

## What is IconEdit Pro

IconEdit Pro is a very powerful and easy to use icon editor and browser for Windows 95/98/NT. With this icon editor you are able to create icons, cursors and even animated cursors in different sizes with up to 256 colors. You can mark, move, mirror or rotate any rectangular area. Icons may be extracted from EXE and DLL files and also cut out of bitmaps (BMP, RLE, JPG, GIF) or directly out of the Windows screen.

Icons may be stored in an icon resource (a file that may contain multiple icons with different sizes and colors) which helps you save a lot of space on your hard disk.

Effective tools like the 'Shadow Function' (lets you create 3D effects very easily), radial, free rotatable linear and conical gradations, antialiasing, contrast control, brightness/saturation control, raise/inset etc., can assist you a lot.

All icons in a directory, an icon resource or an EXE/DLL file are displayed and may be printed with or without their filenames. The icons even may be printed in variable sizes.

All these features make 'IconEdit Pro' one of the best icon editors around!

## What's New ([5.0](#) [4.01](#) [4.0](#) [3.5](#) [3.0](#) [2.52](#) [2.51](#) [2.5](#) [2.4](#) [2.3](#) [2.21](#) [2.2](#) [2.1](#) [2.0](#) [1.0](#))

### Version 5.0:

- IconEdit Pro now includes a new tool called '**IconWizard**' which allows to change all system icons and all icon related settings
- **New drawing tool:** Clone
- **New feature:** Shift
- **New feature:** Conical filling
- **New feature:** Convert To Grayscale
- **New feature:** 'Perfect' Circle/Line
- **Undo Button** in the horizontal toolbar (right-click -> Undo Selection)
- **New Status Bar**
- Added a **Tips & Tricks** section to this help
- The colors of an icon are counted constantly (you can turn this off)
- The hotspot can be set equal for all frames of an animation
- A double click on an icon in the editor copies it to the actual frame of an animation
- A double click on a frame of an animation copies it to the editor
- The directory when saving an animation will be recognized
- The selection when inserting a frame to an animation will be recognized
- A double click on an icon in the open dialog immediately opens the editor with this icon
- **Bugfix:** Some icons were only opened black
- **Bugfix:** The last directory in the open dialog wasn't set correctly
- **Bugfix:** Cursors weren't displayed correctly in the open dialog
- **Bugfix:** In the 16-color mode the opacity setting wasn't set back to '100'
- **Some other** small changes/improvements/bugfixes

### Version 4.01:

- **Bugfix:** On some computers IconEdit Pro crashed with the error message 'System Error &h80004005[-2147467259]' on startup. This was not an error of IconEdit Pro but of Visual Basic.
- IconEdit Pro can now read Magic Desk icons
- **Bugfix:** The link 'Help/World Wide Web/What's the newest version?' didn't work
- **Bugfix:** When an icon was passed to IconEdit Pro via command line, the big display wasn't updated
- **Bugfix:** When an icon was passed to IconEdit Pro via command line, the name of the icon wasn't shown in the title bar
- **Bugfix:** When an icon was passed to IconEdit Pro via command line, the color of the icon wasn't set correctly

### Version 4.0:

- **New feature:** Icons can be created in variable sizes from 8x8 to 64x64 pixel.
- The opacity/transparency setting now also works if you move or paste something
- You can now run the program in English or German
- A new animation frame can be inserted at the beginning or the end of the animation

- Frames of an animation can be moved up or down in the animation
- You can specify if you want to move/copy/paste with or without transparency
- In the open dialog you can display JPG and GIF pictures
- The menu 'File' shows a history of the last four files
- 4 Undo levels (with the 'Space' key)
- You can now start with the animation panel open
- 'Print' from the open dialog now also prints the directory name
- If you exit IconEdit Pro the question reads 'Do you want to save the icon now?'
- The open and save dialog always opens the last directory
- From the menu 'Help' you can invoke your Web browser with some IconEdit Pro related sites
- The helpfile is now a standard Windows helpfile
- In the help there is a Q&A section
- **Bugfix:** A doubleclick on an \*.ico file now really invokes IconEdit Pro with the chosen icon
- **Bugfix:** When you drew on an icon and dragged the mouse pointer over the edges of the drawing area, the program crashed when you pressed the right mouse button
- **Bugfix:** Sometimes an error #9 occurred when inserting a new frame to an animation
- **Bugfix:** In the Info window sometimes an 'a' or 'z' was added to registered names
- **Bugfix:** If a marked region was moved over the margins of an icon and antialiasing was chosen, the program crashed
- **Bugfix:** The 'X' and 'Y' indicators in version 3.5 were mixed up
- **Bugfix:** When starting IconEdit Pro in truecolor mode sometimes the error #340 occurred
- Some further small bugfixes

