

Ryzom - Feature # 1019

Status:	Closed	Priority:	Normal
Author:	kervala	Category:	NeL: General
Created:	07/14/2010	Assignee:	kervala
Updated:	07/18/2010	Due date:	
Subject:	Add public setWindowIcon method to UDriver		
Description	Now we implemented setWindowIcon, we can add an interface to call it from NeL applications.		
Related issues:			
blocked by Ryzom - Feature # 1018: Implement setWindowIcon for Win32	Closed	07/14/2010	
blocked by Ryzom - Feature # 973: Add an internal method to set an icon for X...	Closed	06/10/2010	

History

#1 - 07/14/2010 04:20 pm - kervala

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r478.

#2 - 07/14/2010 04:23 pm - kervala

- Target version set to Version 0.8.0

To use it :

```
1  std::vector<NLMISC::CBitmap> bitmaps;
2
3  NLMISC::CFile file;
4
5  std::string fileName;
6
7  fileName = "icon_small.png";
8
9  if (file.open(fileName))
10 {
11     NLMISC::CBitmap bitmap;
12     if (bitmap.load(file))
13         bitmaps.push_back(bitmap);
14 }
15
16 fileName = "icon_big.png";
17
18 if (file.open(fileName))
19 {
20     NLMISC::CBitmap bitmap;
21     if (bitmap.load(file))
22         bitmaps.push_back(bitmap);
23 }
```

24

25 Driver->setWindowIcon(bitmaps);

26

Basically, you can put as many icons you want, it will try to find icons with the exact size first (16x16 and 32x32 for Windows) or take bigger icons and resize them. Under Linux, it will take best icons.

#3 - 07/18/2010 10:16 am - kerval

- *Status changed from Resolved to Closed*