Subject: [PATCH READY] New plugin/icons/silk
Posted by Klugier on Sun, 10 Jan 2021 16:51:02 GMT
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Hello,

I would like to start the discussion about adding default icon set for Upp framework. Right now you need to manually copy all resources from your disk to the destination .iml file. I created "plugin/icons/silk" which solves this problem.

Here is the GUI10 tutorial re-implementation with the SilkIcons set:

```
#include <CtrlLib/CtrlLib.h>
#include <plugin/icons/silk/SilkIcons.h>

using namespace Upp;

struct MyAppWindow : TopWindow {
    MenuBar menu;

    void Exit() {
        if(PromptOKCancel("Exit MyApp?"))
            Break();
    }

    void SubMenu(Bar& bar) {
        bar.Add("Exit", SilkIcons::DoorOut(), [=] { Exit(); });
    }

    MyAppWindow() {
        Title("My application with menu and images").Sizeable();

        AddFrame(menu);
        menu.Set([=](Bar& bar) {
            bar.Sub("Menu", [=](Bar& bar) { SubMenu(bar); });
        });
    }
};

GUI_APP_MAIN
{
    MyAppWindow().Run();
}
```

Please noticed that we are using this icon set in many places, however we are lack of one common places where all icons are store. This might lead to unnecessary duplication. Sometimes, sharing icons between packages is not trivial and requires additional work.

Silk icons are extensivly used by Upp framework since 2015. It is the main icon set for TheIDE and some GUI packages are also using it.

Klugier

File Attachments

1) icons.zip, downloaded 450 times

Subject: Re: [PATCH READY] New plugin/icons/silk
Posted by Lance on Sat, 16 Jan 2021 05:32:08 GMT
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Hi Klugier:

Great job! I have a couple of questions:

How do I get a list of icons included in the silk library? And do I pay price for icons not used (are unused icons included in final program binary)?

Regards,
Lance

Subject: Re: [PATCH READY] New plugin/icons/silk
Posted by Klugier on Sat, 16 Jan 2021 14:15:59 GMT
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Hello Lance,

Quote:
How do I get a list of icons included in the silk library? And do I pay price for icons not used (are unused icons included in final program binary)?

You can open plugin/icons/silk/SilkIcons.iml to check the available icons. You can also check available icons on Silk icon page. Please noticed that for consistency I used camel case instead of underscore notation. So, instead of "char_bar_add" it would be "CharBarAdd".

All icons are included to the final binary of the application if /plugin/icons/silk are attached. I measure the final application size (example) on Linux and it is 3,2 Mb. So, the price is relatively low.

Klugier

Subject: Re: [PATCH READY] New plugin/icons/silk
Posted by Lance on Sat, 16 Jan 2021 14:20:50 GMT
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Thank you for the clarification!

Subject: Re: [PATCH READY] New plugin/icons/silk
Posted by mirek on Fri, 22 Jan 2021 12:14:14 GMT
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I do not like the idea much. This is not the only set available. It also seems that you replace duplication with unused entities.

Also, while we use it widely, in like 30% cases icons are actually altered (last case being UppHub icon...)

Subject: Re: [PATCH READY] New plugin/icons/silk
Posted by mirek on Fri, 22 Jan 2021 12:14:59 GMT
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That said, if you move it to GitHub, I think this would be a great addition to UppHub.