
Subject: Icon in buttons for different resolution

Posted by [forlano](#) on Thu, 07 May 2026 13:03:21 GMT

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Hello,

I need to set icons on my buttons so that they look consistent across different screen resolutions and also adapt correctly to light and dark themes.

I have read this documentation page

[https://www.ultimatepp.org/dev/srcdoc\\$Draw\\$UhdAndDarkTheme_en-us.html](https://www.ultimatepp.org/dev/srcdoc$Draw$UhdAndDarkTheme_en-us.html) ,
but I am still a bit confused.

1. What icon size should I use for proper UHD / DPI scaling?
2. Which format works best for scaling and rendering quality (.png, .svg, or something else)?
3. Should I provide separate icons for light and dark themes, or is it better to use a single neutral version?
4. Is there a recommended workflow or best practice for handling icons in Ultimate++ applications?
5. Are SVG icons fully supported and recommended in production, or are raster images still preferred?
6. If PNG icons are recommended, should I provide multiple resolutions (16x16, 24x24, 32x32, etc.)?
7. Is there any automatic recoloring/tinting support for dark mode, or must theme-specific icons always be created manually?
8. Perhaps a reference example that shows how to handle these problems would be very appreciated.

Thanks!

Luigi
