

Forum:[Hack Forums](#)

Thread: [\[Video\] How To Make A Theme Using GDI+ \[Detailed\]](#)

Earn - October 2, 2014, 7:53 pm

Hey everyone! I have made this tutorial because I have seen that many people are interested in making themes in GDI+, but there is a lack of tutorials. I do realize that Mavamaarten~ has created videos on this, but that was using Aeonhack's Themebase & I wanted to show members how to code a theme without relying on it. Anyway, without further ado, here are the videos (I had to split the video into 2 parts because it was too long for YouTube)

Part One

<https://www.youtube.com/watch?v=KBOCsb6yaAY>

Part Two

https://www.youtube.com/watch?v=_S_qL-L2OXE

I hope that you guys enjoy the videos & I hope that you learn something from it.

SIM-1676753 - October 2, 2014, 8:35 pm

Nice video. I'm sure this will guide quite a bunch of people.

SaketSaket - October 2, 2014, 9:56 pm

Nice work... I hope now more people will create themes... ;)

\$lick - October 3, 2014, 3:33 am

After the 4 minute mark you start to sound like a fucking downy.

It's quite funny.

Cornflower Blue ???-?— - October 3, 2014, 3:36 am

(Oct 3, 2014 03:33 AM)?Lazy™ Wrote: [\[CITE\]](#) After the 4 minute mark you start to sound like a fucking downy.

It's quite funny.

10/10 vouch for this method. Would buy again.

traczthefox - October 3, 2014, 4:26 am

Thanks for making this Earn.

HQ member with a HQ tut. Keep up the good work.

Earn - October 3, 2014, 4:26 am

(Oct 3, 2014 03:33 AM)?Lazy™ Wrote: [\[CITE\]](#) After the 4 minute mark you start to sound like a fucking downy.

It's quite funny.

You are just jealous of my sexy voice. ;)

\$lick - October 3, 2014, 4:37 am

(Oct 3, 2014 04:26 AM)Earn Wrote: [\[CITE\]](#) You are just jealous of my sexy voice. ;) Your voice is okay until that point, then you sound like you are having a stroke.

DPR™ - October 3, 2014, 4:43 am

Thanks for th e share we appreciate it.

SIM-1847363 - October 3, 2014, 4:57 am

This will help me greatly, learning the right way will be a little more easy now.

MaEsOs - October 3, 2014, 5:56 am

Thanks For the TuT Man <3 ?

_buds - October 3, 2014, 3:44 pm

What controls do you show how to make?

karolpol987 - October 3, 2014, 4:10 pm

Hey man, amazing tutorial. If u can create tutorial with horizontal tabcontrol ;3

GenericSkid - October 3, 2014, 10:00 pm

Your voice reminds me of a friend of mine. Anyways, good tutorial overall. Do you plan on going more in-depth for users who want more functions? In the end of your second video you get really generic on how to make rounded corners and say that you may do another tutorial later. For the watchers it'd be great if you could go over how to use them.

Also, GraphicsPath. Teach users how to use them. They're one of the best things anyone making a theme could use.

Earn - October 5, 2014, 4:13 am

(Oct 3, 2014 10:00 PM)Lord Pankake Wrote: [\[CITE\]](#) Your voice reminds me of a friend of mine. Anyways, good tutorial overall. Do you plan on going more in-depth for users who want more functions? In the end of your second video you get really generic on how to make rounded corners and say that you may do another tutorial later. For the watchers it'd be great if you could go over how to use them.

Also, GraphicsPath. Teach users how to use them. They're one of the best things anyone making a theme could use.

Yeah, I am thinking about making another few tutorials going more in-depth.

Washi - October 5, 2014, 5:11 am

I have watched your videos. They are quite easy to follow and you speak clear. I have, however, some points of interest that might assist you in creating any further videos about this subject.

The beginning of the video lacks explanation. You are simply telling the watcher what to do, but not why he should be doing that. For instance, why are you setting all these properties in the OnCreateControl method? Why do you call Invalidate? The watcher will simply copy the code you've written there because he has no clue on why it is put there. Another suggestion could be introducing the enum MouseState a little bit later on in the video, once you start with handling the mouse events. In the beginning of the video it seems a bit random at first.

In your OnMouseDown method, you are making use of the And operator. This however should be the AndAlso operator, since you want the result of a logical operator that checks whether both values are true. If the first condition is false, it will not bother going to the second one. This is in

contrast with the binary operator And, which, as the name implies, compares the bits of two values, and therefore evaluates the second expression regardless of the outcome of the first.

You are defining variables outside of a method's scope. Instead of using the Dim keyword, you should be going with the modifier Private instead.

In your OnPaint method, you are using the Using statement for the Graphics object. This is not needed, since the graphics object will get disposed when you exit the method. Below in the spoiler you see in the decompiler that the PaintEventArgs is used in a using statement, and that the Dispose method calls Graphics.Dispose:

Spoiler ([Click to View](#))

What you should do however, is cache your SolidBrush instances, since these are also implementations of the IDisposable interface. What you might want to consider is creating a class variable that gets initialized, and disposed at a custom made Dispose method. Some pseudo code below:

PHP Code

<?php

Private ContainerBrush As New SolidBrush(...)

```
Public Overrides Sub Dispose(ByVal disposing As Boolean)
    MyBase.Dispose(disposing)
    If disposing Then
        ContainerBrush.Dispose()
    End If
End Sub
```

In your function for calculating the location of the text, you are measuring the text twice, which is quite redundant. Create a variable for it and put the value in there.

At the end it gets quite a bit superficial on about creating more controls as already stated by Lord Pankake.

I hope I was clear enough. If something isn't, or you don't agree with me for something, feel free to tell me ;).

Earn - October 5, 2014, 5:47 am

(Oct 5, 2014 05:11 AM)TheUnknownProgrammer Wrote: [\[CITE\]](#) I have watched your videos. They are quite easy to follow and you speak clear. I have, however, some points of interest that might assist you in creating any further videos about this subject.

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Thank you for your in-depth advice. I really appreciate it. You are one of the only people that give advice & is not a giant douche about it.

iLogic™ - September 30, 2015, 1:41 am

I have watched it tonight and I must say it is great.

Earn - September 30, 2015, 4:15 am

(Sep 30, 2015 01:41 AM)AcheP Wrote: [\[CITE\]](#) I have watched it tonight and I must say it is great. I am glad that you like it. I hope to see some nice themes coming from you.

adenfr - March 1, 2016, 4:08 am

Nice video you helped me :)

Earn - March 1, 2016, 6:44 pm

(Mar 1, 2016 05:08 AM)adenfr Wrote: [\[CITE\]](#) Nice video you helped me :)

No worries mate.

Wow, I cannot believe that I made this nearly a year & a half ago... Doesn't feel like that long.

Oddissee - March 1, 2016, 10:29 pm

Seen your themes in the past, glad you released a tutorial for those who were looking to improve their looks of their programs :)!