Q Search

preOpenStack

card "card id 1002"

end if

180

MULTIMEDIA

O O stack "MainGUI", ID 1048

Basic Properties

Name MainGUI

Main stack | MainGUI

Shape 0

Scale Factor 1

Title DLI_SNUB-Launcher 2

Controls title,menu,minimize,n %

Metal texture

Live Resizing

Format for printing

Float above everything

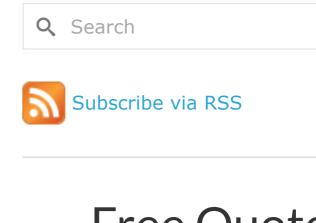
Shadow

Visible

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Adding Mac OS X Small Icons to Answer Dialogs LiveCode Hack Fix ■ by Michael Scaramozzino | posted in: How to Tutorials, Programming | 0

DLI Hack Fix for LiveCode

ck "/Applications/LiveCode/LiveCode Community 7.0.4.app/Contents/Tools/Toolse

DLI ADDED SMALL ICON FUNCTIONALITY

set the icon of button "icon 2" to gREVSmallAppIcon

if gREVSmallApplcon is not empty then

set the width of button "icon 2" to 32

set the height of button "icon 2" to 32

END DLI SMALL ICON FUNCTIONALITY

Adding small icons to answer dialogs on

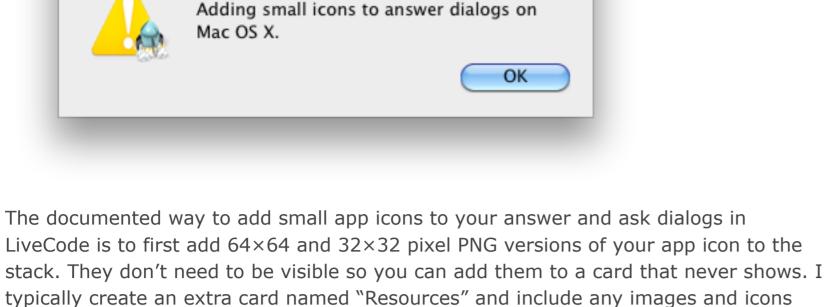
set the bottomRight of button "icon 2" to the bottomRight of button "icon"

LiveCode hack fix. One of the coolest things about LiveCode is that it's built with LiveCode itself. The entire IDE is built from LiveCode stacks. This means the entire thing is easily editable and hackable. So if something doesn't work right or doesn't work the way you like, you can change it yourself. [Disclaimer: This post is intended as an educational example. Before editing or hacking LiveCode itself, be sure to backup LiveCode and all your data files first, in case you

This is a quick how to tutorial – adding Mac OS X small icons to answer dialogs

mess things up. Proceed at your own risk. DreamLight and Michael Scaramozzino make no warranties whatsoever. On Mac OS X, dialogs typically have a small version of the application icon overlaid on the dialog box icon to help identify which app the dialog belongs to.

DLI Hack Fix for LiveCode



display on ask and answer dialogs."

Icons to display on ask and answer dialogs

1045

Signature: SNUB

to gRevSmallAppIcon

Contents

Frameworks Info.plist

PkgInfo Resources

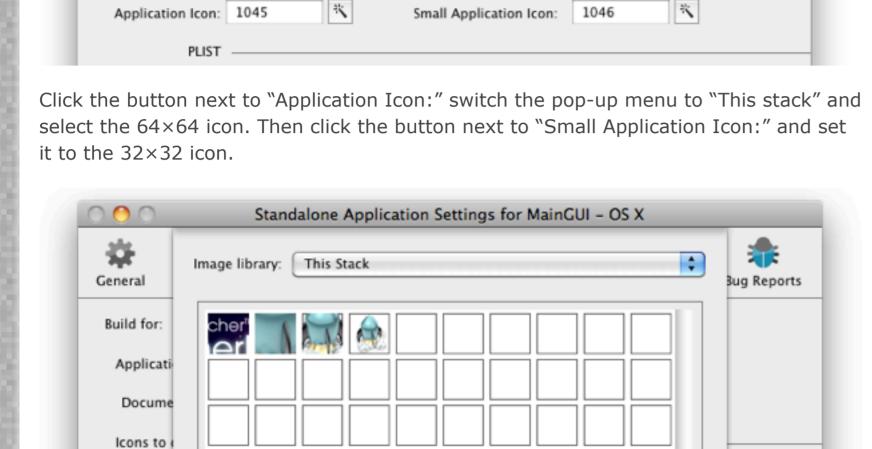
MacOS

Applicati

that the stack may need on that hidden card. Then you set the icons on the

Standalone Application Settings for MainGUI - OS X iOS iOS General Copy Files Windows Linux **Bug Reports** Mac OS X (Intel) Build for: Application Icon: Choose... SNUB-Launcher-Icon.icns Use None Use None Choose... Document Icon:

