Subject: TheIde Pixelated icons?
Posted by janwilmans on Mon, 08 Jun 2009 10:39:19 GMT

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I think TheIde could benefit from better icons! Why can be count the pixels on almost all TheIde icons? can't we get someone to create nice anti-aliased ones?

U++ has come a long way the past years in terms of technical improvements, but TheIde still look like it's from 1996 ?

I just noticed one icon that looks better: the SVN sync icon!
It's a start, but I think we should re-vamp TheIde completely!

Thoughts ?

Jan Wilmans

Subject: Re: TheIde Pixelated icons?
Posted by mirek on Thu, 11 Jun 2009 17:25:00 GMT

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skyhawk wrote on Mon, 08 June 2009 06:39I think TheIde could benefit from better icons! Why can be count the pixels on almost all TheIde icons? can't we get someone to create nice anti-aliased ones?

U++ has come a long way the past years in terms of technical improvements, but TheIde still look like it's from 1996 ?

I just noticed one icon that looks better: the SVN sync icon!
It's a start, but I think we should re-vamp TheIde completely!

Thoughts ?

Jan Wilmans

Agreed.

BTW, svn sync icon is better because it is already designed with new (well, "new", it already exists for some years) icondesigner, which has "antialiased mode".

Mirek

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Sat, 13 Jun 2009 10:43:02 GMT

I think we could replace some (or all??) icons right away using

http://www.famfamfam.com/lab/icons/silk/

they are 16x16 icons (i think) but at least they could give TheIde a completely new look without much design time.

I also think, if we create an list of icons and specify what we want an icon to represent, we could let robert create even better icons for us! We do need to specify 'what' exacly we want to 'express' with the icons we need

Greetings,

Jan

Subject: Re: TheIde Pixelated icons?
Posted by mirek on Sun, 14 Jun 2009 08:40:14 GMT

Good tip.

Now, the question is whether we should replace icons in CtrlLib with these, or rather create a new 'art' package.

I vote for second option. Besides, it will make possible to somebody else to do it (any volunteers?)

Mirek

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Sun, 14 Jun 2009 11:17:04 GMT

That's funny, I have been collecting an "art" package for an application of mine. I even started making one with a bunch of standard Vista icons, sized 48x48 (one can always smooth rescale them anyway), for example. In a day of two, I can always add more to the community art package.

I send as attachment, the .iml file I've been using with standard Vista icons, including overlays. I have quite a few more to work on, and when I have all I can gather, I'll zip the package directory. Depending on availability, we could merge together all sorts of "standard" icon collections, (Windows Vista, Gnome, KDE, OSX, etc.).

EDIT: Emphasis on "collecting". I've been making these packages from existing images.

EDIT: File taken out to avoid copyright issues.

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Sun, 14 Jun 2009 12:36:33 GMT
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Just to add more icon images to the mix.

Here's a zipped package ("Alternative Art") consisting only of two .iml files: the one from the post above, with 48x48 images (WinVistaImages.iml), and another one consisting of modern 16x16 button images (WinVistaBarIcons.iml).

Regards,
Francisco

EDIT: File taken out to avoid copyright issues.

Subject: Re: TheIde Pixelated icons?
Posted by koldo on Sun, 14 Jun 2009 14:03:50 GMT
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Hello Francisco

They are very good.

Is it possible to use them (license...)?

Best regards
Koldo

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Sun, 14 Jun 2009 14:51:24 GMT
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Hello,

I got these originally in .png format, from a .NET coding friend who got them from the Visual Studio image library.

The ReadMe file states:
Use Restrictions:These common elements are to be used in the development and illustration of new custom imagery. As part of a visual language, these images (or any part of the images) must be used in a manner consistent with the name of the file, which is self-descriptive of the action, or verb, that the imagery represents.

There is no license notice included in the zip, so it seems that the only use restriction is that these images should be used consistently.

