

Forum:[Hack Forums](#)

Thread: [Genesis theme \[9 Controls\] \[Updated 29/12\]](#)

Naywyn - November 9, 2014, 12:36 am

Hello there, here is my new theme, inspired from [this picture](#)

Credits:

Leumonic.

Xertz.

Preview :

29/12/14

- GenesisForm has been modified.
- GenesisHeaderLabel has been removed.
- Rounded rectangles.
- Usage of e.Graphics.
- High quality graphics rendering.

11/11/14

- Modified GenesisWrapper hover control.
- Added 2 properties to progressbar (Showtext, Maintext).
- Modified GenesisGroupBox control.

09/11/14

- Added GenesisWrapper control.
- Added GenesisGroupBox control.
- Added Hover handler on GenesisWrappers controls.
- Added GenesisButton.
- Added GenesisTextbox.
- Added Hover handler on GenesisTextbox's controls.

Get it :

<http://pastebin.com/sMZXqiGS>

SaketSaket - November 9, 2014, 12:47 am

nice looking theme... controls look very HQ... but i think you must add more controls...

Aeolus - November 9, 2014, 12:58 am

Really nice HQ theme! Clean and beautiful!

Fucking Lovely!

Naywyn - November 9, 2014, 1:12 am

Thanks for the kind words guys, i'll try to add more controls.

Dangerous Beef - November 9, 2014, 2:11 am

finally a somewhat original theme, good work Aero!

Maybe make that little vertical line to the right of the textboxes a little darker? Looks a little too bright for the background.

420 Blaze It - November 9, 2014, 2:12 am

Pretty good, font is great, very High Quality OP!

A n g e l - November 9, 2014, 2:12 am

great theme man, The textbox is a bit weird tho.
and Thanks for sharing ?

Naywyn - November 9, 2014, 2:41 am

Mmh, there aren't any textbox at the moment. Look at the controls :)
Thanks for the positive comments :)

OffCode - November 9, 2014, 2:46 am

I really like this Theme! Thanks for share! :)

Nervo - November 9, 2014, 2:58 am

Nice work. Keep working on it and add some more controls.

Maid - November 9, 2014, 3:10 am

I really like the design colour, it really matches the whole theme itself.

Keep up the good work man!

TheDeceptionist - November 9, 2014, 3:46 am

You're making HQ themes , Keep it coming.

Naywyn - November 9, 2014, 3:50 am

I did an update, a new control has been added : "GenesisWrapper".

Karnaugh - November 9, 2014, 3:52 am

Wow, that's a pretty cool theme!

Good job with that (;

Nextrum - November 9, 2014, 5:40 am

Not looking bad by any means; can see a lot of resemblance from my themes. But heyho at least you credited. Keep up the good work!

Naywyn - November 9, 2014, 5:48 am

(Nov 9, 2014 06:40 AM)Xertz Wrote: [\[CITE\]](#) Not looking bad by any means; can see a lot of resemblance from my themes. But heyho at least you credited. Keep up the good work!
i gived credits to you because i used your control box. :)
Thank you.

I did an update, Textbox, buttons and more has been added.

Naywyn - November 11, 2014, 1:23 am

Hello there, i did a little update on the theme!

Hawk HF - November 11, 2014, 6:47 am

The design is great, honestly I love it. I do notice though that the greens change throughout. Personally, I would try to keep them the same color, or have one bright/lime green and one slightly darker.

After viewing the source, I noticed that it could certainly use some revisions.

For example, you are painting your controls with the following code:

```
Code Protected Overrides Sub OnPaint(e As PaintEventArgs)
```

```
    MyBase.OnPaint(e)
```

```
    Dim B As Bitmap = New Bitmap(Width, Height)
```

```
    Dim G As Graphics = Graphics.FromImage(B)
```

```
    MyBase.OnPaint(e)
```

```
    ' Drawing done here
```

```
    e.Graphics.DrawImage(B, New Point(0, 0))
```

```
    G.Dispose() : B.Dispose()
```

```
End Sub
```

You're painting your control, so there's no need to run the `MyBase.OnPaint()` method at all, especially not twice.

