

Configuration

With a basic knowledge of Qt, you could change the configuration of the default Kvantum theme. That configuration can be easily copied by using **Kvantum Manager** (click *Save* button on its third page) or, manually and if the source of Kvantum is available, by following these steps:

(1) Create the folder “`~/config/Kvantum/`” (~ is your home);

(2) Create the file “`kvantum.kvconfig`” in the above folder with this line in it:

theme=***DefaultCopy***

Here, ***DefaultCopy*** could be any name you choose for the new configuration;

(3) Create the folder “`~/config/Kvantum/DefaultCopy/`” and the file “***DefaultCopy.kvconfig***” in it;

(4) Copy/paste the contents of “`style/themeconfig/default.kvconfig`” (from the source) to the file “***DefaultCopy.kvconfig***”.

Now, you can change the values of variables (keys). Please note that deleting a variable often means that its value will be taken from the default configuration, so that you could keep only those sections or variables you want to change. See [below](#) for a more accurate explanation.

There are many sections (groups) and variables (keys) in the config file. That is intentional: unlike most theme engines, Kvantum is supposed to be able to control virtually all aspects of widgets. Here are the meanings of various sections:

Sections Table

| Section (Group) | Meaning |
|----------------------|--|
| [%General] | General info on the theme and some general variables. |
| [GeneralColors] | The most important colors used by the theme. |
| [Hacks] | Hacks for specific apps or widgets. |
| [PanelButtonCommand] | Panel for a button used to initiate an action, for example, a push button. |
| [PanelButtonTool] | Panel for a tool button. |

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|-----------------------|---|
| [Dock] | A dock widget. |
| [DockTitle] | The title of a dock widget. |
| [IndicatorSpinBox] | Indicators of a spin widget. |
| [RadioButton] | A radio button. |
| [CheckBox] | A check box. |
| [Focus] | Generic focus frame. |
| [GenericFrame] | Generic frame. |
| [LineEdit] | A line edit (one-line text editor). |
| [DropDownButton] | Indicator for a drop down button, for example, a tool button that displays a menu. |
| [ToolboxTab] | Just text colors for tab labels of a toolbox. |
| [Tab] | The tab shape within a tab bar. Also the tear indicator of a tab bar and the close button of a tab. |
| [TabFrame] | The frame for tab widgets. |
| [TabBarFrame] | The frame that is drawn for a tab bar, usually for a tab bar that isn't part of a tab widget. |
| [TreeExpander] | Indicators used to represent the branch of a tree in a tree view. |
| [HeaderSection] | A header section. Also its label and arrow. |
| [SizeGrip] | Window resize handle if it exists. |
| [Toolbar] | A toolbar. Also its handle and separator. |
| [ToolbarButton] | Panel for a tool button on a toolbar. This section is optional and can be omitted. If present, it will take all of its variables from <i>PanelButtonTool</i> , except for its text colors, text shadow, and (indicator, frame and interior) elements. |
| [Scrollbar] | Scrollbar increase/decrease indicators (arrows). |
| [ScrollbarGroove] | The groove of a scrollbar. |
| [ScrollbarSlider] | A scrollbar slider. |
| [Slider] | A slider (a classic widget for controlling a bounded value). |
| [SliderCursor] | The handle of a slider. |
| [Progressbar] | The groove and label of a progressbar. |
| [ProgressbarContents] | The progress indicator. |
| [ItemView] | An item in an item view. |
| [Splitter] | A splitter handle. |
| [Menu] | The panel and frame of a menu. Also its frame shadow. |
| [MenuItem] | A menu item in a menu. Also the tear-off section of a menu. |
| [MenuBar] | The empty area of a menu bar. |

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|---------------------|---|
| [MenuBarItem] | A menu bar item, like the buttons in a menubar. |
| [TitleBar] | A title bar, like those used in QMdiSubWindow. |
| [ComboBox] | A combo box and its label. |
| [GroupBox] | A group box and the frame around it. |
| [ToolTip] | The panel for a tooltip label. |
| [Window] | A window or dialog. |
| [WindowTranslucent] | This is used when a distinction is needed to be made between (backgrounds of) opaque and translucent windows. If it is omitted, the above section will be used for all windows. |
| [Dialog] | This is used when a distinction is needed to be made between (backgrounds of) dialogs and windows. If it is omitted, the section <i>Window</i> will be used for both windows and dialogs. Here, “dialog” means any window without menubar and toolbar but not necessarily a QDialog. |
| [DialogTranslucent] | Like <i>WindowTranslucent</i> but for dialogs. |

The following table shows the variables (keys) you could change to configure the current theme – without necessarily making a new one – with the default values of some of them. These are the rules for the value inheritance:

(1) If a section (group) is not present in your configuration, its variables and their values will be taken from the default config file.

