

Smuxi - Bug # 531: Install application icon in correct places

Status:	Closed	Priority:	Urgent
Author:	Michael Monreal	Category:	Frontend GNOME
Created:	10/17/2010	Assigned to:	Mirco Bauer
Updated:	12/04/2011	Due date:	
Complexity:	Medium		
Subject:	Install application icon in correct places		
Description:	<p>Right now the application icon referenced in the .desktop file is \$PREFIX/share/pixmaps/smuxi-frontend-gnome.svg which is a 48x48 scalable vector.</p> <p>GNOME (and most other DEs) ask for the application icon to be available in the following sizes:</p> <ul style="list-style-type: none">- 16x16: window icon, panel window list- 22x22/24x24: panel menu- 32x32: some launchers- 48x48: some launchers- 256x256: used in GNOME3 <p>The icons should be pixel-perfect PNG images (not just scaled down/up from the existing SVG) installed in \$PREFIX/share/icons/hicolor/\$SIZE/apps/smuxi-frontend-gnome.png (there should not be an icon installed in \$PREFIX/share/pixmaps/)</p>		

History

10/20/2010 07:55 PM - Mirco Bauer

- Category set to Frontend GNOME
- Assigned to set to Mirco Bauer
- Target version set to 0.8.9
- Complexity set to Low

I didn't know this, thanks for this information!

10/21/2010 07:04 AM - Michael Monreal

Mirco Bauer wrote:

> I didn't know this, thanks for this information!

Some "official" information on this can be found here¹. Hopefully this will soon make its way into the HIG. Be aware that this guide is already a bit outdated (it does not list the 256x256 size and still lists 48x48 as SVG, while all should be installed as PNG only now)

[1] <http://live.gnome.org/GnomeGoals/AppIcon>

12/16/2010 07:36 PM - Mirco Bauer

KDE also doesn't like the SVG without PNGs at all either, see: <http://darkstar.ist.utl.pt/slackware/addon/slackbuilds/13.1/network/smuxi/smuxi.SlackBuild>

10/16/2011 12:45 PM - Mirco Bauer

- Assigned to deleted (Mirco Bauer)

12/01/2011 05:08 PM - Mirco Bauer

The connect button and tab icons (*-chat.svg, connect-button.svg) found in: <http://git.qnetp.net/?p=smuxi.git;a=tree;f=images;hb=HEAD> also need scaled PNGs but in 16x16 and 22x22 should be sufficient for those.

12/01/2011 05:10 PM - Mirco Bauer

- Priority changed from Normal to Urgent

This is also needed for GTK# 2.12.10 and Mono support on Windows as the installers are not shipping SVG pixbuf loaders there!

12/02/2011 10:53 PM - Mirco Bauer

- *Assigned to set to Mirco Bauer*
- *Complexity changed from Low to Medium*

12/02/2011 11:28 PM - Mirco Bauer

Ok, we now have scaled PNG images. I am not sure if these PNGs are pixel-perfect, if they aren't and someone can do so, please do:

http://git.qnetp.net/?p=smuxi.git;a=tree;f=images;hb=refs/heads/experiments/no_svg

12/02/2011 11:48 PM - Michael Monreal

Mirco Bauer wrote:

- > Ok, we now have scaled PNG images. I am not sure if these
- > PNGs are pixel-perfect, if they aren't and someone can do so

To achieve pixel-perfection you need one SVG per target size because only this way you can make sure the vectors are aligned to the pixel grid. So hopefully some art person can help out at some point.

12/04/2011 10:54 AM - Mirco Bauer

Fixed in commit:e5d694e3ec01656546791b1a43762e4166fa5231

12/04/2011 10:54 AM - Mirco Bauer

- *Status changed from New to Closed*
- *% Done changed from 0 to 100*