'm saying: dark mode needs to be more of its own thing that you can select instead of having such a complex an unmanageable interaction with everything else. Dark mode just needs to set things to dark without having complex system wide repercussions and changing the way some colors are computed.

I'll go over all the widgets and make a complete list of things that need to be updated by dark mode.

So far all frames need to be updated and made (more) Chameleon aware.