(2) If a variable is not present in a section of your configuration:

(2a) First the “*inherits*” section will be searched for it and then, if nothing is found,

(2b) its value will be taken from the same section of the default config file.

There are three exceptions to these rules:

Exception No.1: The “*inherits*” variable will not be taken from the default config file if it is not present in a section.

Exception No.2: If colors are omitted or not valid or if a section they could belong to is not present, they will be taken from the currently used color scheme. Also font boldness/italicity will be ignored if omitted.

Exception No.3: Any variable related to compositing or hacking and also *frame.expandedElement* will be ignored if omitted.

Variables Table

| Variable (Key) | Value | Meaning |
|-----------------------------------|----------------------------|---|
| <i>The General Section</i> | | |
| author | string | Obvious. |
| comment | string | Obvious. |
| respect_DE | true/false | Should some settings of the current DE be respected? True by default. <i>KDE, Unity, Gnome and Pantheon are supported. Under KDE, the keys <i>small_icon_size</i>, <i>large_icon_size</i> and <i>double_click</i> are overridden by KDE settings. Under Unity, Gnome and Pantheon, <i>iconless_pushbutton</i> and <i>iconless_menu</i> are set to <i>true</i>, <i>composite</i> is set to <i>false</i>, and <i>x11drag</i> is set to <i>menubar_and_primary_toolbar</i>.</i> |
| x11drag | true/false or string | Drag windows from anywhere possible? True by default. Its values are <i>none</i> (or <i>false</i>), <i>menubar</i> , <i>menubar_and_primary_toolbar</i> , and <i>all</i> (or <i>true</i>). x11drag does not depend on x11 for Qt ≥ 5.8. |
| alt_mnemonic | true/false | Show underlines when Alt is pressed? True by default. |
| double_click | true/false | Activate view items on double clicking? They are activated on single clicking by default but the KDE setting has priority over the default. |
| inline_spin_indicators | true/false | Draw spin indicators inside the spin line-edit? By default, they are drawn as buttons. |
| vertical_spin_indicators | true/false | Draw spin indicators vertically and inside the spin line-edit? By default, they are drawn on adjacent buttons. |
| spin_button_width | integer | The width of horizontal spin buttons. It is 16px by default and is always between 16 and 32px. |
| combo_as_lineedit | true/false | Draw an editable combo box as a line-edit with an arrow (and an icon if any)? By default, editable combo boxes consist of combo, line-edit and drop down elements. |

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| combo_menu | true/false | Should the popup of combo boxes be styled as per popup menus (i.e. like Gtk)? By default, they are shown below the combo box. |
| left_tabs | true/false | Align tabs to the left edge? Tabs are centered by default. |
| center_doc_tabs | true/false | Always center tabs if the tab widget is in the document mode and even when <i>left_tabs</i> is true? False by default, which means that tabs are aligned in the document mode as in the usual mode. |
| attach_active_tab | true/false | Attach the active tab to the tab widget or the tab-bar base? It is detached by default. |
| joined_inactive_tabs | true/false | Join inactive tabs together? They are joined by default. Also see <i>Theme-Making.pdf</i> for tab separators. |
| mirror_doc_tabs | true/false | By default, bottom and right tab shapes are mirror images of top and left ones, respectively. Setting this key to false will change that behavior if the tab widget is in the document mode or if the active tab is detached (i.e. the value of the key <i>attach_active_tab</i> is false), so that the top/left and bottom/ right tab shapes will be identical. The default value is true. |
| no_active_tab_separator | true/false | Do not draw tab separator for the active tab? False by default, which means that, if tab separators exist in the SVG image, they will be drawn for all tabs. See <i>Theme-Making.pdf</i> for an explanation of tab separators. |
| active_tab_overlap | integer | Number of pixels inactive tabs overlap the active one. It is zero by default. The active tab is drawn in front of its adjacent inactive tabs when the value of this key is positive. It is safe to set a great value here. |
| no_inactive_tab_expansion | true/false | If tabs have frame expansion , setting this key to true will disable frame expansion for inactive tabs. |

