BUTTONTEXT = %INPUT\_Give\_Button\_ Name% =       (Spaces Okay)

\*\*\* = %INPUT\_Button\_label% = v      (NO SPACES Case-Sensative)

/// = %INPUT\_Button\_Command% = g      (NO SPACES, pre-fix with “Button” for replacing existing buttons, Case-Sensative)

;-------------------------

Dummyfield (enter tab) =

;Find&Replace %\*\*\*% & %///% (they must match) THEN move %///% below Gui, Show

;\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Gui, Add, Button, XM v g ,

GuiControlGet, hwnd , Hwnd,

DllCall("uxtheme\SetWindowTheme", "ptr", hwnd , "str", "DarkMode\_Explorer", "ptr", 0)

Button :

:

Return

;\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

^^^^^ Copy That to script, close without saving!

Dummyfield =

;\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

::]db::

(

Gui, Add, Button, XM v%\*\*\*% g%///% , %BUTTONTEXTRENAME%

GuiControlGet, hwnd%\*\*\*% , Hwnd, %\*\*\*%

DllCall(“uxtheme\SetWindowTheme”, “ptr”, hwnd%\*\*\*% , “str”, “DarkMode\_Explorer”, “ptr”, 0)

%///%:

Return ;Find & Replace %\*\*\*% & %///% (they must match) THEN move %///% below Gui, Show

)