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Subject: Re: Thelde Pixelated icons?

Posted by [mirek](#) on Mon, 22 Jun 2009 18:07:34 GMT

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As for the issue of icon names... In fact, everything needed is already there.

Any image in .iml has its name and is addressable by the name and iml class name (like CtrlImg).

At the same time, it is possible to overwrite any icon.

see

```
int  GetImlCount();
String GetImlName(int i);
Iml&  GetIml(int i);
int  FindIml(const char *name);
Image GetImlImage(const char *name);
void SetImlImage(const char *name, const Image& m);
```

If you can provide "alternate .iml", just make names the same and we can then simply write 10 lines of code to "patch" existing iml class with anything else.

Mirek

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