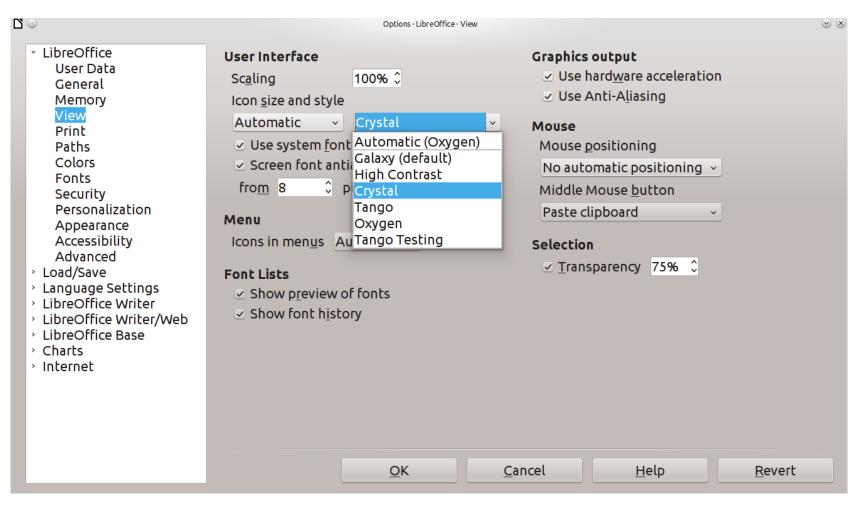
#### LibreOffice

Jan Saro

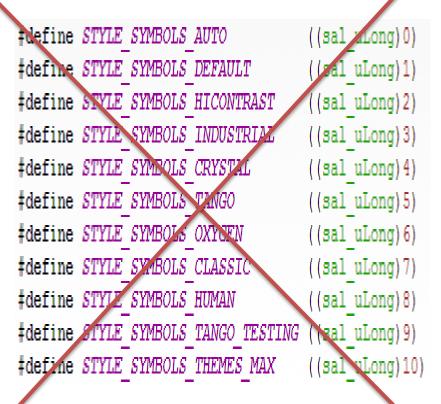
# Remove LibreOffice icon themes hardcoding

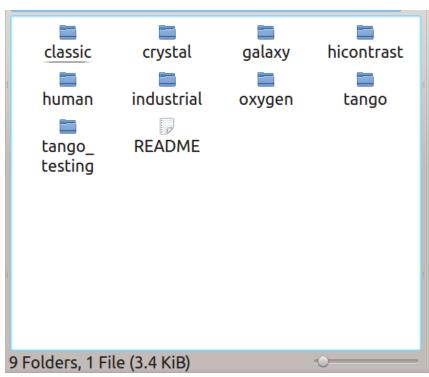


### Static defintion of STYLE\_SYMBOLS

```
#define STYLE SYMBOLS AUTO
                                     ((sal uLong)0)
#define STYLE SYMBOLS DEFAULT
                                     ((sal uLong)1)
#define STYLE SYMBOLS HICONTRAST
                                     ((sal uLong)2)
#define STYLE SYMBOLS INDUSTRIAL
                                     ((sal uLong)3)
#define STYLE SYMBOLS CRYSTAL
                                     ((sal uLong)4)
#define STYLE SYMBOLS TANGO
                                     ((sal uLong)5)
#define STYLE SYMBOLS OXYGEN
                                     ((sal uLong)6)
#define STYLE SYMBOLS CLASSIC
                                     ((sal uLong)7)
#define STYLE SYMBOLS HUMAN
                                     ((sal uLong)8)
#define STYLE SYMBOLS TANGO TESTING
                                     ((sal uLong)9)
#define STYLE SYMBOLS THEMES MAX
                                     ((sal uLong)10)
```

#### Converting static definition -> dynamically reading





### Method for reading subdirectories

Using built-in function for reading subdirectories

```
Directory:: GetContainedDirectories ( StringVector & o rResult ) const
   StreamStr
                   sNew(240):
   sNew << aPath;
   StreamStr::size type
                   nStartFilename = sNew.tellp();
   DIR * pDir = opendir( StrPath() );
   dirent *
                 pEntry = 0;
   struct stat aEntryStatus;
   while ( (pEntry = readdir(pDir)) != 0 )
       sNew.seekp(nStartFilename);
       sNew << pEntry->d name;
       stat(sNew.c str(), &aEntryStatus);
       if ( (aEntryStatus.st mode & S IFDIR) == S IFDIR
            AND *pEntry->d name != '.' )
           String sNew2 (pEntry->d name);
           o rResult.push back(sNew2);
       } // endif (aEntry.attrib == A SUBDIR)
       // end while
   closedir( pDir );
```

In variable o\_rResult are saved names of subdirectionies

## Make new struct save list of names styles

- Built-in function String2Int x Int2String
- Array of structs where are used this types

#### Converting static definition -> dynamically reading

```
switch (nStyle)
   case STYLE SYMBOLS DEFAULT:
                                 return OUString("default
   case STYLE SYMBOLS HICONTRAST: return OUString("hicontrast");
   case STYLE SYMBOLS INDUSTRIAL: return OUStripg("tango"); // industrial is dead
                                                                                 for( sal uInt32 n = 0; n <= array.length(); n++ )</pre>
                                                                                            if(nstyle==xx) return OUString(Int2String(xx));
   case STYLE SYMBOLS CRYSTAL.
                                 return OUString("crystal");
   case STYLE SYMBOLS TANGO:
                                 return OUString("tango");
   case STYLE SYMBOLS OXYGEN:
                                 return OUString("oxygen");
   case STYLE SYMBOLS CLASSIC:
                                 return OUString("classic");
   case STYLE SYMBOLS HUMAN:
                                 return OUString("human");
   case STYLE SYMBOLS TANGO TESTING: return OUString( tango testing");
return QUString("auto");
```

## Thank you for your attention!