

Style

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1 Style

1.1 Introduction

This module is used to configure how the individual widgets are drawn by KDE.

NOTE

A *Widget* is a commonly-used programmer's term for referring to User Interface elements such as buttons, menus, and scroll bars. You can think of them as the fundamental pieces that are assembled to make your application.

You can configure how the widgets are drawn with this module, but to change the color of the widgets, you should refer to the section entitled [Colors](#).

This panel is divided into two tabs: Style and Fine Tuning.

1.1.1 Style tab

The top list box, labeled Widget Style contains a list of the pre-defined styles. Each style has a name, and a brief description.

To change styles, simply click on the style name, and a preview of the style will be displayed in the preview box below the style list.

If a style is configurable, the Configure... button at the right side of the list box is enabled and can be used to open a dialog to select further settings.

1.1.2 Fine Tuning tab

Text position This combo box lets you determine where on the button the text name of the button will appear as the default. If Icons Only is selected, then there is no text on the toolbar buttons. If Text Only is selected, then the button's icon is replaced with a text name of the button. If Text Alongside Icons is selected, then the name of the button will be placed to the *right* of the icon. If Text Under Icons is selected, the default will be to have the text of the button *below* the icon.

TIP

This option only specifies the *default* location. Each application can override the setting used in this panel.

Show icons on buttons If this option is selected, action buttons (like OK and Apply) will have a small icon located within them to act as a visual reference. If this option is not selected, then only text will appear on the button.