#### Version 3.5:

- **New feature:** Now you can create animated cursors!
- **New feature:** You can save icons as cursors
- **New feature:** You can save icons as bitmap
- The design of the toolbars has changed
- The keyboard shortcuts have changed
- When you click on the 'Save-Symbol' (second on the left) the 'Save-As-Dialog' appears
- **Bugfix:** When clicking on 'Load Pal' and then on 'Cancel' an error message appeared
- **Bugfix:** When the 'Spray Tool' was used before a color region was set, the program crashed
- **Bugfix:** On some printers the icons were printed too small or too large and even sometimes one on top of the other
- **Bugfix:** The Open-Dialog often showed non icon files
- **Bugfix:** When a resource with less than five icons was loaded in the Resource-Editor, the program crashed when you clicked on an empty entry.
- **Bugfix:** When an opened folder was deleted and then tried to open again, the program crashed
- **Bugfix:** There was an empty entry in the 'Font Section' of the 'Text Tool'. When you clicked on it, the program crashed

#### Version 3.0:

- **Bugfix:** When the big display in the Resource Editor was clicked without a resource loaded the program crashed.
- Now you can **register via code!**
- I am sure that when you check out this new version you will not find any differences to the previous version. But there is one major difference: **SPEED !!!**

Function	How many times faster?
Changing of the 'Screen Color'	about 20 times !!!
Brighten/Saturation	4 times
Contrast	4 times
Raise/Inset	4 times
Invert	4 times
Opacity	3,5 times
Rotate	3,5 times
Linear/Radial Gradation	3 times
Shadow	3 times
Change to x Colors	3 times
Paste	3 times
Antialias	2 times
Count Colors	2 times

Flip	1,5 times
Save Icon	1,5 times

#### Version 2.52:

- The style of the buttons is now more Windows 95 like.
- The program suddenly needs (I really don't know why) the file 'MSVCRT.DLL' which is now included.

#### Version 2.51:

- **New feature:** Any marked region can be resized to 32x32 or 16x16 pixels (see '2.1.8 The Menu/Edit/Resize to 32x32').
- **Bugfix:** When running in truecolor mode this error message appeared: 'Unexpected Error: Code 6'

#### Version 2.5:

At first sight not very much has changed to justifiable the jump from version 2.4 to version 2.5. But now the program works when 'large fonts' are used (Control Panel/Display/Settings/Font Size). The program doesn't look much different but it was a lot of work to accomplish this! But I still recomend 'small fonts'.

Furthermore the following has been changed/added:

- **New feature:** An option dialog has been added. There you can turn the animations of the buttons and the tool tips on or off. You can also define which color palette will be loaded when the program starts.
- **Bugfix:** 'IconEdit Pro' now also works with Windows NT.
- **Bugfix:** When some text at the end of the German help file was marked, the program crashed.
- **Bugfix:** When text was inserted and something had been marked before, the marking of this text wasn't correct.
- **Bugfix:** When icons were dragged on the big display of the Resources Editor to add them to an icon resource, these icons were added twice.

#### Version 2.4:

- **New feature:** You can now define the opacity for each drawing tool.
- **New feature:** Spray (with or without gradation)
- **New feature:** All icons from an EXE- or DLL-file can be extracted at once.
- **New feature:** The function 'Invert' now only inverts pixel which are drawn with normal color (not background color).
- **New feature:** You can define 'IconEdit Pro' as your default icon editor. Just assign the ending 'ICO' to 'IconEdit Pro' and then when you double-click on an icon in the Explorer IconEdit Pro will come up with the selected icon.
- **Bugfix:** The program crashed when the 'Enter-Key' was pressed in the Open Dialog.
- **Bugfix:** When no icon was selected in the 'Print Dialog' but 'Print Icons' was clicked nevertheless the program crashed.
- All new texts in this help are printed in [blue color](#).

