– Default awesome theme –
---

local theme_assets = require("beautiful.theme_assets") local xresources = require("beautiful.xresources") local dpi = xresources.apply_dpi

local gfs = require("gears.filesystem") local themes_path = gfs.get_themes_dir() local colors = xresources.get_current_theme()

local theme = {}

theme.font = "sans 8"

theme.bg_normal = colors["color0"] theme.bg_focus = colors["color8"] theme.bg_urgent = colors["color1"] theme.bg_minimize = "#444444" theme.bg_systray = theme.bg_normal

theme.fg_normal = "#aaaaaa" theme.fg_focus = "#ffffff" theme.fg_urgent = "#ffffff" theme.fg_minimize = "#ffffff"

theme.useless_gap = dpi(0) theme.border_width = dpi(1) theme.border_normal = "#000000" theme.border_focus = "#535d6c" theme.border_marked = "#91231c"

– There are other variable sets – overriding the default one when – defined, the sets are: – taglist_[bg|fg]*[focus|urgent|occupied|empty|volatile]* – *tasklist*[bg|fg]*[focus|urgent]* – *titlebar*[bg|fg]*[normal|focus]* – *tooltip*[font|opacity|fg_color|bg_color|border_width|b – mouse_finder_[color|timeout|animate_timeout|radius|factor] – prompt_[fg|bg|fg_cursor|bg_cursor|font] – hotkeys_[bg|fg|border_width|border_color|shape|opacity|modifiers_fg|label_bg|label_fg|group_margin|font|d – Example: –theme.taglist_bg_focus = "#ff0000"

– Generate taglist squares: local taglist_square_size = dpi(4) theme.taglist_squares_sel = theme_assets.taglist_squares_sel(taglist_square_size, theme.fg_normal) theme.taglist_squares_unsel = theme_assets.taglist_squares_unsel(taglist_square_size, theme.fg_normal)

– Variables set for theming notifications: – notification_font – notification_[bg|fg] – notification_[width|height|margin] – notification_[border_color|border_width|shape|opacity]

– Variables set for theming the menu: – menu_[bg|fg]*[normal|focus]* – *menu*[border_color|border_width] theme.menu_submenu_icon = themes_path.."default/submenu.png" theme.menu_height = dpi(15) theme.menu_width = dpi(100)

– You can add as many variables as – you wish and access them by using – beautiful.variable in your rc.lua –theme.bg_widget = "#cc0000"

– Define the image to load theme.titlebar_close_button_normal = themes_path.."default/titlebar/close_normal.png" theme.titlebar_close_button_focus = themes_path.."default/titlebar/close_focus.png"

theme.titlebar_minimize_button_normal = themes_path.."default/titlebar/minimize_normal.png" theme.titlebar_minimize_button_focus = themes_path.."default/titlebar/minimize_focus.png"

theme.titlebar_ontop_button_normal_inactive = themes_path..“default/titlebar/ontop_normal_inactive.png”
theme.titlebar_ontop_button_focus_inactive = themes_path..“default/titlebar/ontop_focus_inactive.png”
theme.titlebar_ontop_button_normal_active = themes_path..“default/titlebar/ontop_normal_active.png”
theme.titlebar_ontop_button_focus_active = themes_path..“default/titlebar/ontop_focus_active.png”

theme.titlebar_sticky_button_normal_inactive = themes_path..“default/titlebar/sticky_normal_inactive.png”
theme.titlebar_sticky_button_focus_inactive = themes_path..“default/titlebar/sticky_focus_inactive.png”
theme.titlebar_sticky_button_normal_active = themes_path..“default/titlebar/sticky_normal_active.png”
theme.titlebar_sticky_button_focus_active = themes_path..“default/titlebar/sticky_focus_active.png”

theme.titlebar_floating_button_normal_inactive = themes_path..“default/titlebar/floating_normal_inactive.p
theme.titlebar_floating_button_focus_inactive = themes_path..“default/titlebar/floating_focus_inactive.png”
theme.titlebar_floating_button_normal_active = themes_path..“default/titlebar/floating_normal_active.png”
theme.titlebar_floating_button_focus_active = themes_path..“default/titlebar/floating_focus_active.png”

theme.titlebar_maximized_button_normal_inactive = themes_path..“default/titlebar/maximized_normal_ina
theme.titlebar_maximized_button_focus_inactive = themes_path..“default/titlebar/maximized_focus_inactiv
theme.titlebar_maximized_button_normal_active = themes_path..“default/titlebar/maximized_normal_activ
theme.titlebar_maximized_button_focus_active = themes_path..“default/titlebar/maximized_focus_active.pn

theme.wallpaper = themes_path..“apollo/background.png”

– You can use your own layout icons like this: theme.layout_fairh = themes_path..“default/layouts/fairhw.png” theme.layout_fairv = themes_path..“default/layouts/fairvw.png” theme.layout_floating = themes_path..“default/layouts/floatingw.png” theme.layout_magnifier = themes_path..“default/layouts/magnifierw.png” theme.layout_max = themes_path..“default/layouts/maxw.png” theme.layout_fullscreen = themes_path..“default/layouts/fullscreenw.png” theme.layout_tilebottom = themes_path..“default/layouts/tilebottomw.png” theme.layout_tileleft = themes_path..“default/layouts/tileleftw.png” theme.layout_tile = themes_path..“default/layouts/tilew.png” theme.layout_tiletop = themes_path..“default/layouts/tiletopw.png” theme.layout_spiral = themes_path..“default/layouts/spiralw.png” theme.layout_dwindle = themes_path..“default/layouts/dwindlew.png” theme.layout_cornernw = themes_path..“default/layouts/cornernww.png” theme.layout_cornerne = themes_path..“default/layouts/cornernew.png” theme.layout_cornersw = themes_path..“default/layouts/cornersww.png” theme.layout_cornerse = themes_path..“default/layouts/cornersew.png”

– Generate Awesome icon: theme.awesome_icon = theme_assets.awesome_icon(theme.menu_height, theme.bg_focus, theme.fg_focus)

– Define the icon theme for application icons. If not set then the icons – from /usr/share/icons and /usr/share/icons/hicolor will be used. theme.icon_theme = nil

return theme

– vim: filetype=lua:expandtab:shiftwidth=4:tabstop=8:softtabstop=4:textwidth=80