

QGIS Application - Bug report #2310

Qgis icon in dock on OSX is low resolution

2009-12-22 09:49 AM - John Tull

Status: Closed	
Priority: Low	
Assignee: nobody -	
Category: GUI	
Affected QGIS version:	Regression?: No
Operating System: OS X	Easy fix?: No
Pull Request or Patch supplied:	Resolution: fixed
Crashes QGIS or corrupts data:	Copied to github as #: 12370
Description	
For some reason, the application icon displayed in the OS X dock and application switcher (command-tab) is very low resolution. The finder icon is of proper resolution. It appears that the qgis.icns file does not have a higher-resolution icon image.	

History

#1 - 2009-12-22 10:07 AM - William Kyngesburye

Bizarre... I think the icon is OK, if you watch it closely it starts out full resolution in the Dock, *then* switches to a lores icon. Somehow the icon is getting switched out during startup. I haven't paid close attention to recent builds to notice when this changed, but it's OK in the 1.3 release.

Which OSX version for you? I on Snow Leopard.

Cmake or Xcode build? (Xcode here)

I'll try a Leopard build to see if the OSX version affects it.

Which Qt version? (4.5.3 release here)

#2 - 2009-12-22 10:30 AM - William Kyngesburye

Happens on Leopard also.

Another odd thing - when quitting, the Dock icon briefly switches back to full res before disappearing.

#3 - 2009-12-22 10:34 AM - John Tull

It happens for both xcode and cmake builds. It appears to have cropped up in the last 2-3 weeks. I am also using qt-4.5.3, but another user on irc with (I believe) qt-4.6.0 said it is happening for him as well.

#4 - 2009-12-22 12:11 PM - William Kyngesburye

- Resolution set to fixed

- Status changed from Open to Closed

Could this be it: commit:b4aaa2fd (SVN r12425) -- Macs should also be using icon from "resource", ie the icns file. Though on a closer look it seems to just be reordering when the setWindowIcon() happens (which would happen on OSX in either case).

... yep, revert that change and the icon stays full res.

So, commit:bf04cc02 (SVN r12584) should fix this (Mac more like Windows in this case ;). Apparently the setWindowIcon() call pre-commit:b4aaa2fd (SVN r12425) didn't really happen on OSX, even though it was not conditionalized out for OSX.

#5 - 2009-12-22 12:58 PM - John Tull

Yes, that fixes it for the cmake build also. Good work.