EDIT: Found the license terms somewhere online. The Image Library is considered "Distritutable Code", which is open to copying, distributing and modifying, with a few restrictions.

Distributable Code:The software contains code that you are permitted to distribute in programs you develop if
you comply with the terms below.
...
Image Library. You may copy and distribute images and animations in the Image Library as described in
the software documentation. You may also modify that content. If you modify the content, it must be for
use that is consistent with the permitted use of the unmodified content.
...
Distribution Restrictions. You may not

come from or
are endorsed by Microsoft;

run-time
technologies or application platforms;

subject to an
Excluded License. An Excluded License is one that requires, as a condition of use, modification or
distribution, that

EDIT: I see the confusion caused by my wording. While I've been making (in the way of compiling together) this U++ package, I'm not the author of these icons. I edited my post above to clarify this.

Subject: Re: TheIde Pixelated icons?
Posted by mirek on Sun, 14 Jun 2009 19:50:29 GMT
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Quote:

programs come from or
are endorsed by Microsoft;

Showstopper...

Mirek

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Sun, 14 Jun 2009 19:57:44 GMT
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and > distribute Distributable Code to run on a platform other than Microsoft operating systems, run-time
technologies or application platforms;

Looks like a showstopper also

Mirek, an Art package (although I don't know what it means, in term of development effort) look like a good step, does that mean anyone will be able to create new 'themes' for TheIde that include all icons ?

That would be great, in my opinion.

Gr,

Jan

Subject: Re: TheIde Pixelated icons?
Posted by koldo on Sun, 14 Jun 2009 20:08:41 GMT
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Oooh!

run-time
technologies or application platforms;

Subject: Re: TheIde Pixelated icons?
Posted by mirek on Sun, 14 Jun 2009 20:18:36 GMT
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skyhawk wrote on Sun, 14 June 2009 15:57and > distribute Distributable Code to run on a platform other than Microsoft operating systems, run-time
technologies or application platforms;

Looks like a showstopper also

Mirek, an Art package (although I don't know what it means, in term of development effort) look like a good step, does that mean anyone will be able to create new 'themes' for TheIde that include all icons ?

That would be great, in my opinion.

Gr,

Jan

Depends. "art" is a uppsrc directory that is supposed to contain visual enhancements (icons, chameleon styles...)

Mirek

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Sun, 14 Jun 2009 22:47:57 GMT
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Yes, apparently they can't be used after all It is a shame.
I'm removing them from my app now, and making new icons from scratch by myself.

They're certainly not as good as the other ones, but I think they're functional. You can check them in the attached new_upp.iml file. These ones have no obscure license attached, guaranteed.

File Attachments
1) new_upp.iml, downloaded 411 times

Subject: Re: TheIde Pixelated icons?
Posted by koldo on Mon, 15 Jun 2009 07:04:22 GMT
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Hello ptDev

They look good and are much richer than the default icons.

I would use them and I wait for your new releases.

If they can be in some kind of "Art" package with different sets of icons and art it would be great.

Best regards
Koldo

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Tue, 16 Jun 2009 15:06:47 GMT
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Hello to all,

I am now sending you a zip with an icon art package, which I hope will be found useful in
Ultimate++ applications in general. It includes those images I made during the weekend, plus
quite a few new ones.

Quote:
The art is contained in a Ultimate++ package, in theIDE image editor format - the same tool used
to draw them. This package is a permanent work in progress, and as such, new icons will be
added from time to time. Also included in this package is a file with icon elements (elements.iml)
that may be combined to make additional icons.

Once built, the package allows you to import BarArt images in three different sizes, each
corresponding to a different image class: BarArt16, BarArt32 and BarArt48. You may, however,
prefer to import individual icons to your own packages as needed.

For example, should you want to use the 32x32 Calculator icon, just enter BarArt32::Calculator()
where the API expects a reference to an Image.

