

# 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, 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's 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. Not necessary but good for independence from Qt color schemes outside KDE.
[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.
[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 indicator.
[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, ususally 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.
[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.
[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.
[StatusBar]	The frame of a status bar.
[Window]	A window or dialog.

The following table shows the variables (keys) you could change to configure the current theme – without necessarily making a new one. 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.**

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

## Variables Table

Variable (Key)	Value	Meaning
<i>The <b>General</b> Section</i>		
author	string	Obvious.
comment	string	Obvious.
x11drag	true/false	Drag windows from anywhere possible?
alt_mnemonic	true/false	Show underlines only when Alt is pressed?
left_tabs	true/false	Align tabs to the left edge? Tabs are centered by default.
joined_tabs	true/false	Join tabs together? They are detached by default.

attach_active_tab	true/false	Attach the active tab to the tab widget? It is detached by default.
group_toolbar_buttons	true/false	Raise and group neighbor toolbar buttons? By default, they are not raised.
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.
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.
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.
splitter_width	integer	The width of splitter handles.
scroll_width	integer	The width of scrollbars. The default value is 12px.
slider_width	integer	The width of sliders. The default value is 8px.
slider_handle_width slider_handle_length	integer	The width or height of slider handles. The default values are 16px.
check_size	integer	The width and height of checkboxes and radio buttons. The default value is 13px.
<b><i>The GeneralColors Section</i></b>		
window.color	String (#RRGGBB)	A general background color as #RRGGBB or with a valid name like white, black, red, etc.

base.color	String (#RRGGBB)	Used mostly as the background color for text entry widgets.
alt.base.color	String (#RRGGBB)	Used as the alternate background color in views with alternating row colors.
button.color	String (#RRGGBB)	The general button background color.
light.color	String (#RRGGBB)	Lighter than <i>button.color</i> (used mostly for 3D bevels).
mid.light.color	String (#RRGGBB)	Between <i>button.color</i> and <i>light.color</i> (used mostly for 3D bevels).
dark.color	String (#RRGGBB)	Darker than <i>button.color</i> (used mostly for 3D bevels).
mid.color	String (#RRGGBB)	Between <i>button.color</i> and <i>dark.color</i> (used mostly for 3D bevels).
shadow.color	String (#RRGGBB)	A very dark color. By default, it is black. (used mostly for 3D bevels).
highlight.color	String (#RRGGBB)	A color for text selection.
inactive.highlight.color	String (#RRGGBB)	Like <i>highlight.color</i> but when the text widget does not have focus.
text.color	String (#RRGGBB)	The foreground color used with <i>base.color</i> .
window.text.color	String (#RRGGBB)	A general foreground color.
button.text.color	String (#RRGGBB)	Obvious.
disabled.text.color	String (#RRGGBB)	Obvious.
tooltip.text.color	String (#RRGGBB)	Obvious.
highlight.text.color	String (#RRGGBB)	The color of selected text.
link.color	String (#RRGGBB)	Obvious.
link.visited.color	String (#RRGGBB)	Obvious.

<i><b>The Hacks Section</b></i>		
transparent_dolphin_view	true/false	No background or frame for Dolphin's view (Dolphin is the file manager of KDE)?
transparent_ktitle_label	true/false	No background for the label of KtitleWidget (a KDE widget with a heading label)?
respect_darkness	true/false	Some apps don't respect dark themes. Fix that as far as possible?
<i><b>Other Sections</b></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 frame.left frame.right	integer	The height or width of the corresponding frame part.
frame.repeat.top.patternsize frame.repeat.bottom.patternsize frame.repeat.left.patternsize frame.repeat.right.patternsize	integer	The frame pattern sizes if a pattern is used for drawing the frame.
interior	true/false	Draw an interior for the widget?
interior.repeat.x.patternsize interior.repeat.y.patternsize	integer	The interior pattern sizes.
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.
text.normal.color	String (#RRGGBB)	The color of the normal text as #RRGGBB or with a valid name like white, black, red, etc. It may override the text colors defined under the GeneralColors section.
text.focus.color	String (#RRGGBB)	The color of the focused (hover) text.

text.press.color	String (#RRGGBB)	The color of the pressed text.
text.toggle.color	String (#RRGGBB)	The color of the toggled text.
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 (#RRGGBB)	The color of the text shadow as #RRGGBB 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.
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'll 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.
indicator.element	string	The SVG element to be used for drawing the indicator of a widget.

## 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.