

The new version [Bulma 0.8.0](#) is out! 🥳 It comes with several bug fixes and a lot of nice new features:

- [Light/Dark colors](#)
- [Better visual look](#)
- [Panel colors](#)
- [Larger form controls](#)
- [4-value color map](#)
- [Scheme variables for "Dark mode"](#)

More in the [Changelog](#).

```
{% include elements/anchor.html name="Light/Dark colors" %}
```

Each main color ("primary" , "info" , "success" , "warning" , "danger") now comes with a `*-light` and a `*-dark` version. They are calculated using 2 new color functions:

- `findLightColor()` which finds the light version of a color
- `findDarkColor()` which finds the dark version of a color

The **light** colors are used by the `button` element:



The **light** and **dark** colors are used by the `message` component, which generates much prettier colored versions. See the difference between before (left) and after (right):



```
{% include elements/anchor.html name="Better visual look" %}
```

Some of the Bulma colors have been updated:

Color	Before	After
<code>\$green</code>	<pre>{% include elements/color-square.html value="hsl(141, 71%, 48%)" %}</pre>	<pre>{% include elements/color-square.html value="hsl(141, 53%, 53%)" %}</pre>
<code>\$cyan</code>	<pre>{% include elements/color-square.html value="hsl(204, 86%, 53%)" %}</pre>	<pre>{% include elements/color-square.html value="hsl(204, 71%, 53%)" %}</pre>
<code>\$red</code>	<pre>{% include elements/color-square.html value="hsl(348, 100%, 61%)" %}</pre>	<pre>{% include elements/color-square.html value="hsl(348, 86%, 61%)" %}</pre>

The **shadows** of the `box` and `card` have been improved:



```
{% include elements/anchor.html name="Panel colors" %}
```

The [panel component](#) is now available in all **colors**:



```
{% include elements/anchor.html name="Larger form controls" %}
```

Form controls and buttons are now `2.5em` high. You can revert this resizing by setting these previous values:

```
$control-height: 2.25em
$control-padding-vertical: calc(0.375em - #{$control-border-width})
$control-padding-horizontal: calc(0.625em - #{$control-border-width})

$button-padding-vertical: calc(0.375em - #{$button-border-width})
$button-padding-horizontal: 0.75em
```

```
{% include elements/anchor.html name="4-value color map" %}
```

The `$colors` Sass map now accepts, for each of its values, a map of up to **4** values. For example: the key `"info"` now has the `($info, $info-invert, $info-light, $info-dark)` map.

If you provide a `$custom-colors` map, you can decide to provide a map of 1, 2, 3 or 4 values for each value. If fewer than 4 are provided, Bulma will calculate the remaining ones:

```
$custom-colors: (
  "lime": (lime),
  "tomato": (tomato, white),
  "orange": ($orange, $orange-invert, $orange-light),
  "lavender": ($lavender, $lavender-invert, $lavender-light, $lavender-dark)
);
```

This is processed by the updated `mergeColorMaps()` Sass function.

```
{% include elements/anchor.html name='Scheme variables for "Dark mode"' %}
```

There are 6 new `$scheme` derived variables: `$scheme-main` `$scheme-main-bis` `$scheme-main-ter` `$scheme-invert` `$scheme-invert-bis` `$scheme-invert-ter`. They replace the `$white` and `$black` occurrences in the codebase.

This makes it easy to create a **"Dark mode"** simply by swapping the values:

```
$scheme-main: $black
$scheme-invert: $white
// etc.
```

That is also why most of the codebase now references **derived** variables (`$text`, `$background`, `$border` etc.) instead of **initial** ones (`$grey`, `$grey-lighter`, `$grey-darker` etc.): updating the derived variables will affect all elements and components directly.

The new 0.8.0 version should be fully compatible with any Bulma setup. Feel free to [post an issue](#) if you encounter any problem upgrading.