Standalone Application Settings in the Mac OS X section in the items under "Icons to



documented in LiveCode's answer dialogs. I read and reread the documentation many times thinking I may have been making a mistake somewhere. Next I figured that setting it up in the Standalone Settings would only show up in the standalone and not in the IDE, which make things more difficult to troubleshoot because you have to keep making standalone builds to test. So digging a little deeper I found that those settings are really just putting the icon IDs into two global variables gREVAppIcon and gREVSmallAppIcon. I added the following code to set those variables up even when running in the IDE so I could more easily test what was going on. -- set the icons for answer/ask dialogs put the short ID of image "SNUB-Icon-64.png" of card "Resources" in to gRevAppIcon

After doing this the icons still didn't show up in the Mac builds as they should have. I

spent quite a while trying to figure out why small icons weren't working as

Cancel

Document Extension:

The Script for Adding Mac OS X Small Icons to Answer Dialogs LiveCode Hack Fix But even with this code, I could see that the IDs were properly set, but still no small icons appeared on the answer or ask dialogs. After not being able to get them to work

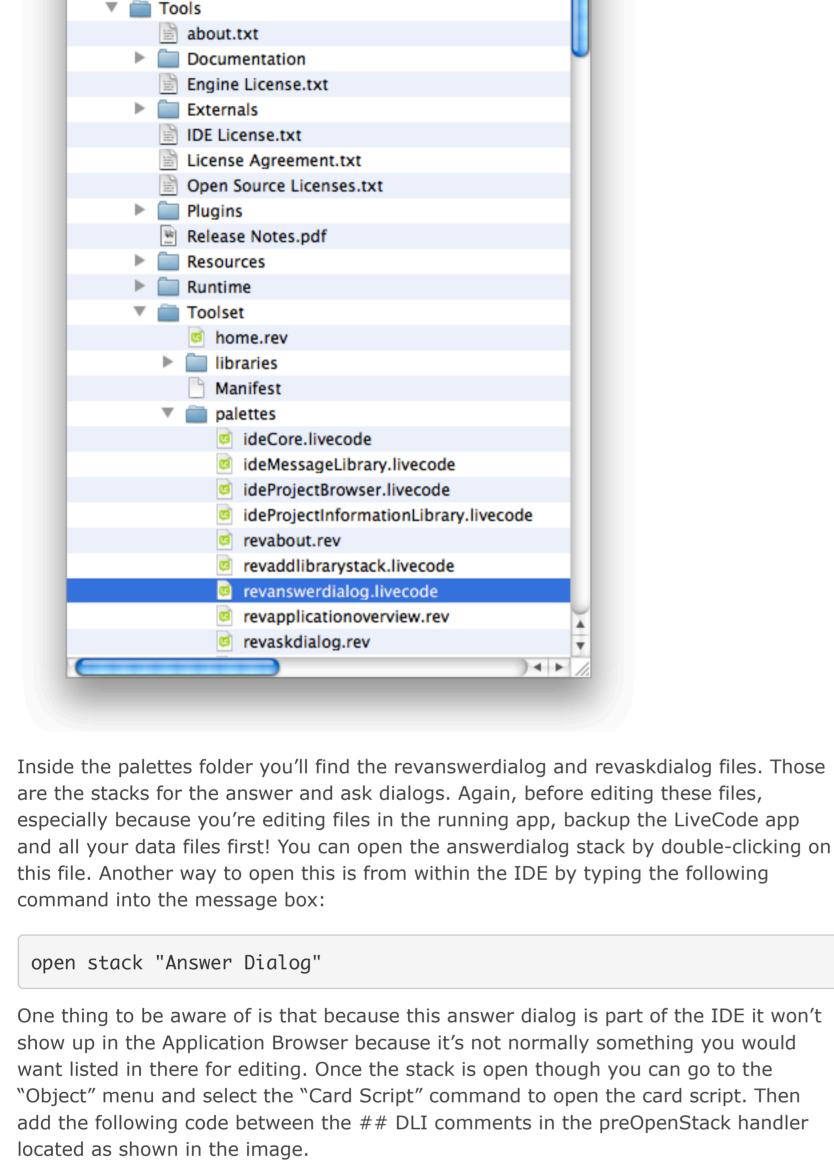
as documented, I logged in and checked the open bug list. It turns out that the Mac

figured I could just hack up a quick fix myself. Looking at the answer dialog stack I

