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|                       ( KVIRC Themes HowTo -  english  )                |
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etherea20060417-a // <cle at virg0 dot org>

(updated 'Anomalies')

Starting from the release 3.0.0 KVIrc^(wr) supports user interface themeing.

A KVIrc theme is basically:
- *a subset of the options that controls the visual appearance of the user interface;*
- *a set of icons that override the default ones.*

The skeleton for a new theme can be produced by simply saving your current theme. Open the options dialog and go to the "*Look & Feel / Theme*" page. Click on "*Save current theme*", enter the description in the dialog that appears and select "*Ok*".
The theme skeleton is now saved in your home directory. The confirmation dialog should have told you exactly where: it should be a directory like:
$HOME/.kvirc/<kvircversion>/theme/<yourthemename>-<yourthemeversion>.
(==* 'Anomalies'==)

Cd to that directory and look around. You should see two configuration *.kvc files and a lot of *.png images.

themeinfo.kvc contains the informations that the user can see when browsing the themes in the options dialog. The format of this file should be obvious: you can edit it manually if you want to make some changes.
(*The '%20' strings are url-encoded spaces, KVirc will accept also plain spaces*).

themedata.kvc contains the visual settings. It looks more or less like this:

```
....
uintGlobalTransparencyParentFadeFactor=10
boolObtainGlobalBackgroundFromKde=false
pixmapLabelBackground=
msgtypeMotd=30,1,100,1,1
fontIrcView=helvetica,10,5,50
colorIrcToolBarAppletForegroundLowContrast=180,180,180
boolUseGuiEffectFadeMenu=false
pixmapGlobalTransparencyBackground=pixmapGlobalTransparencyBackground.png
pixmapTreeTaskBarBackground=
iccolor2=0,0,200
mirccolor13=200,0,200
....
```

You can *carefully* edit it by hand, if you wish. Each option starts
with a prefix that defines the "type" of that option:

- **pixmap**: *defines an image and thus should contain an image path (see
        below);*
- **color**: *defines an user interface color and is an R,G,B$^{(wr)}$ triplet;*
- **font**: *defines an user interface font: you usually need to change
        only the first two values: font family and size;*
- **msgtype**: *defines the icon, text color, background color, log level
        and alert level of the messages;*
- **uint**: *is an unsigned integer value;*
- **bool**: *is a boolean$^{(wr)}$ value: true or false;*
- **mirccolor**: *defines the colors used by the CTRL+K escape and is an
            R,G,B triplet like color.*
- **iccolor**: *defines the default color of an irc context and is again
        an R,G,B triplet.*

Hints:
        *– When changing the pixmap entries remember to use filenames
        without path. KVIrc will lookup the filenames in the directory
        of your theme.*

        *– The options stringIconThemeSubdir reflects the name of the
        directory in which the theme images are stored. If you change
        the directory name, you must also change this option.*

The theme directory contains also a set of *.png files.
KVIrc will load these files instead of the default ones shipped in
the distribution.

You can modify/replace them, but keep in mind the following rules:
        *– you can't modify the image size: if you do it, the images
        will look bad*

        *– the image format must be *.png$^{(wr)}$: it is the only format
        granted to be loaded by all the versions of KVIrc.*

If you don't want to "override" an image (and thus you want to leave
the "default" one) you can delete it from the theme directory. KVIrc
will fallback to the default image shipped in the distribution.

If you look at the global kvirc installation directory (usually
/usr/local/share/kvirc/version/pics/ for Linux$^{(wr)}$ users or directory
C:\Program Files\KVIrc\pics\ for Winows$^{(wr)}$ users) you will notice that
there are other images that KVIrc loads. You can override each image
by placing your version with the same name in your theme directory.

Hints:
        *– All the small icons have a meaning and a name: you should
        reflect it when painting. This small script will show you the
        associations between the icons and their names:*

```
            %i = 0
            do {
                    %name = $iconname(%i)
                    echo The icon by id %i is named %name
                    %i++
            } while(%name != "")
```

The id's of the icons are just their ZERO_BASED indexes. The kvi_smallicon_<number>.png files are numbered in increasing order and contain 16 images each one. kvi_smallicon_00.png contains images from 0 to 15, kvi_smallicon_01.png contains images 16 to 31 etc.. Thus the third icon in kvi_smallicon_02.png has id (2*16)+(3)-1 = 34.

What happens when an user installs a theme

When an user attempts to install a theme from the options dialog, KVIrc reads the themedata.kvc file and applies all the visual settings. This is an one-time action: the settings are applied only once from the themedata.kvc file and then are saved to the user's configuration files. In this way the user can freely change the individual settings without loosing them. One of the applied options is stringIconThemeSubdir that contains the directory of the theme images. KVIrc uses this option to lookup the image files before looking at any other directory. If the image file is found there, it is loaded and used, otherwise KVIrc falls back to the images shipped in the distribution.

Have fun :)

Szymon Stefanek

(* 'Anomalies')
'Anomalies' 3.2.0 takes another big step ahead in themeing and their utilization; once ready to save the file you should notice a small script "Use new packing format": this allows to save the theme in this new KVIRC format, letting you choose the directory you want to save the theme in, instead of saving in the default directory.

Wiki References[wr]:
KVIrc – http://en.wikipedia.org/wiki/Kvirc
RGB – http://en.wikipedia.org/wiki/RGB
Boolean – http://en.wikipedia.org/wiki/Boole
.png – http://en.wikipedia.org/wiki/Png
Linux – http://en.wikipedia.org/wiki/Linux
Windows – http://en.wikipedia.org/wiki/Windows