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Subject: FileSel Win32 .exe icons lazy loading refactored

Posted by [mirek](#) on Sat, 25 Aug 2012 07:45:22 GMT

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There was a bit of problem in FileSel about loading icons from .exe files, which could be time consuming operation (e.g. in case we are loading an icon from 30MB .exe file over network), which lead to temporary freezes of GUI. After refactoring, loading if these icons is delegated to auxiliary thread (which can work in single-threaded mode as well), means the problem is solved

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