

## Redmine - Feature #7792

### Compression of Redmine's images

2011-03-06 05:42 - F. W.

<b>Status:</b>	New	<b>Start date:</b>	2011-03-06			
<b>Priority:</b>	Normal	<b>Due date:</b>				
<b>Assignee:</b>		<b>% Done:</b>	100%			
<b>Category:</b>	UI	<b>Estimated time:</b>	0.00 hour			
<b>Target version:</b>	Candidate for next major release					
<b>Resolution:</b>						
<b>Description</b>						
Redmine's PNGs are currently not fully optimized; the attached version is about 12kB smaller.						

#### History

##### #1 - 2011-03-06 05:50 - F. W.

Would you be interested in further contributions to the efficiency of the frontend? I guess I could try to find a solution to maintainable CSS sprites, and CSS and Javascript minification and compression.

By the way, do some images intentionally lack a transparent background?

##### #2 - 2011-03-06 05:53 - F. W.

(Like message.png and comment.png, one has a transparent background, the other has a white background.)

##### #3 - 2011-03-06 16:52 - F. W.

- % Done changed from 0 to 100

##### #4 - 2011-03-07 10:09 - Etienne Massip

- Target version set to Candidate for next minor release

##### #5 - 2011-03-14 11:41 - F. W.

- File zoom\_in.png added

- File zoom\_out.png added

Here is an update to latest trunk.

##### #6 - 2011-06-13 12:39 - Jean-Baptiste Barth

- Assignee set to Jean-Baptiste Barth

- Target version changed from Candidate for next minor release to Candidate for next major release

- Resolution deleted (Fixed)

As far as I know, images are directly taken from the famfam icon set, any lack of optimization or transparent background is not intentional. If you want to provide a fully optimized set, I'll integrate them all in the same commit.

Anyway, we don't want to maintain CSS sprites, it's a bit too complicated to maintain. Thanks for your contribution.

##### #7 - 2012-06-10 22:42 - Jean-Baptiste Barth

- Assignee deleted (Jean-Baptiste Barth)

##### #8 - 2013-10-23 16:34 - Gabriel Mazetto

I'm not sure if this ticket is older or then sprockets css sprites... but here we go:

<http://railscasts.com/episodes/334-compass-css-sprites?view=asciicast>

#### Files

images.tar.gz	40.4 KB	2011-03-06	F. W.
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zoom_in.png	626 Bytes	2011-03-14	F. W.
zoom_out.png	601 Bytes	2011-03-14	F. W.