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Subject: Re: U++ 2019.1.rc4 released

Posted by [cbporter](#) on Fri, 19 Apr 2019 10:57:57 GMT

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mirek wrote on Fri, 19 April 2019 13:30cbporter wrote on Thu, 18 April 2019 20:31

- Icons: at the very least icons must have a flag. If checked, U++ should draw them as they are. And also a way to disable all UHD and sizing shenanigans.

Yeah, well, but they do.... Right-click on the icon and select "Raw".

Mirek

Sorry, can't find it.

I attached in screenshot what I see when right-clicking or double clicking.

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#### File Attachments

1) [icon.png](#), downloaded 435 times

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