

U++ - Bug #796

"Help & Topics (in window)" menu entry shouldn't use help icon

06/23/2014 08:07 PM - Zbigniew Rebacz

Status:	Approved	Start date:	06/23/2014
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Two help icons next to each other look strange in IDE bar...			
In ide/idebar.cpp (line 574):			
menu.Add(AK_BROWSETOPICS_WIN, Idelmg::help(), THISBACK(ShowTopicsWin));			
Should be			
menu.Add(AK_BROWSETOPICS_WIN, THISBACK(ShowTopicsWin));			

History

- #1 - 06/23/2014 08:49 PM - Miroslav Fidler
- Status changed from Patch ready to Ready for QA
  - Assignee changed from Miroslav Fidler to Zbigniew Rebacz

- #2 - 06/24/2014 04:27 PM - Zbigniew Rebacz
- File ide.iml added
  - File IdeBarUpdate.png added
  - File IdeBarUpdate.png added
  - Status changed from Ready for QA to Patch ready
  - Assignee changed from Zbigniew Rebacz to Miroslav Fidler

I think we can make more accurate icon to this situation. The task here is to show that help is really in separate window. I made two new icons "help\_win" & "help\_win\_large".

If you decided to approve this solution you will also need to patch ide/Help.cpp (Here we need to add support for new icons normal & large to help window):

```
void Ide::ShowTopicsWin()
{
    windoc.Icon(Idelmg::help_win(), Idelmg::help_win_large());
    if(windoc.IsOpen())
        windoc.SetForeground();
    else {
        windoc.SyncDocTree();
        windoc.GoTo(sTopicHome);
        windoc.OpenMain();
    }
}
```

```
}  
}
```

P.S.

I am sure that ShowTopicsWin is not the best place for setting icon for window. In my opinion we should set icon, only once per window life.

**#3 - 06/25/2014 08:36 AM - Miroslav Fidler**

*- Status changed from Patch ready to Approved*

**Files**

IdeBar.png	359 KB	06/23/2014	Zbigniew Rebacz
ide.iml	287 KB	06/24/2014	Zbigniew Rebacz
IdeBarUpdate.png	249 KB	06/24/2014	Zbigniew Rebacz
IdeBarUpdate.png	249 KB	06/24/2014	Zbigniew Rebacz