To use, add the BarArt package to your own, and #include <BarArt/BarArt.h>

The available methods, common to all supplied BarArt image classes are listed below, and their
names are self-explanatory:

New()
Open()
Save()
Undo()
Redo()
Cut()
Copy()
...
Settings()

If anyone tries to compile theIDE with some of these new icons, it might be interesting to post a
screenshot, so that we can see how it would look with them. Have fun.

Regards,
Francisco

File Attachments
1) BarArt.zip, downloaded 376 times

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Tue, 16 Jun 2009 16:27:10 GMT

I've tried replacing some of the icons

screenshot:

Personally, I think it shows the potential of TheIde to look good is there. I'm not happy about all icons being tilted to the right, what is with that?

Mirek: could we use 48x48 icons and make the height on the toolbar adjustable? (so the icons and scaled up or down accordingly?)

Gr,

Jan

File Attachments
1) BarArtInTheIde.jpg, downloaded 1077 times

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Tue, 16 Jun 2009 16:45:17 GMT

Too make the comparison fair, i've replaced the icons in theIde with 16x16 BarArt icon here.

I think the BarArt icons look good, don't get get me wrong, but what is it that the silk icons have that make then look so much better, even though they are 16x16 too ??

(the icons in the greenish border are from
http://www.famfamfam.com/lab/icons/silk/)

Gr,

Jan

File Attachments
1) CompareIcons16.jpg, downloaded 1007 times

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Tue, 16 Jun 2009 16:46:04 GMT
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Quote:Personally, I think it shows the potential of TheIde to look good is there. I'm not happy about all icons being tilted to the right, what is with that?

Mirek: could we use 48x48 icons and make the height on the toolbar adjustable? (so the icons and scaled up or down accordingly?)

Gr,

Jan

Thanks for trying them.

I was having second thoughts about my decision to use tilted icons myself, but your second opinion seals the deal. I'll fix this. It's better to make straight versions for some icons, where being tilted ends up looking bad, and make the tilted version not the default for those. I need to find a compromise in the design somehow. The icons you showed, for example, should be "straight".

Note that you can always copy icon parts from the elements.iml file, paste them together and leave them straight, if you'd like to try some differently.

Thanks for the feedback.

EDIT: Whoa, those Silk ones are really nice! Where did you find them? I'll pack those in another class.

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Tue, 16 Jun 2009 16:50:23 GMT
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I'm also missing a few essential TheIde icons, like:

- the "C" Source icon
- the "Package" icon
- the "Bomb" icon

the C and Package icon are used a lot,
so I think it's important they look especially good.

Gr,

Jan

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Tue, 16 Jun 2009 21:28:01 GMT

Hi again,

I have fixed my library: my icons are all straight now, the "tilted" ones have been given a 't' prefix. The most important icons have been added (source and header files, compile, 2 versions of rebuild, and a few others). I'm too tired to make the "package" icon now, but I'll upload it tomorrow.

Furthermore, I also added to the package the Silk icon library from the link given on the top posts. To access those icons, use the Silk class. The methods have the same name as the original .png files, except for new.png and delete.png, for obvious reasons: those have been named new_() and delete_().

It should now be easy to test both sets of icons, but anybody planning to use the Silk set should contact their author.

Quote:
#include <BarArt/BarArt.h> // BarArt48, BarArt32, BarArt16 sets
#include <BarArt/Silk.h>   // Silk set

Regards,
Francisco

```
File Attachments
```
1) BarArt.zip, downloaded 379 times

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Tue, 16 Jun 2009 21:58:00 GMT

Concluded version 1.0 of BarArt, the following fixes were implemented:

- Improved contrast in some 16x16 icons.
- Added images for theIDE: a few package icons and an internationalization icon.
- Reproduced theIDE application icon (included as a 128x128 image in BarArt48 class): tried to keep the classic look, but make it a bit shinier.
- Added Building_1() and Building_2() icons as an animation for theIDE app icon while it's building.
- Added contact information for the author of the Silk icon package
- Added separate icon list file for all classes in the package.

