Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Tue, 16 Jun 2009 21:28:01 GMT

Hi again,

I have fixed my library: my icons are all straight now, the "tilted" ones have been given a 't' prefix. The most important icons have been added (source and header files, compile, 2 versions of rebuild, and a few others). I'm too tired to make the "package" icon now, but I'll upload it tomorrow.

Furthermore, I also added to the package the Silk icon library from the link given on the top posts. To access those icons, use the Silk class. The methods have the same name as the original .png files, except for new.png and delete.png, for obvious reasons: those have been named new_() and delete_().

It should now be easy to test both sets of icons, but anybody planning to use the Silk set should contact their author.

Quote:
#include <BarArt/BarArt.h> // BarArt48, BarArt32, BarArt16 sets
#include <BarArt/Silk.h>   // Silk set

Regards,
Francisco

File Attachments
1) BarArt.zip, downloaded 402 times