Instead of creating a bitmap, use the `e` parameter. The graphics of the control are already there.

```
Code Dim G as Graphics = e.Graphics
```

Disposing the graphics object at the end of the `OnPaint()` method can cause problems. I've never really looked into why.

And for your labels,

```
Code Class GenesisHeaderLabel
```

```
End Class
```

```
Class GenesisSimpleLabel
```

```
End Class
```

```
Class GenesisFlatLabel
```

```
End Class
```

Instead of using 3 separate controls, use a public property along with an enumeration.

The public property will allow the user to choose what type of label to use, here's an example:

```
Code Class GenesisHeaderLabel
```

```
    Inherits Label
```

```
    Public Enum LabelType
```

```
        Simple
```

```
        Header
```

```
Flat
End Enum
```

```
Private _labelType
```

```
Public Property Type As LabelType
```

```
Get
Return _labelType
End Get
Set(value As LabelType)
_labelType = value
Invalidate()
End Set
End Property
```

```
Sub New()
Font = New Font("Segoe UI", 10)
ForeColor = Color.FromArgb(32, 150, 88)
Type = LabelType.Simple
End Sub
```

```
Protected Overrides Sub OnPaint(e As PaintEventArgs)
```

```
Dim G As Graphics = e.Graphics
```

```
If Type = LabelType.Simple Then
' Draw simple label
Elseif Type = LabelType.Header Then
' Draw header label
Else
' Draw flat label
End If
```

```
End Sub
```

```
End Class
```

0xfd - November 11, 2014, 11:42 am

really nice! good job bro, keep it up!

xRaiders - November 11, 2014, 4:00 pm

Sexy theme i like this, nice work man

CheckFallen - November 12, 2014, 4:53 am

Nice theme. I have been looking for a theme like this. Thanks.

eCoLoGy - November 12, 2014, 7:40 am

It's a really nice theme mate.

You probably have this in mind already but I'd like to see some extra controls:

- TabControl
- CheckBox

I think with these 2 it would be pretty cool.
Keep it mate. ?

WZDY - November 12, 2014, 8:16 am

Looks very good. I am more of a C# developer, is this going to be released for it?
Cheers, good work.

Naywyn - November 12, 2014, 8:22 am

(Nov 12, 2014 09:16 AM)The Flash ? Wrote: [\[CITE\]](#) Looks very good. I am more of a C# developer, is this going to be released for it?
Cheers, good work.
Since i don't have any experience in C#, even though if both languages are similar, it won't be possible. Sorry.

Andy1337 - November 12, 2014, 9:20 am

This is straight out the best theme I've seen in a very long time. Could someone please convert this to C#? I am sure I am not the only one that's intrested in this.

Nikey646 - November 12, 2014, 9:28 am

(Nov 12, 2014 09:22 AM)AeroRev9 Wrote: [\[CITE\]](#) Since i don't have any experience in C#, even though if both languages are similar, it won't be possible. Sorry.
I'll have a little fun and hand-convert it into C#.

btw, i think you may have a date wrong somewhere. (Post has Update Date as 11/11, while Source has an Updated Date as 10/11)

Teruz14 - November 12, 2014, 9:38 am

Nice ! Keep up the good work loving the theme <3

LynS - November 12, 2014, 9:50 am

Nice Theme Great Work Man ! ?

Naywyn - November 12, 2014, 10:00 am

(Nov 12, 2014 10:28 AM)Nikey646 Wrote: [\[CITE\]](#) btw, i think you may have a date wrong somewhere. (Post has Update Date as 11/11, while Source has an Updated Date as 10/11)
Well, i don't know, it was updated on 11/11. :)

sikazy - November 12, 2014, 1:45 pm

Really nice theme, thanks for share !