Known issues:

- Designer icons still missing.
- Some images in Silk class are rendered with a white background, this is caused by inconsistent alpha channels. There are over 1000 (!) icons in this class, so it's better to fix this only as needed, rather than comb every single image. Although it's easy to open the icons in the Image Editor and fix them, please PM me and let me know which need correcting, so that I can include the Silk fixes alongside the BarArt ones.

You can see a preview running under Vista here:

```
File Attachments
1) BarArt_sample.png, downloaded 1141 times
```

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Wed, 17 Jun 2009 11:27:47 GMT
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The zipped package is here for testing.

Regards,
Francisco

```
File Attachments
1) BarArt_v1.0.zip, downloaded 433 times
```

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Wed, 17 Jun 2009 13:30:28 GMT
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I will test asap (which will probably be friday)

Gr,

Jan

Subject: Re: TheIde Pixelated icons?
Posted by mirek on Fri, 19 Jun 2009 11:23:04 GMT
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Should be moved to bazaar.

Mirek

Subject: Re: TheIde Pixelated icons?
Posted by cbpporter on Fri, 19 Jun 2009 12:43:31 GMT
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Now that I'm thinking about it, I should add the possibility to my theme loader to load a set of images. The only question is how to identify these images. Should we have some fixed string names for images, like "file_open"?

BTW, I like Silk.

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Fri, 19 Jun 2009 13:01:53 GMT
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cbpporter wrote on Fri, 19 June 2009 14:43Now that I'm thinking about it, I should add the possibility to my theme loader to load a set of images. The only question is how to identify these images. Should we have some fixed string names for images, like "file_open"?

BTW, I like Silk.

Silk seems to be very popular indeed. We all like it.
(I just fear my hard work making new icons was for naught)

wxWidgets has a pluggable artwork framework called "ArtProvider", where they define a number of standard icon names and allow alternate artwork to be pushed preserving consistency (they do use ugly ALLCAPS_CONSTANTS for everything, though). Perhaps a similar solution could be implemented for this.

Subject: Re: TheIde Pixelated icons?
Posted by cbpporter on Fri, 19 Jun 2009 13:09:44 GMT
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Well yours a fine too, but much too blurry. If you could reduce the blurriness factor they would look much better IMO. I know that this is 2009, but not everything needs to be antialiased .

I'll try to compile a list of icons and post it in the themeing thread for review after I finish my zip support.

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Fri, 19 Jun 2009 13:24:49 GMT
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Screenshot of some of the bArt icon in upp

```
File Attachments
1) upp_in_bart1.jpg, downloaded 1013 times
```

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Fri, 19 Jun 2009 13:43:54 GMT
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Another screenshot.

I agree that some icons need to be less blurry, anti-aliasing is one thing, but it shouldn't make the meaning of the icons hard to make out

Also there are quite a few icons in theide (>50) I think, not all of them are immediately apparent (like the FastSource/FastPackage)
I think BarArt is a good start. Now that we have at least a partial alternative set of icons we should device a way to make them dynamically loadable at runtime, I'm thinking of 'theme-art directories' that contain a index file to match internal icon names to actual icons.

Gr,

Jan

```
File Attachments
1) upp_in_bart2.jpg, downloaded 1073 times
```

Subject: Re: TheIde Pixelated icons?
Posted by ptDev on Fri, 19 Jun 2009 13:58:29 GMT
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Glad for the constructive feedback, and especially glad that the alternative TheIDE icon ended up looking good.

I'm going to rework (probably, again from start) a bunch of icons to make them sharp enough to be clear - cut/copy/paste and file icons are very important, so I'll give those extra attention.

While a standard artwork mapping method is defined, I'll make a new version of BarArt, and if you come accross any Silk icons with a faded white background, send me their names, so that I can clear the background. That icon set is very complete, and we could reskin TheIDE much faster by adopting it.

