

Ryzom - Bug # 1208

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|--------------------|---|------------------|--------|
| Status: | New | Priority: | Normal |
| Author: | Vadi | Category: | |
| Created: | 12/03/2010 | Assignee: | |
| Updated: | 12/11/2010 | Due date: | |
| Subject: | Needs a higher-resolution icon | | |
| Description | The current 48x48 one looks rather ugly on modern app launchers - an svg or a 512x512 png would be welcome. | | |

History

#1 - 12/03/2010 09:36 am - kervalala

- File *ryzom_small_32.png* added

- File *ryzom_small_16.png* added

I think a SVG version of original icons should be great :) But I'm not an artist and would be unable to do that :(

#2 - 12/05/2010 10:02 am - vl

- File *atys_256.png* added

Here is a bigger version of the icon

#3 - 12/05/2010 10:02 am - vl

- File deleted (*ryzom_small_32.png*)

#4 - 12/05/2010 10:02 am - vl

- File deleted (*ryzom_small_16.png*)

#5 - 12/08/2010 09:53 am - laurion

I claimed the task "Resolve an Open Bug" from Google Code-in and I would like to fix this bug.

#6 - 12/08/2010 10:10 am - laurion

so how do I apply to fix this bug?

#7 - 12/08/2010 10:59 am - vl

It's not a really bug. Just that Vadi asked for the hi res icon that I gave him.

#8 - 12/08/2010 11:57 am - rti

Maybe vectorizing it and using it on all platforms could be still a task...

#9 - 12/08/2010 12:03 pm - vl

Vectorizing a bitmap like the ryzom icon is a non sense. The file will be bigger than the original and uglier.

And for the "all platforms", each one have specific system, Windows for example use a specific .ico format with pre computed sizes and it already works fine up to 256x256.

Finally, I don't think we need icon > than 256.

#10 - 12/08/2010 12:08 pm - rti

ok :)

#11 - 12/10/2010 08:06 pm - laurion

- File *atys_icon_256_32.ico* added

- File *atys_icon_256_32.icns* added

For google code-in:

I made a high resolution icon from the atys world image for both windows and macintosh

#12 - 12/10/2010 09:39 pm - kerval

Ryzom icon for Windows was already there in `\code\ryzom\client\src\ryzom.ico` :)

#13 - 12/10/2010 09:44 pm - laurion

Yes it was but I made a higher-resolution one as requested

#14 - 12/10/2010 09:51 pm - kerval

Did you really check the existing Windows icon ?

It provides a lot of formats (10 formats exactly, from 16x16x4bits to 256x256x32bits) and even alpha was available in preview.

#15 - 12/10/2010 10:23 pm - laurion

- File *ryzom.xpm* added

Here is the .xpm version

#16 - 12/11/2010 12:08 am - rti

Thanks a lot. Looking forward to try the icns for the experimental Mac builds soon.

Files

| | | | |
|-----------------------|----------|------------|---------|
| Workspace_1_956.png | 51.2 kB | 12/03/2010 | Vadi |
| atys_256.png | 126.4 kB | 12/05/2010 | vl |
| atys_icon_256_32.ico | 129.5 kB | 12/10/2010 | laurion |
| atys_icon_256_32.icns | 130.3 kB | 12/10/2010 | laurion |
| ryzom.xpm | 810.8 kB | 12/10/2010 | laurion |