#### Version 2.3:

- **New function:** If you choose 'BMP/RLE' in the Open-Dialog a new button with the caption 'Insert from clipboard' appears. With this button you can insert the contents of the Windows clipboard and then cut icons from it just like from a normal bitmap.
- The Setup/Uninstall and the runtime files are now **completely in English**.
- **Bugfix:** Sometimes there came an overflow message in the beginning.
- **Bugfix:** The program crashed when an invalid icon was chosen in the Open-Dialog
- **Bugfix:** The program crashed when a drive which was not available was chosen
- **Bugfix:** After deleting icons from an icon resource in the Resource-Editor the buttons and displays were not set back.

#### Version 2.21:

- If a **tooltip** is shown you don't have to wait the whole time again before the tooltip of an other button pops up.
- **Bugfix:** The icons 'Save (16x16)' and 'Print' were mixed.
- **Bugfix:** 'Take whole picture' in the Open-Dialog wasn't working correctly.

#### Version 2.2:

- Added **Tooltips** to the Editor
- **Bugfix:** The program couldn't start when there was not printer installed.

- **Bugfix:** In freehand mode points were connected but the resulting lines were not drawn in the icon mask.

#### Version 2.1:

- **New function:** Raise/Inset
- **Shorter loading time**
- **Points will be connected** in freehand mode
- **Bugfix:** When clicking with the right mouse button on the drawing area, the right color was chosen but not displayed (16-color-mode only).
- **Bugfix:** Printing didn't work, neither in the editor nor in the open dialog.
- **Bugfix:** The text function did only work with black color.
- **Bugfix:** Setup wasn't able to create a temporary file.

#### Version 2.0:

- **32 Bit** version for Windows 95
- Saving in **different sizes** (32x32 and 16x16 pixel)
- Creating and editing of **icon resources**
- Radial and free rotateable linear **gradations**
- **Antialiasing**
- **Brightness/Saturation control**
- **Contrast control**
- **Invert**
- Insert **Text**
- **3** Undo levels
- **Animated buttons** for the special effects
- A lot of further **improvements**

#### Version 1.0:

- First version for Windows 3.1

## Addresses and further information

Please report bugs, suggestions, wishes, ... to:

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### ***Uninstall IconEdit Pro***

To uninstall IconEdit Pro you can use the default Windows 95 uninstall feature. From your system panel choose 'Add/Removes Programs' and search for IconEdit Pro. Press the button 'Install/Remove' and IconEdit Pro will be uninstalled completely.

## Keyboard-Shortcuts

Besides the Strg-Combinations (given in the menu) you can use the following keys (without <Strg> or <Alt> ...):

**Space:** Shows the Undo-fields

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**n:** New  
**o:** Open  
**s:** Save  
**a:** Save As  
**q:** Quit

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**z:** Undo  
**c:** Copy  
**v:** Paste  
**t:** Copy to Clipboard

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**u:** Count Used Colors  
**g:** Show Grid

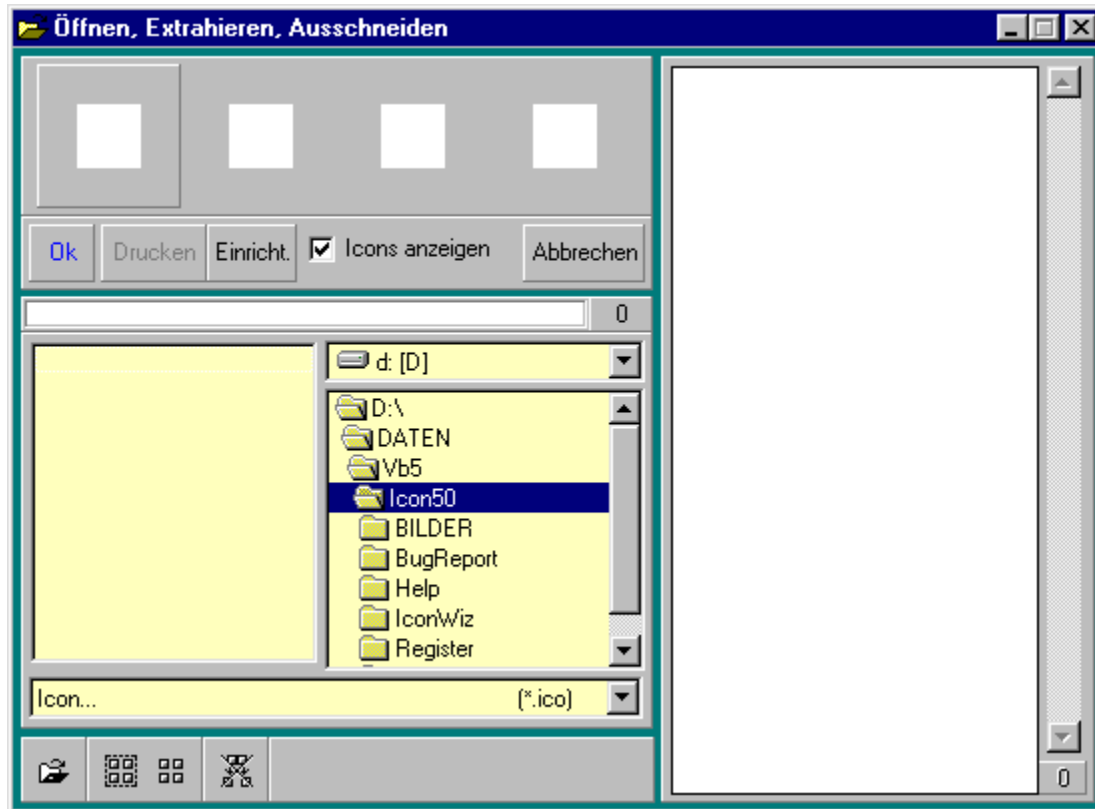
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**h:** Flip Horizontal  
**v:** Flip Vertical  
**l:** Rotate Left  
**r:** Rotate Right

