redmineorg-copy202205 - Vote #69408

Compression of Redmine's images

2022/05/09 15:26 - Admin Redmine

	:	New		:	2011/03/06
	:			:	
	:			:	100%
	:	UI_10		:	0.00
	:	Candidate for next major release_32		:	0.00
Redmineorg_URL:		https://www.redmine.org/issues/7792	status_id:		1
category_id:		10	tracker_id:		2
version_id:		32	plus1:		0
issue_org_id:		7792	affected_version:		
author_id:		29661	closed_on:		
assigned_to_id:		0	affected_version_id:		
comments:		8			

Redmine's PNGs are currently not fully optimized; the attached version is about 12kB smaller.

journals

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?

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

Here is an update to latest trunk.

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.

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

#1 - 2022/05/10 17:19 - Admin Redmine

- *UI_10*

- *Candidate for next major release_32*