

U++ - Feature #512

"Largeicon" implementation for X11

09/07/2013 12:38 AM - Zbigniew Rebacz

Status:	Approved	Start date:	09/07/2013
Priority:	Normal	Due date:	09/07/2013
Assignee:	Zbigniew Rebacz	% Done:	100%
Category:	CtrlCore	Estimated time:	1.00 hour
Target version:		Spent time:	0.00 hour
Description			
I implemented "Largeicon" feature for X11. It works exactly the same like on ms windows. (Tested on Kubuntu 13.04) P.S. According to the following topic http://www.ultimatepp.org/redmine/issues/502 I enclosed additional ide.iml file (small icon fixes).			

History

#1 - 09/07/2013 01:39 AM - Zbigniew Rebacz

- File deleted (X11Top.cpp)

#2 - 09/07/2013 01:43 AM - Zbigniew Rebacz

- File X11Top.cpp added

- X11Top.cpp (Unity fix - It seems that Unity windows manager dosen't implement "PropModeAppend"!!!! Instead of it I used "PropModePrepend").

#3 - 09/08/2013 06:57 PM - Miroslav Fidler

- Status changed from Ready for QA to Approved

Files

X11Top.h	606 Bytes	09/06/2013	Zbigniew Rebacz
ide.iml	282 KB	09/06/2013	Zbigniew Rebacz
X11Top.cpp	13.6 KB	09/06/2013	Zbigniew Rebacz