



## GrandMA2 theme for QLC+ created by Nuke

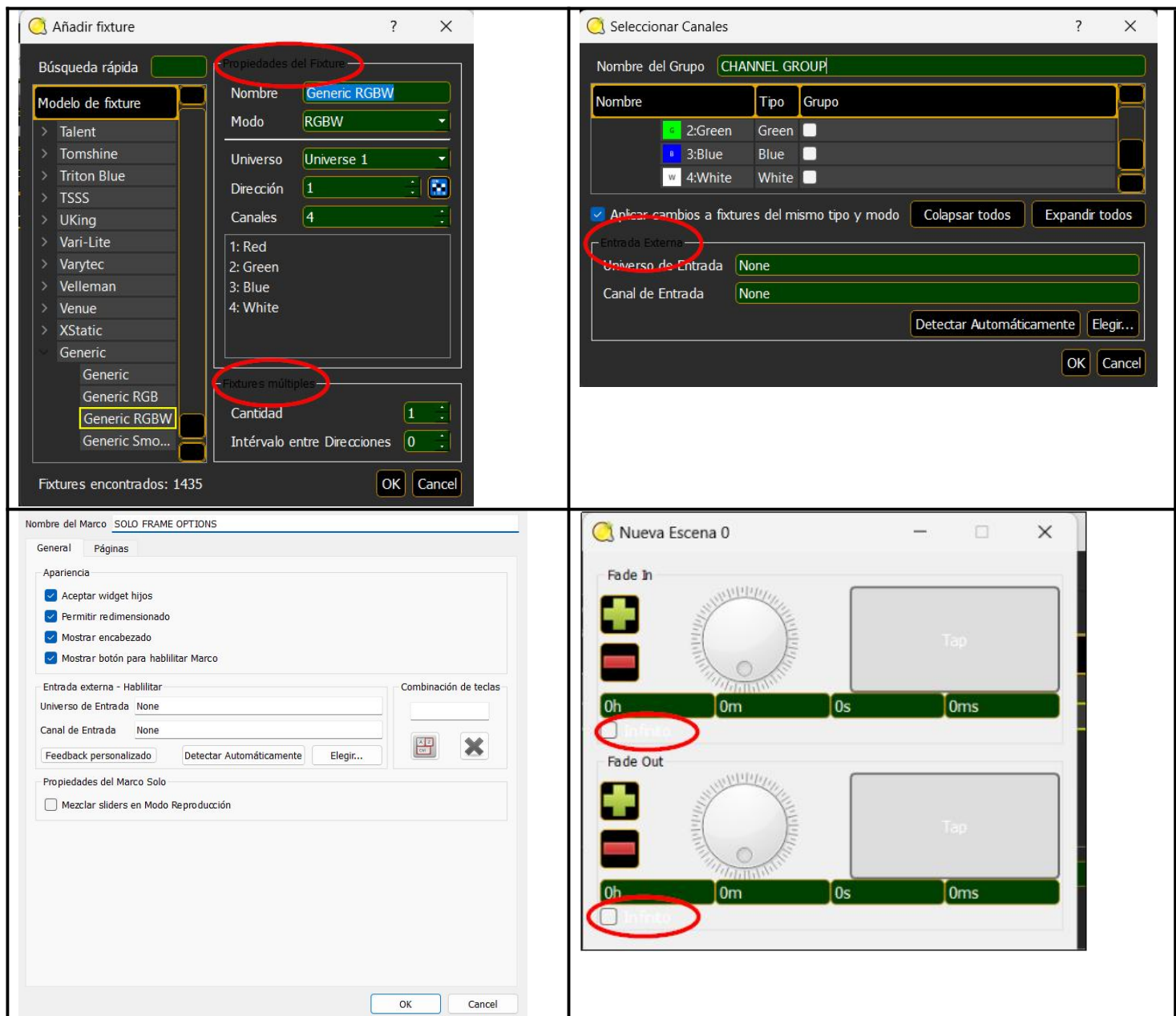
Download / pull: <https://github.com/Nukethefox/QLCplus-MA2theme>

Please read before trying to improve the theme

- The behaviour I found out: on pages 1, 2 and 3
- The problem with the stylesheet: on page 4

To do (things that are not matching the theme yet):

- Universes List, Grand Master Fader, and Simple Console Faders [\* **READ LAST PAGE**].
- Secondary windows (pop-up windows):

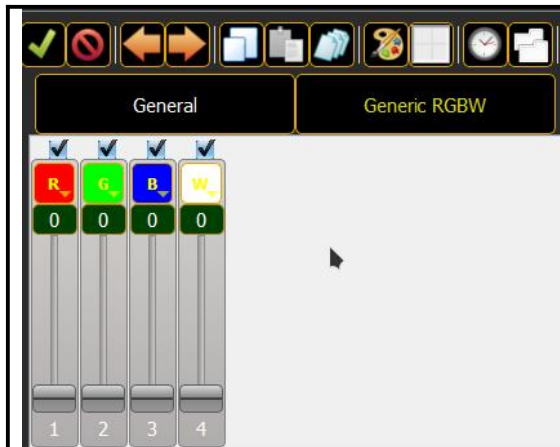


As you can see on the screenshots above, the textfields, buttons and scrollbars are correct, but:

- On some of the windows, background is correct, but not the fonts (see small titles and checkboxes' titles).
- On some of the windows, neither the fonts nor the background are correct (e.g the "tempo" window).
- Some of the windows are not even following the stylesheet (e.g the "Frame Options" window).

