Q: How do I specify an icon for my application?   Or for the types of files it uses?   How do I get my application to be launched by the Workspace Manager?

For 2.0:
A: You'll need to create the appropriate TIFF files and then add them as Project Attributes in InterfaceBuilder.   Here are the steps:

(1)   Make TIFF files for your icons.   You might want two pictures: one for the application itself, and another for files "belonging" to that application.   (For example, WriteNow files ending in ".wn" have their own icon.) Icons may be any depth and the TIFF file can contain multiple images, allowing it to store the look of the icon for different frame buffers.   It's recommended that you use a 48x48 grayscale image, 2 bits per channel, with alpha, and, if your application makes use of color, a 48x48 RGB image at 4 bits per channel, with alpha.   Combine the two images with tiffutil, the command line program.

(2)   Use the Inspector panel in InterfaceBuilder to modify the Project Attributes of your application. Use the Set button to select the icon you want.   Be sure to add the extension for your documents, *without the period*.   (If you do include the period, InterfaceBuilder will accept it and compile without complaint, but the extension won't work properlyÐyour documents won't display the specified icon.) Be sure to save your project, then recompile.

(3)   You do not need to put the executable in your path for Workspace to display the application icon;

you only need do this if the application opens documents that you'd like to be able to open by double-clicking.

For 3.0:
A: You'll need to create the TIFF files and then add them as Attributes in Project Builder.   Here are the steps:

(1)   Make TIFF files for your icons.   You might want two pictures: one for the application itself, and another for files "belonging" to that application.   (For example, WriteNow files ending in ".wn" have their own icon.)

(2)   Select the Attributes button in the project window. The Application Icon well displays the application icon.   The default application is used if you don't provide one of your own.   To associate a new icon with the application, drag its TIFF file from the Workspace into the well.   The file is copied to the project directory, although it doesn't appear in any of the categories shown in the Files display. The Document Icons and Extensions well is where you indicate what types of files your application can open.   Drag the TIFF file containing the icon into the well.   Once the icon is in the well, change its label to match the file   extension. Be sure to save your project, then recompile.

(3)   You do not need to put the executable in your path for Workspace to display the application icon; you only need to do this if the application opens documents which you'd like to be able to open by

double-clicking.

QA97

Valid for 2.0, 3.0, 3.1