Nikey646 - November 13, 2014, 2:22 am

And here is a Conversion to C#, of the 11/11/14 Version.
pastebin.com/Lmm0e980

Things to note: there are no (negative) visual changes, however i did change quite a bit of the original code. For example, I used LordPankake's method of Calculating the Progress Bar's Value, rather than what was used by AeroRev9, All Pen's and SolidBrushes are properly disposed of as well, Some controls are no longer 100% restricted to a pre-defined size (Height on some controls are still restricted) and the Control Buttons on the primary form are drawn ABOVE the border, giving them the full border when hovering over. (Also changed the logic handling the cursor when moving the the form, so it uses the Arrows when moving, has a hand when draggable, and an Arrow when hovering over the Control Buttons)

I won't be posting a full thread for this in the C# Section, because that's just too much effort ;)
Screenshot: puu.sh/cOVJs/193c94e8f2.png

ComplexCube - November 13, 2014, 10:06 am

Wow this looks amazing, i really like it, great job!

Andy1337 - November 13, 2014, 11:16 am

(Nov 13, 2014 03:22 AM)Nikey646 Wrote: [\[CITE\]](#) And here is a Conversion to C#, of the 11/11/14 Version.

pastebin.com/Lmm0e980

Things to note: there are no (negative) visual changes, however i did change quite a bit of the original code. For example, I used LordPankake's method of Calculating the Progress Bar's Value, rather than what was used by AeroRev9, All Pen's and SolidBrushes are properly disposed of as well, Some controls are no longer 100% restricted to a pre-defined size (Height on some controls are still restricted) and the Control Buttons on the primary form are drawn ABOVE the border, giving them the full border when hovering over. (Also changed the logic handling the cursor when moving the the form, so it uses the Arrows when moving, has a hand when draggable, and an Arrow when hovering over the Control Buttons)

I won't be posting a full thread for this in the C# Section, because that's just too much effort ;)
Screenshot: puu.sh/cOVJs/193c94e8f2.png Amazing! Great job, and many thanks! ? Hats off, sir

Gook - November 15, 2014, 9:06 am

Really hq theme. I like this. Post more of that stuff

Mr.Slut - November 15, 2014, 9:22 pm

There was an issue when I made a second form. If I had form2 open and I closed out of it the entire application would close.

I couldn't figure out how to fix it so I'll give credit where credit is do, my friend actually thought of how to fix it. I'm kind of mad that I didn't think of it. Anyways:

```
If MouseXLoc > Width - 30 AndAlso MouseXLoc < Width AndAlso MouseYLoc < 26 Then  
    Environment.Exit(0)
```

It's that peace of code right there. So the simple fix was to remove "Enviroment.Exit(0)" and change it to "MyBase.ParentForm.Close()"

Just thought I'd mention in case anyone else had this issue. Perhaps I have an older version and haven't updated to his new 11/11 one. Anyways great theme. Love it.

EDIT: Yes I know I'm sure there are plenty of other ways you can fix it, Im just saying that method works fine.

Brokeos - November 23, 2014, 7:55 am

I don't like... I love it !!

But, can you add listbox and listview in the next release ? :)

TazzyOpz - November 23, 2014, 7:55 pm

Very Nice. Looks very clean I may use sometime in the future

Naywyn - December 29, 2014, 7:43 am

A new update is out, see the main post for the changes. :)

Nikey646 - December 29, 2014, 12:10 pm

(Dec 29, 2014 08:43 AM)AeroRev9 Wrote: [\[CITE\]](#) A new update is out, see the main post for the changes. :)

Damn, the new versions code is a lot cleaner now! Converted it to C# again :> If you want me to remove it, just ask~

Screenshot of C# Version:

Notable Changes from the original:All controls listen to the Font Property....I think, tell me if i missed one.

Progress Bar (Again) uses LordPankake's method of calculating Value (Also fixed the slight offset that make it slightly inaccurate)

Progress Bar has a Increment() and Increment(UInt32) option to easily increment the value.

Progress Bar's Values use UInt32 rather then Int32 to give a larger Max Value.

"Base" Class is now "Helper" and contains "ValueToPercentage" and "MultiDispose"

Correctly Disposing of All SolidBrushes / Pen's / Graphic Objects (Few Exceptions, The Button and TextBox throw an Error when Disposing g, Possibly due to the weird Inheritance, and Helper.* methods)

Wrapper isn't DoubleBuffered. Throws an Error

All Classes are Sealed. Aka: You cannot Inherit them to modify them further.

Easter Egg Added

Pastebin:

<http://pastebin.com/Hx5Fjfx>