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| group_toolbar_buttons | true/false | Raise and group neighbor toolbar buttons? By default, they are not raised. |
| toolbar_item_spacing | integer | The space between toolbar buttons. Zero by default. It is also zero if the key <i>group_toolbar_buttons</i> is set to true. |
| toolbar_interior_spacing | integer | The space around the interior of toolbars. Zero by default. |
| center_toolbar_handle | true/false | If true, the SVG element for the toolbar handle will be centered and its size will be that of the toolbar indicator. Otherwise, it will be scaled vertically with an 8-px width. False by default. |
| slim_toolbars | true/false | When true, the size of toolbar icons will be 16px if it is not set in the app. If false, the size will be determined by the DE or the app. False by default. You could use <i>toolbar_icon_size</i> instead of it. |
| toolbutton_style | integer | Sets the toolbutton style when it is not set by the app. 0: follow, 1: icon only, 2: text only, 3: text beside icon, and 4: text under icon. The toolbutton style is 0 by default. |
| spread_progressbar | true/false | Spread progressbar's indicator across its whole groove and not just its interior? By default, the indicator is drawn inside progressbar's frame. |
| progressbar_thickness | integer | <p>If positive, it sets the (maximum) progressbar thickness as far as possible. It is zero by default, which means there is no limit to progressbar thickness.</p> <p>Note: If it is positive but less than the height of the progressbar text, the text will not be shown.</p> |
| menubar_mouse_tracking | true/false | Enable mouse tracking in menubars? It is enabled by default. |
| merge_menubar_with_toolbar | true/false | Draw adjacent menu and tool bars as a whole? If true, the toolbar SVG interior and frame will be used for drawing them. |
| composite | true/false | Use compositing to have translucent menus or tooltips? It is automatically set to false if no compositing is available. Its absence also means false. |

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| scrollable_menu | true/false | Should (big) menus be scrollable and have scroll arrows on their top and/or bottom? False by default, which means all menu-items are shown. |
| submenu_overlap | integer | The horizontal overlap between a submenu and its parent. The default is -1, which means automatic. It cannot be greater than 16px. |
| menu_shadow_depth | integer | The depth of the shadow menus cast. A value of zero, its absence or a false value for <i>composite</i> means no shadow. |
| tooltip_shadow_depth | integer | The depth of the shadow tooltips cast. A value of zero, its absence or a false value for <i>composite</i> means no shadow. |
| translucent_windows | true/false | Translucent windows and dialogs? This requires a translucent SVG element too. A false value, its absence or a false value for <i>composite</i> means no translucency. |
| opaque | String list | A comma-separated list of executables, whose apps should not have window translucency. It has meaning only if <i>translucent_windows</i> is set to true. |
| blurring | true/false | Blur the screen area behind translucent windows in KDE? This needs KDE blur effect and also a graphic card that supports it. It has no effect when <i>composite</i> or <i>translucent_windows</i> is false. |
| popup_blurring | true/false | Blur the regions behind translucent menus and tooltips? This needs KDE blur effect and a graphic card that supports it. It will automatically be set to true if blurring is true. |
| animate_states | true/false | <p>Animate the state change in some widgets, especially when they are under the mouse cursor? Widgets like buttons may have normal, focused (hover), pressed and toggled states. If this key is set to true, there will be a 200-ms fading animation on state change for some widgets.</p> <p>The default value is false. These widgets are supported: all kinds of buttons, combo boxes, line-edits and scroll views. For buttons, the animation happens only under the mouse cursor.</p> |

