
Subject: Re: Thelde Pixelated icons?

Posted by [ptDev](#) on Tue, 16 Jun 2009 15:06:47 GMT

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Hello to all,

I am now sending you a zip with an icon art package, which I hope will be found useful in Ultimate++ applications in general. It includes those images I made during the weekend, plus quite a few new ones.

Quote:

The art is contained in a Ultimate++ package, in theIDE image editor format - the same tool used to draw them. This package is a permanent work in progress, and as such, new icons will be added from time to time. Also included in this package is a file with icon elements (elements.iml) that may be combined to make additional icons.

Once built, the package allows you to import BarArt images in three different sizes, each corresponding to a different image class: BarArt16, BarArt32 and BarArt48. You may, however, prefer to import individual icons to your own packages as needed.

For example, should you want to use the 32x32 Calculator icon, just enter BarArt32::Calculator() where the API expects a reference to an Image.

To use, add the BarArt package to your own, and #include <BarArt/BarArt.h>

The available methods, common to all supplied BarArt image classes are listed below, and their names are self-explanatory:

New()
Open()
Save()
Undo()
Redo()
Cut()
Copy()
...

Settings()

If anyone tries to compile theIDE with some of these new icons, it might be interesting to post a screenshot, so that we can see how it would look with them. Have fun.

Regards,
Francisco

File Attachments

1) [BarArt.zip](#), downloaded 412 times
