
Subject: Symbol Picker — find, preview and manage icons for your U++ applications

Posted by [dodobar](#) on Thu, 22 Oct 2026 02:54:44 GMT

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Hi all,

Symbol Picker has had quite an update. It started as a way to browse symbols, but has grown into a tool for maintaining an application's icon collection—hopefully with a little less “where did I put that icon?” along the way.

Some highlights:

- Fast gallery browsing, with zoom buttons and Ctrl+wheel zoom.
- Outlined, rounded and sharp styles, with filled/unfilled options and 20 or 48 optical artwork.
- Offline search by name or embedded metadata.
- Olive light and dark themes, foreground tint and background previews.
- Application collections, including custom SVGs and raster images.
- Exports to PNG, SVG, C++ snippets and U++ IML/header libraries.
- Built-in utilities for comparing and preparing catalogue updates.

The idea is simple: build a collection for your application, save its .symbolpicker project, then return whenever you need to add or remove icons and export the set again. Projects store references rather than duplicating the artwork.

I'm now using it to maintain the shared Ui control icons, so it's getting some real-world exercise too.

Source, documentation and downloads:

https://github.com/Trilec/upp_uisymbolpicker

Windows releases:

https://github.com/Trilec/upp_uisymbolpicker/releases

Feedback is welcome, particularly on the collection and export workflow. Most of my tools tend to orbit the same question: how can we make good interface design easier for programmers?

File Attachments

1) [snapshot.jpg](#), downloaded 64 times

