
Subject: Re: TheIde Pixelated icons?

Posted by [janwilmans](#) on Fri, 19 Jun 2009 13:43:54 GMT

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Another screenshot.

I agree that some icons need to be less blurry, anti-aliasing is one thing, but it shouldn't make the meaning of the icons hard to make out

Also there are quite a few icons in theide (>50) I think, not all of them are immediately apparent (like the FastSource/FastPackage)

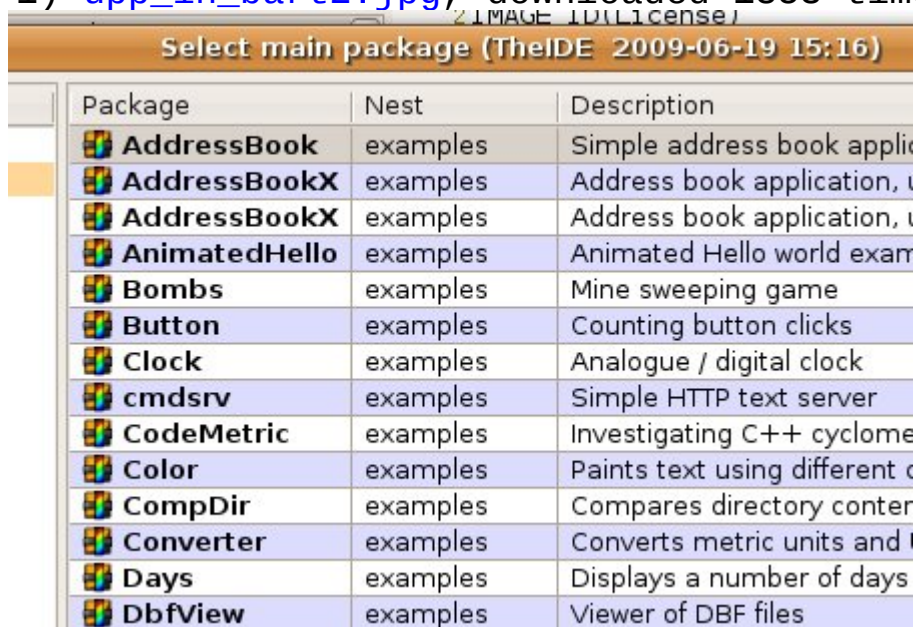
I think BarArt is a good start. Now that we have at least a partial alternative set of icons we should device a way to make them dynamically loadable at runtime, I'm thinking of 'theme-art directories' that contain a index file to match internal icon names to actual icons.

Gr,

Jan

File Attachments

1) [upp_in_bart2.jpg](#), downloaded 1853 times



Package	Nest	Description
 AddressBook	examples	Simple address book applic
 AddressBookX	examples	Address book application, u
 AddressBookX	examples	Address book application, u
 AnimatedHello	examples	Animated Hello world exam
 Bombs	examples	Mine sweeping game
 Button	examples	Counting button clicks
 Clock	examples	Analogue / digital clock
 cmdsrv	examples	Simple HTTP text server
 CodeMetric	examples	Investigating C++ cyclome
 Color	examples	Paints text using different c
 CompDir	examples	Compares directory conter
 Converter	examples	Converts metric units and l
 Days	examples	Displays a number of days
 DbfView	examples	Viewer of DBF files