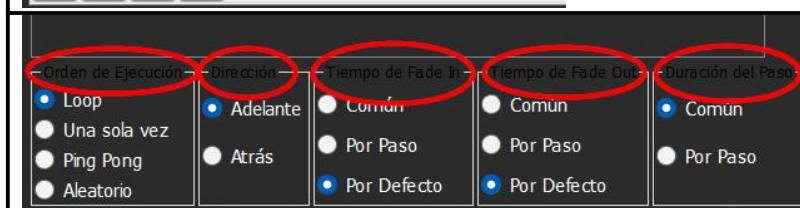


- Function's widgets (basically, the widgets in the "functions" tab):

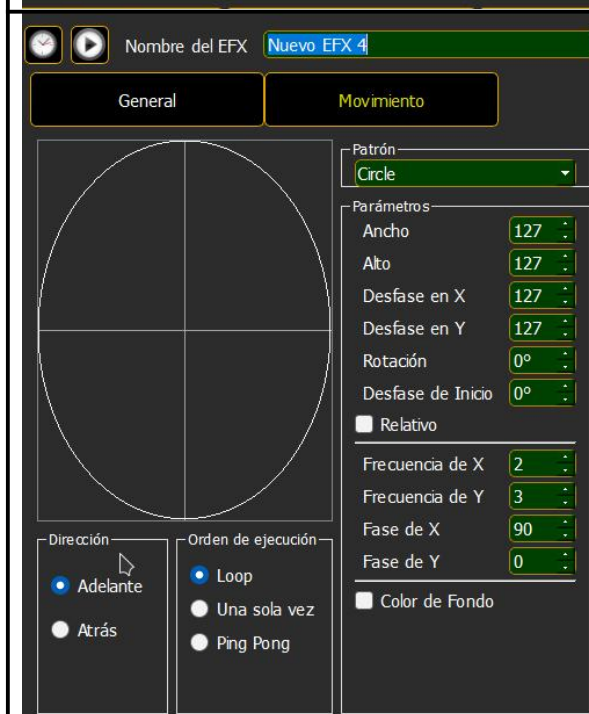


Example:

This is a scene editor: the background (where the mouse pointer is) is not following the background colour.



This is a chaser. Same happens with sequences, but...



Unlike the previous screenshot, the small titles on the EFX Widget are following the theme.

**I found something interesting:** If you change the focus to another window, the font of the small titles just quits following the theme! See the next two screenshots.



Nombre del EFX **Nuevo EFX 0**

General Movimiento

Paso Fixture Modo Invertir Desfase de Inicio

Orden de Fixtures

☒ Paralelo  
☐ Serie  
☐ Asimétrico

when opening the “add fixture” window:

Nombre del EFX **Nuevo EFX 0**

General Movimiento

Paso Fixture Modo Invertir Desfase de Inicio

Seleccione un fixture ? X

Nombre	Universo	Cabezas	Fabricante	Modelo
Universe 1				
> Generic RGBW	1	1	Generic	Generic RGBW

OK Cancel

Orden de Fixtures

☒ Paralelo  
☐ Serie  
☐ Asimétrico

Maybe this is not so important, because this only happens for a few seconds, while you do something as simple as adding a fixture. When you close the secondary window and QLC has focus again, the font goes back to normal. Just an interesting behaviour I found out.



### Why isn't finished (detailed explanation, read carefully):

To customize all those things (secondary windows and functions widgets), I tried writing this Qt Class in the stylesheet:

```
Qwidget {  
  
}
```

**It worked.** Everything that was left to customize, was now matching the rest of the theme (*except for the things I mentioned in the first point of the list. See last page to know why*).

But **there is a problem: the whole Virtual Console counts as a QWidget**. Let me explain:

-Usually, on the Virtual Console you would want to add your own buttons, which you would want to customize one by one (for example, if you create a “colors grid”).



-But the Virtual Console takes the code from the stylesheet, and that makes it impossible to individually customize the widgets that are inside the VC.

So, if you want to improve the theme, **please don't put the QWidget Class in the stylesheet!** (unless you find a method to make the VC ignore it).

Methods I thought about we could use to finish the theme:

- Making the VC ignore that part of the stylesheet, or the entire stylesheet.
- Knowing the specific name of every window and every widget, so we could specify them one by one in the stylesheet without having to include the virtual console.



[\*] The Universes List, Simple Console Faders, and Grand Master Fader, can't be customized with the stylesheet, because these elements are hardcoded into the C++ code! See [reference here](#).

<b>Universe 1</b>	Entrada: LoopBe Internal MIDI Salida: 10.0.0.1	Perfil: Ninguno Feedback: Ninguno
<b>Universe 2</b>	Entrada: Loopback 1 Salida: 169.254.167.25	Perfil: Ninguno Feedback: Ninguno
<b>Universe 3</b>	Entrada: Ninguno Salida: Loopback 1	Perfil: Ninguno Feedback: Ninguno
<b>Universe 4</b>	Entrada: Ninguno Salida: 127.0.0.1	Perfil: Ninguno Feedback: Ninguno