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| no_window_pattern | true/false | Do not draw window/dialog tiling patterns ? The purpose of this key is more flexibility with themes that include tiling patterns for windows and/or dialogs. |
| splitter_width | integer | The width of splitter handles. It cannot be greater than 32px and is 7px by default. |
| scroll_width | integer | The thickness of scrollbars. It cannot be greater than 32px. The default value is 12px. |
| scroll_min_extent | integer | The minimum height of a vertical scrollbar slider and the minimum width of a horizontal one. It cannot be greater than 100px or less than 16px. The default value is 36px. |
| scroll_arrows | true/false | Draw scrollbar add-line and sub-line arrows? True by default. If set to false, it will remove scroll arrows as far as possible but some apps might still force scroll arrows. |
| scrollbar_in_view | true/false | Should scrollbars be inside the view frame? It is false (outside) by default. |
| transient_scrollbar | true/false | Should scrollbars appear only when needed and disappear when not needed? False by default. If this key is true, <i>scroll_arrows</i> and <i>scrollbar_in_view</i> are considered false, scrollbars fade out when not needed and they usually take no extra space. |
| tree_branch_line | true/false | Draw tree branch lines? False by default. |
| groupbox_top_label | true/false | Draw the group-box label above the top frame? It is false by default, which means that the label is drawn <i>on</i> the top frame. If this key is set to false, group boxes will not have interior and frame expansion . |
| button_contents_shift | true/false | Shift the contents of push-buttons when they are down? It is true by default. |
| slider_width | integer | The width of sliders. It cannot be greater than 48px and is 8px by default. |
| slider_handle_width slider_handle_length | integer | The width and the height of slider handles. They cannot be greater than 48px. The default values are 16px. |

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| check_size | integer | The width and height of checkboxes and radio buttons. The default value is 13px. |
| tooltip_delay | integer | The delay, in milliseconds, before a tooltip is shown. If set to zero, tooltips will be shown instantly. If missing or set to any negative integer, the default behavior of Qt is used for showing tooltips. (This key has <i>no</i> effect with Qt4!) |
| submenu_delay | integer | The delay, in milliseconds, before opening a submenu. 250 by default. -1 means opening submenus only by clicking, while 0 means showing them immediately. |
| layout_spacing | integer | Obvious. Its value is between 2 and 16 (px), and will have no effect if set in the code of an app. It is 2 by default. |
| layout_margin | integer | Obvious. Its value is between 2 and 16 (px), and will have no effect if set in the code of an app. It is 4 by default. |
| small_icon_size large_icon_size button_icon_size toolbar_icon_size | integer | These affect menu-items/headers, icon-views, buttons/tabbars/listviews, and toolbars respectively. KDE setting will have priority over these values if it exists. |
| fill_rubberband | true/false | Always fill the rubber-band rectangle with the highlight color? By default, drop rectangles for movable toolbars and dock widgets are hollow. |

The GeneralColors Section

| | | |
|-----------------|-----------------------|--|
| window.color | String (#RRGGBBAA) | A general background color as #RRGGBB or #RRGGBBAA or with a valid name like white, black, red, etc. |
| base.color | String (#RRGGBBAA) | Used mostly as the background color for text entry widgets. |
| alt.base.color | String (#RRGGBBAA) | Used as the alternate background color in views with alternating row colors. |
| button.color | String (#RRGGBBAA) | The general button background color. |
| light.color | String (#RRGGBBAA) | Lighter than <i>button.color</i> (used mostly for 3D bevels). |
| mid.light.color | String (#RRGGBBAA) | Between <i>button.color</i> and <i>light.color</i> (used mostly for 3D bevels). |

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|---------------------------------|-----------------------|---|
| dark.color | String (#RRGGBBAA) | Darker than <i>button.color</i> (used mostly for 3D bevels). |
| mid.color | String (#RRGGBBAA) | Between <i>button.color</i> and <i>dark.color</i> (used mostly for 3D bevels). |
| shadow.color | String (#RRGGBBAA) | A very dark color. By default, it is black. (used mostly for 3D bevels). |
| highlight.color | String (#RRGGBBAA) | A color for text selection. |
| inactive.highlight.color | String (#RRGGBBAA) | Like <i>highlight.color</i> but when the text widget does not have focus. |
| tooltip.base.color | String (#RRGGBBAA) | Tooltip background color (used in "WhatsThis" tooltips). |
| text.color | String (#RRGGBBAA) | The foreground color used with <i>base.color</i> . |
| window.text.color | String (#RRGGBBAA) | A general foreground color. |
| button.text.color | String (#RRGGBBAA) | Obvious. |
| disabled.text.color | String (#RRGGBBAA) | Obvious. |
| tooltip.text.color | String (#RRGGBBAA) | Obvious. |
| highlight.text.color | String (#RRGGBBAA) | The color of selected text. |
| link.color | String (#RRGGBBAA) | Obvious. |
| link.visited.color | String (#RRGGBBAA) | Obvious. |
| progress.indicator.text.color | String (#RRGGBBAA) | The color of that part of the progress text, which is inside the progress indicator. Useful when the progress text does not have enough contrast with the progress indicator. |
| <i>The Hacks Section</i> | | |
| transparent_dolphin_view | true/false | No background or frame for Dolphin's view (Dolphin is the file manager of KDE)? |
| transparent_pcmanfm_sidepane | true/false | No background or frame for PCManFM-qt's side-pane (PCManFM-qt is the file manager of LXQT)? |

