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Subject: [IMPROVEMENT] GTK and Win32 backends should emulate error icon.  
Posted by [Klugier](#) on Fri, 02 Aug 2013 23:26:54 GMT

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Hello,

Personally, I think that GTK backend should also emulate error icon. What we need to do is just add one little line of code:

```
ChCtrlImg(CtrlImg::I_error, "gtk-dialog-error", 6);
```

I enclose improved source file.

Sincerely,  
Klugier

#### File Attachments

1) [ChGtk.cpp](#), downloaded 377 times

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Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.  
Posted by [Klugier](#) on Sat, 03 Aug 2013 12:22:32 GMT

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Hello,

We need to improvement Win32 version too. Here is the new line of code (CtrlLib/ChWin32.cpp - line 613):

```
CtrlImg::Set(CtrlImg::I_error, Win32Icon(IDI_ERROR));
```

Moreover, I enclose source file.

Sincerely,  
Klugier

#### File Attachments

1) [ChWin32.cpp](#), downloaded 364 times

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Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.  
Posted by [mirek](#) on Sun, 11 Aug 2013 12:50:49 GMT

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Interestingly, CtrlImg::error is not used anywhere... Should not we rather delete it?

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Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.

Posted by [Klugier](#) on Sun, 11 Aug 2013 13:02:34 GMT

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Hello Mirek,

In my opinion we shouldn't delete CtrlImg::error. It can still be used in third party applications!

Moreover I think that, we can add function like ErrorOK. (Based on Prompt but with error image).  
For example:

```
void ErrorOK(const char *qtf) {  
    BeepError(); // <- Firstly, we need to implement this function!  
    Prompt(Ctrl::GetAppName(), CtrlImg::error(), qtf, t_("OK"));  
}
```

Sincerely,  
Klugier

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Subject: Re: [IMPROVEMENT] GTK backend should emulate error icon.

Posted by [mirek](#) on Sat, 17 Aug 2013 15:58:22 GMT

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OK, patch applied.

Mirek

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