
Subject: Re: Dynamic skin changes...

Posted by [Tom1](#) on Wed, 20 Nov 2024 11:23:45 GMT

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mirek wrote on Wed, 20 November 2024 11:29Tom1 wrote on Tue, 19 November 2024 14:22mirek wrote on Tue, 19 November 2024 11:14Tom1 wrote on Tue, 19 November 2024 07:44Hi,

Another finding in theide: The color of the 'cross hairs' (one vertical and two horizontal) that show the caret location in the code editor are not updated when theme changes.

Best regards,

Tom

Thank you, hopefully fixed, please keep testing.
Thanks, it works fine now.

Maybe the "Settings/Editor/Paint line at column [96]" color setting should be automatically converted between light and dark modes. Depending on the user's color selection, the line may draw too much attention after theme change.

Best regards,

Tom

Not sure what you mean. If Custom colors is not active, it is changed according to the theme. If Custom colors is active, you would be changing color selected by user. Did I misunderstand the request?

Oh, BTW, dark theme flip key in debug mode is now "Ctrl + Num[*]" (previously selected key was causing problems).

I mean, there is a user selectable color available at: "Settings/Editor/Paint line at column [96]". Currently this is not changed along with theme, although it is visible in the editing area. This color is not set within "Syntax highlighting" either, so it is sort of a fixed color without theme dependence.

Just to test, change the "Settings/Editor/Paint line at column [96]" color to pure white and see how it disappears with light theme and is shown with high contrast on dark theme. I think it should be some way connected to the theme to keep it viewable with any theme while avoiding too much contrast.

Best regards,

Tom