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| transparent_pcmmanfm_view | true/false | No background or frame for PCManFM-qt's folder-view? |
| blur_konsole | true/false | Blur the region behind Konsole's transparent background if possible? |
| transparent_ktitle_label | true/false | No background for the label of KtitleWidget (a KDE widget with a heading label)? |
| transparent_menutitle | true/false | No background for (KDE) menu titles? |
| kcapacitybar_as_progressbar | true/false | Draw KCapacityBar as progressbar? KCapacityBar has its hard-coded style by default. |
| respect_darkness | true/false | Some apps don't respect dark themes. Fix that as far as possible? |
| force_size_grip | true/false | Show the size grips of dialogs and statusbars as far as possible? |
| tint_on_mouseover | integer | Tint the label icons with the highlight color on mouseover by this percentage? This will not work if the containing widget is not styled by Kvantum. |
| no_selection_tint | true/false | Do not tint selected label icons with the highlight color! False by default. |
| disabled_icon_opacity | integer | Set the opacity of disabled icons by this percentage? It is useful with monochrome icons and when the opacity of disabled icons is not reduced by other means. |
| normal_default_pushbutton | true/false | No bold font for default push buttons? |
| iconless_pushbutton | true/false | No icon for push buttons that have text? |
| iconless_menu | true/false | No icon for menus? |
| single_top_toolbar | true/false | Style only the top toolbar? If true, only the top horizontal toolbar, which is immediately below the menubar or at the top of the main window, will be styled. By default all toolbars are styled, of course. |
| <i>Other Sections</i> | | |
| inherits | string | The name of a section (in the same config file and without brackets) whose configuration is also used for this one. |
| frame | true/false | Draw a frame around the widget? |
| frame.top frame.bottom | integer | The height or width of the corresponding frame part. |

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| frame.left frame.right | | These values are mostly respected but there are two exceptions: (1) Where there is not enough space (because of a bad GUI design); and (2) A few widgets may not accept the exact values – for example, toolbars use the <i>maximum</i> value in all directions. |
| frame.expanded.top frame.expanded.bottom frame.expanded.left frame.expanded.right | integer | The same as above but for expanded frames. If they are set to zero, missing or greater than their corresponding ordinary frame sizes, the ordinary frame sizes will be used for expanded frames. |
| frame.expansion | integer | A positive value will expand the frames until the corner frames meet each other either vertically or horizontally, <i>provided that at least the height or the width of the widget is not greater than it</i> . With appropriate SVG images, this key can be used for making corners completely rounded. Its value is zero by default. Read the file <i>Theme-Making.pdf</i> for more explanation. |
| frame.patternsize | integer | The frame pattern size. Used for tiling the frame of a widget with a pattern. A value of zero means no pattern (default). Mostly useful for making dotted frames. |
| interior | true/false | Draw an interior for the widget? |
| interior.x.patternsize interior.y.patternsize | integer | The interior pattern sizes. Used for tiling the interior of a widget with a pattern. A value of zero means no tiling in the corresponding direction. Their absence also means no pattern. <i>Some widget types may never accept patterns.</i> |
| indicator.size | integer | Some widgets, like scrollbar arrows, have indicators. This is their size. |
| text.margin | true/false | Put a margin around the text? |
| text.margin.top text.margin.bottom text.margin.left text.margin.right | integer | The sizes of the text margins if there is any. These values are mostly respected but not if there is a lack of space because of a bad GUI design. |
| text.normal.color | String (#RRGGBBAA) | The color of the normal text as #RRGGBB or #RRGGBBAA or with a valid name like white, black, red, etc. It may override the text colors |

