Widget Style
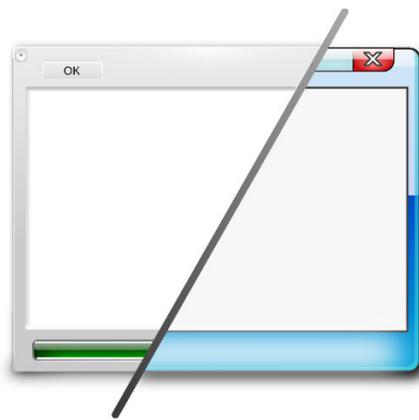
Mike McBride

Widget Style

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Introduction

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

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: **Applications** and **Fine Tuning**.

Applications tab

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

To change styles, select a style in the drop down box, 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 drop down box is enabled and can be used to open a dialog to select further settings.

Fine Tuning tab

Show icons in 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 in the button.

Show icons in menus

If this option is selected, KDE applications will show small icons alongside most menu items. If this option is not selected, then only text will appear in the menus. Changes to the visibility of menu icons will only affect newly started applications.

Main toolbar text location, Secondary toolbar text location

These drop down boxes lets you determine where on the button in both toolbars the text name of the button will appear as the default. If **No Text** 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 Beside Icons** is selected, then the name of the button will be placed to the *right* of the icon. If **Text Below 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.

The global menu is now automatically enabled when you place a global menu applet in a panel or add the menu button to the window decoration in **Buttons** tab of the **Window Decorations** module.