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winicon

Description

dwm-winicon is a patch that enables dwm to show window icons.

It is recommended to enable the compiler optimization flags: **-O3** and **-march=native** to enable auto loop vectorize, which leads to better performance.

The patch is being managed and developed on this GitHub repo. If you discover any bugs or have any idea to optimize it, feel free to create an issue there.

Dependency

The patch depends on Imlib2 for icon scaling, which can be easily installed in most distros.

Arch Linux:

```
sudo pacman -S imlib2
```

Debian:

```
sudo apt install libimlib2-dev
```

Configuration

```
#define ICONSIZE 20   /* icon size in pixels */
#define ICONSPACING 5 /* space (pixels) between icon and title */
```

There are also some practical macro hacks:

```
#define ICONSIZE bh       /* make icon size equals to bar height */
#define ICONSIZE (bh - 4) /* or adaptively preserve 2 pixels each side */
```

Download

- dwm-winicon-6.3-v2.1.diff (2022-02-26)
- dwm-winicon-6.2-v2.1.diff (2021-08-17)

Alpha Patch

If you also use alpha patch, some modifications are needed to make dwm work correctly.

- Replace (in drw.c, drw_create function)

```
drw->picture = XRenderCreatePicture(dpy, drw->drawable, XRenderFindVisualFormat(dpy, DefaultVisual(dpy, screen)), 0, NULL);
```

with

```
drw->picture = XRenderCreatePicture(dpy, drw->drawable, XRenderFindVisualFormat(dpy, visual), 0, NULL);
```

- Replace (in drw.c, drw_resize function)

```
drw->picture = XRenderCreatePicture(drw->dpy, drw->drawable, XRenderFindVisualFormat(drw->dpy, DefaultVisual(drw->dpy, drw->screen)), 0, NULL);
```

with

```
drw->picture = XRenderCreatePicture(drw->dpy, drw->drawable, XRenderFindVisualFormat(drw->dpy, drw->visual), 0, NULL);
```

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