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| | | defined under the GeneralColors section. Note: State-specific text colors do not have meaning for <i>Window</i> , <i>Dialog</i> , <i>Dock</i> , <i>LineEdit</i> and frame widgets (namely <i>GenericFrame</i> , <i>TabFrame</i> and <i>TabBarFrame</i>). |
| text.focus.color | String (#RRGGBBAA) | The color of the focused (hover) text. |
| text.press.color | String (#RRGGBBAA) | The color of the pressed text. |
| text.toggle.color | String (#RRGGBBAA) | The color of the toggled text. |
| text.bold | true/false | Bold font for text? The font is not bold by default. |
| text.italic | true/false | Italic font for text? The font is not italic by default. |
| text.shadow | true/false | Draw a shadow for the text? |
| text.shadow.xshift text.shadow.yshift | integer | The vertical/horizontal shifts of the text shadow if it exists. |
| text.shadow.color | string (#RRGGBBAA) | The color of the text shadow as #RRGGBB or #RRGGBBAA or with a valid name like white, black, red, etc. |
| text.shadow.alpha | integer (0-255) | The opacity of the text shadow. 255 means completely opaque. If the alpha is set in #RRGGBBAA as the shadow color name, this key can be left to 255 (its default value). |
| text.shadow.depth | integer | The text shadow depth. |
| size.minwidth size.minheight | integer | Minimum/fixed width or height of a menu/menuitem, for example. |

If you want to make your own theme (see the file "Theme-Making"), you will also need to know the meanings of these variables:

Elements Table

| Variable (Key) | Value | Meaning |
|------------------|--------|--|
| interior.element | string | The SVG element to be used for drawing the interior of a widget. |
| frame.element | string | The SVG element to be used for drawing the frame of a widget. |

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| frame.expandedElement | string | The optional SVG element to be used only for drawing the expanded frame. If not present, <i>frame.element</i> will be used for expanded frames too. See frame.expansion! |
| indicator.element | string | The SVG element to be used for drawing the indicator of a widget. |

Application Themes

Specific Themes can be assigned to applications, so that those applications use their corresponding themes instead of the active theme. This can be done easily by using the last page of **Kvantum Manager** (*Application Themes*) or manually, by adding app lists (executable names) to '~/.config/Kvantum/kvantum.kvconfig' with the following format:

```
[General]
theme=ACTIVE_THEME
```

```
[Applications]
THEME1=app1, app2
THEME2=app3
...
```

Some Examples

If you don't want menus and tooltips to be translucent or cast shadow and want the color scheme to be used for all texts, you could use a blank configuration or a very basic one with just this in it:

```
[%General]
```

You could also be more explicit:

```
[%General]
composite=false

[PanelButtonCommand]
text.normal.color=none
text.focus.color=none
text.press.color=none
text.toggle.color=none
```

Here “none” is not a valid color, so text colors will be taken from the currently used color scheme.

If you want to have bigger buttons without increasing your font sizes, you could use this:

```
[%General]
composite=true
menu_shadow_depth=6
tooltip_shadow_depth=6
```

```
[PanelButtonCommand]
text.normal.color=white
text.focus.color=#80C0FF
text.press.color=white
text.toggle.color=white
text.margin.top=4
text.margin.bottom=4
text.margin.left=5
text.margin.right=5
```

```
[PanelButtonTool]
inherits=PanelButtonCommand
```

To have black text shadows with light green focused text, use this (black text shadows are already defined but disabled in the default config file):

```
[%General]
composite=true
menu_shadow_depth=6
tooltip_shadow_depth=6
```

```
[PanelButtonCommand]
text.normal.color=white
text.focus.color=lightgreen
text.press.color=white
text.toggle.color=white
text.shadow=true
```

Note that, in the two examples above, the compositing values and normal/focused/pressed text colors are also added because otherwise, they would be disabled ([see the exceptions above](#)). In the previous example, customized text colors were disabled for all widgets other than push-buttons because there

were no sections for them. If you want them back, you could add sections like these:

[PanelButtonTool]

inherits=PanelButtonCommand

[Tab]

inherits=PanelButtonCommand

[MenuItem]

inherits=PanelButtonCommand

And so on.