
Subject: Re: Image Preview in Open Dialogue
Posted by [mirek](#) on Sun, 14 Sep 2008 05:51:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

captainc wrote on Sat, 13 September 2008 20:11While importing icons into iml. I find myself having to use the system file manager to preview the icons before adding them. Would it be simple to enable image preview in the open dialogue? maybe a check option to enable preview or different view types, like list, details, and icon. It would at least mimic the system's file chooser a bit more.

Quite simple.

```
FileSel& FileSel::Preview(const Display& d);
```

Mirek