put the short ID of image "SNUB-Icon-32.png" of card "Resources" in

OS X small icon functionality has been broken and reported since 2011. It looks like that functionality was removed to make it consistent with Windows and Unix builds, which don't have such a feature, so it probably wouldn't be fixed any time soon. Because LiveCode is itself built from stacks, including the answer and ask dialogs, I

could see that it must have been implemented in the past because the gREVSmallAppIcon global variable was declared, and there was a hidden second button icon, but they are never used in the current implementation. So to enable them is a trivial fix. The trickiest part was just locating the dialog stack. On Mac OS X applications are really just folders called packages with all the necessary files packed inside. After properly backing up your LiveCode file and all data files just in case, simply right-click on the LiveCode icon and select "Show Package Contents" which will open the folder. LiveCode Community 7.0.4 1 of 116 selected, 323.6 GB available Name



DLI ADDED SMALL ICON FUNCTIONALITY if tMacOSX and gREVSmallAppIcon is not empty then set the icon of button "icon 2" to gREVSmallAppIcon set the width of button "icon 2" to 32 set the height of button "icon 2" to 32 set the bottomRight of button "icon 2" to the bottomRight of button "icon" end if

♠ ♠ ♠ card "card id 1002" of stack "/Applications/LiveCode/LiveCode Community 7.0.4.app/Contents/Tools/Tool..

put wordOffset(word 2 of item 1 of the dialogData, "information error warning qi"

if tMacOSX and tlconWord is 0 then --large app icon

set the icon of button "icon" to gREVApplcon

preOpenStack

card "card id 1002"

Breakpoints

130

131

END DLI SMALL ICON FUNCTIONALITY

) **†** ¢ •

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closeStack

debugLog

escapeKey

commandKeyDown

Variables

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Bug 9421 – gRevSmallAppIcon no longer works

InkClicked 132 else mouseUp 133 set the icon of button "icon" to word tlconWord of tlcons preOpenStack 134 returnKey 135 ## DLI ADDED SMALL ICON FUNCTIONALITY revCleanUpAnswerDialog 136 if tMacOSX and gREVSmallApplcon is not empty then 137 set the icon of button "icon 2" to gREVSmallApplcon 138 set the width of button "icon 2" to 32 139 set the height of button "icon 2" to 32 140 set the bottomRight of button "icon 2" to the bottomRight of button "icon" 141 142 ## END DLI SMALL ICON FUNCTIONALITY 143 144 end if 145 end if 146 K Find: DLI Previous 🏫 📃 Match Case

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Then just save the stack and you're good to go! The small icons will then work in the

similar hack could also be applied to the ask dialog if you wish. The biggest drawback

to such a hack fix is that you'd need to reapply it again if you upgrade LiveCode itself.

IDE as well as being included in any Mac OS X standalone builds that you make. A

Donate ■bug fix, DreamLight, gREVSmallAppIcon, How to, LiveCode, LiveCode Hack, Mac OS X, Programming, Small Icons, Tutorial

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- COVID-19

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04/30/2020

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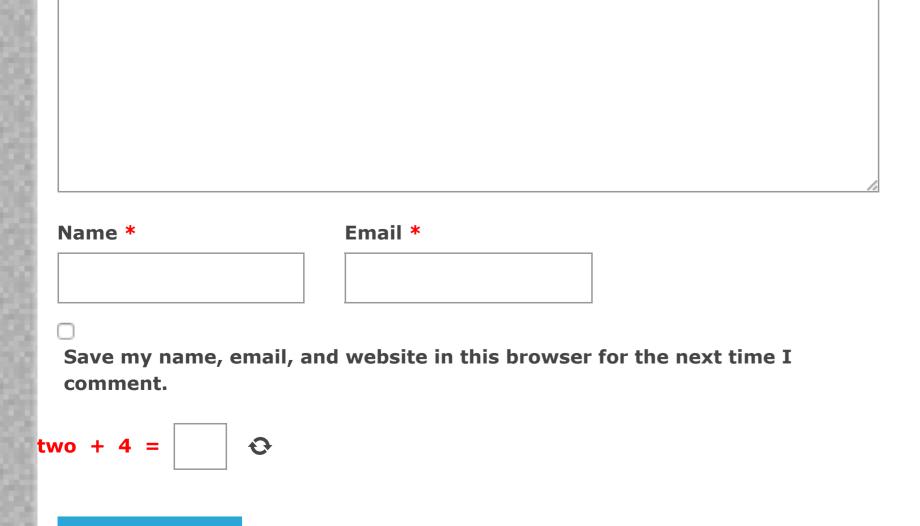
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