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Subject: Image Preview in Open Dialogue  
Posted by [captainc](#) on Sun, 14 Sep 2008 00:11:15 GMT  
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While importing icons into iml. I find myself having to use the system file manager to preview the icons before adding them. Would it be simple to enable image preview in the open dialogue? maybe a check option to enable preview or different view types, like list, details, and icon. It would at least mimic the system's file chooser a bit more.

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Subject: Re: Image Preview in Open Dialogue  
Posted by [mirek](#) on Sun, 14 Sep 2008 05:51:54 GMT  
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captainc wrote on Sat, 13 September 2008 20:11While importing icons into iml. I find myself having to use the system file manager to preview the icons before adding them. Would it be simple to enable image preview in the open dialogue? maybe a check option to enable preview or different view types, like list, details, and icon. It would at least mimic the system's file chooser a bit more.

Quite simple.

```
FileSel& FileSel::Preview(const Display& d);
```

Mirek

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Subject: Re: Image Preview in Open Dialogue  
Posted by [cbpporter](#) on Sun, 14 Sep 2008 09:23:31 GMT  
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I think captainc was trying to say that the preview should be enabled by default for the icon designer.

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