Subject: SVG for tool icon
Posted by Sayem on Wed, 15 Jun 2022 15:31:30 GMT
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How can I use SVG icons in U++ cause the current icon looks pixelated. Can I import SVG icons for tool icons?

Subject: Re: SVG for tool icon
Posted by Klugier on Sat, 18 Jun 2022 07:40:47 GMT
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Hello Sayem,

Here is example of using SVG. You could play with it compiling examples/SVGView. In order to load SVG you need to use RenderSVGImage function provided by Painter package. It will create image for you for a given size. This image can be used to set icon for example in the toolbar. In order to do not call RenderSVGImage too many times, I highly recommend to cache your images in memory.

Here is code responsible from loading SVG, the parameters are size and path to SVG file:

```
Size sz = Size(64, 64);
Image img = RenderSVGImage(sz, svg);
```

Klugier

Subject: Re: SVG for tool icon
Posted by Sayem on Sun, 19 Jun 2022 03:31:55 GMT
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Thank you for the help. I was experimenting with the SVG viewer before but could not understand how to put it to tool icon. This helps a lot