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Subject: Re: Theide Pixelated icons?

Posted by [janwilmans](#) on Fri, 19 Jun 2009 13:43:54 GMT

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Another screenshot.

I agree that some icons need to be less blurry, anti-aliasing is one thing, but it shouldn't make the meaning of the icons hard to make out

Also there are quite a few icons in theide (>50) I think, not all of them are immediately apparent (like the FastSource/FastPackage)

I think BarArt is a good start. Now that we have at least a partial alternative set of icons we should device a way to make them dynamically loadable at runtime, I'm thinking of 'theme-art directories' that contain a index file to match internal icon names to actual icons.

Gr,

Jan

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#### File Attachments

1) [upp\\_in\\_bart2.jpg](#), downloaded 1088 times

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