Subject: Re: TheIde Pixelated icons?
Posted by chickenk on Fri, 19 Jun 2009 14:33:15 GMT
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I'd like to make a reference to a topic that was already opened a while ago about icons refactoring :

 http://www.ultimatepp.org/forum/index.php?t=msg&goto=977 0

An integration of the Tango standard icons was suggested and posted, and I already made reference to the Silk icons set. Maybe you should try to contact each others to benefit of the work already done...

regards,
Lionel

Subject: Re: TheIde Pixelated icons?
Posted by janwilmans on Sat, 20 Jun 2009 13:29:38 GMT
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Well, everyone seems to agree we should make this configurable, I would like to add/propose: configurable at runtime, so an executable should be able to contain multiple sets/skins/themes whatever we decide to call it.

The question now is, who is going to be implementing it
I'm very inexperienced with the U++ libs myself, but as I have said before, I would like to learn...

Gr,

Jan

Subject: Re: TheIde 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

Subject: Re: TheIde Pixelated icons?
Posted by Mindtraveller on Sat, 27 Jun 2009 07:19:15 GMT
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ptDev wrote on Wed, 17 June 2009 01:58I like this new style of logo. I`ll surely try to make big version using this idea.

Subject: Re: TheIde Pixelated icons?
Posted by mr_ped on Sat, 27 Jun 2009 17:28:23 GMT
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I personally find "silk" ones very good and professional. And honestly, I think "BarArt" is not that good yet.

Subject: Re: TheIde Pixelated icons?
Posted by Rishi on Sat, 16 Oct 2010 06:46:34 GMT
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Please anyone make some effort... binaries...?

Subject: Re: TheIde Pixelated icons?
Posted by mr_ped on Mon, 18 Oct 2010 08:18:51 GMT
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Rishi: there's also lot of experimental art in this thread:
 http://www.ultimatepp.org/forum/index.php?t=msg&th=4251& amp;start=0&
including also my own TheIDE icon, which I still like much more then current one
(http://www.ultimatepp.org/forum/index.php?t=msg&&th= 4251&goto=22381#msg_22381)

Subject: Re: TheIde Pixelated icons?
Posted by Mindtraveller on Fri, 03 Dec 2010 11:34:43 GMT
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I propose changing U++ IDE icon to somewhat little version of current *logo* (it was Mirek's good idea to use magnet). Personally, it looks much more modern than old pixelated one. Have a look how it looks between other Windows 7 icons. IMHO, rather worthy:

```
File Attachments
```
1) theide32-icon-shot.png, downloaded 783 times

Subject: Re: TheIde Pixelated icons?
Posted by koldo on Fri, 03 Dec 2010 13:47:21 GMT
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It looks good.

Subject: Re: TheIde Pixelated icons?
Posted by Mindtraveller on Fri, 03 Dec 2010 15:24:44 GMT
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OK, here are the icons in case you need them.

```
File Attachments
```
1) theide16.png, downloaded 371 times

Subject: Re: TheIde Pixelated icons?
Posted by Mindtraveller on Fri, 03 Dec 2010 15:26:10 GMT
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32x32

```
File Attachments
```
1) theide32.png, downloaded 319 times

Subject: Re: TheIde Pixelated icons?
Posted by Didier on Fri, 03 Dec 2010 22:47:21 GMT
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Looks great !!

Subject: Re: TheIde Pixelated icons?
Posted by Mindtraveller on Fri, 18 Mar 2011 17:28:56 GMT
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Still no interest from U++ authors in new TheIDE icon?

Subject: Re: TheIde Pixelated icons?
Posted by unodgs on Fri, 18 Mar 2011 21:21:25 GMT
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Mindtraveller wrote on Fri, 18 March 2011 13:28Still no interest from U++ authors in new TheIDE icon?
I'm presonally very interested. I like this icon very much. Mirek if you don't have any objections I could replace it