**1:** Antialiasing  
**2:** Brightness/Saturation  
**3:** Contrast  
**4:** Shadow  
**5:** Change Color  
**6:** Raise/Inset  
**7:** Invert  
**8:** Text  
**9:** Gradation Options  
**0:** Spray Options

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**i:** Insert Frame (Animation)  
**d:** Delete Frame (Animation)



The open dialog is divided into three parts. The first one on the upper left corner contains an icon selection that corresponds to the one in the editor.

Below there is a button with which you can print all icons in the active directory. If you press this button a dialog appears where you can define if you want to print the icons with or without their filenames underneath. The 'Setup' button is used to setup the printer.

The second part, underneath the first, contains a filename-, a directory- and a selection-box. Below is a small toolbar with four icons. The first opens the [Resource-Editor](#), the second marks all displayed icons, the third unmarks them and the last one extracts icons from EXE or DLL files.

The third part on the right shows all icons of the current directory (if the option 'Show all icons' in the first part is checked). One click with the right mouse button marks an icon. To mark more than just one icon hold down the 'Shift-Key'.

In the open dialog you have the following possibilities:

#### **Load an icon:**

Choose the position in the icon selection to which you want to load it. Go to the directory where the icon is located and simply click on its picture on the right side or on its filename on the left.

#### **Extracting an icon from an EXE- or DLL-file**

Choose the entry '\*.EXE; \*.DLL; \*.ICL' in the selection-box (underneath the filename box). Go to the directory where the EXE, DLL or ICL is located and click on its filename. All icons in this EXE, DLL or ICL file will be displayed on the right side. Just click on the one you want.

If you now select one or more icons, you can extract them to single files with the fourth button on the lower left side (Extract Icons). The appearing dialog works the same way as the [Extract-Dialog](#) from the [Resource Editor](#).

#### **Extracting an icon from an icon resource**

Choose the entry '\*.ICR' in the selection-box. Go to the directory where the icon resource is located and click on its filename. The icons in this resource are displayed on the right side (see above for selection).



### ***Cutting an icon out of an image***

Choose the entry '\*.BMP; \*.JPG, \*.GIF' in the selection-box. Go to the directory where the image is located and click on its filename. The image is displayed on the right side. Above the image you can choose:

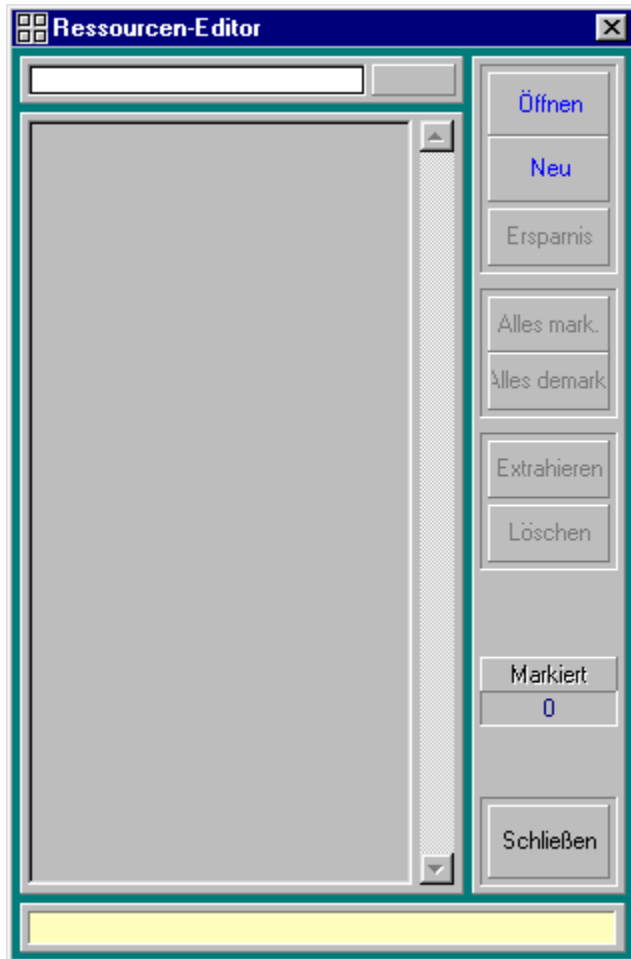
**Fixed Size:** You can take a cut of the given size (8x8 to 64x64Pixel). Click in the image and wait till a square appears (this may take some seconds with large pictures). This square you can move around.

**Free Size:** You can take a cut of the size that you want. Click in the image and stretch a rectangle (with pressed shift-key a square). You can also stretch over the visible area (the more, the faster).

**Whole picture:** The whole picture is resized to the given size (8x8 to 64x64Pixel).

**Notice:** The button 'Print all icons' has changed to 'Capture screen'. With this button the whole screen is captured and shown on the right side. Then you can cut out icons as described above.

Further a new button with the caption 'Insert from clipboard' appears. With this button you can insert the contents of the Windows clipboard and then cut icons from it just like from a normal bitmap.



With the Resource-Editor you can create and administrate icon resources. An icon resource is a single file which can contain multiple icons in different sizes and different numbers of colors. You can save a lot of disk space with an icon resource.

Each harddisk is divided into sectors. The size of these sectors depends on the size of the harddisk (e.g. on a harddisk with 1 GB one sector has 32.738 bytes). Each file, even if it has only 100 bytes, uses one whole sector. So a normal icon file with the size of 766 bytes actually has 32.738 bytes on a harddisk with 1 GB.

If you now have 100 icons this means that they use about 3,3 megabytes of disk space. An icon resource with 100 icons instead only needs 100 kilobytes. This way you save 3,2 megabytes of disk space!

Windows uses different icons in the different views. For example if you choose 'Small Symbols' in the explorer, Windows uses the 16x16 icon of the programs. If a program doesn't have a 16x16 icon then it resizes the 32x32 icon to this size. You can avoid this by creating an icon resource with different sized icons. This way you also can draw completely different icons for the 'Small Symbols' and 'Large Symbols' views.

### ***The Interface of the Resource-Editor***

On the top there is a progress bar and below this there is a display where all the icons of an icon resource are displayed. On the bottom the name of the current icon resource is displayed. To mark an icon just right click on it. If you want to mark more than one icon use the 'Shift-Key'.

On the right side some buttons are located:

- Open: Opens an existing icon resource
- New: Creates a new icon resource
- Saving ?: Shows how much disk space you are saving with the current

	resource
Tag All:	Tags all icons in the current resource
Untag All:	Untags all icons in the current resource
Extract:	Extracts the marked icons from the current resource (see 2.3.4)
Delete:	Deletes the marked icons from the current resource
Exit:	Quits the Resource-Editor

### **Create a new Resource**

Press the button 'New' and define the name for the resource in the appearing dialog. Now you can add icons to this resource. To accomplish this just drag the icons from the [open dialog](#) to the big display of the Resource-Editor.

Instead of pressing the button 'New' you can drag the icons directly onto this button.

### **Add Icons to a Resource**

Press the button 'Open' and define the name of the resource in the appearing dialog. Now you can add icons to this resource by dragging them onto the big display in the Resource-Editor. Instead of pressing the button 'Open' you can drag the icons directly onto this button.

### **Extract Icons from a Resource**

When you press the button 'Extract' a dialog appears where you can choose if you want to specify a separate name for each icon to be extracted (Extract this icon to this file) or if you want the names to be assigned automatically (Extract all icons to files with this base). The picture box on the upper left side shows the current icon. With the two arrows on it's right you can change to the previous or to the next icon.

Example: You have marked 10 icons and now you want to extract them. You want to specify a name for the first two icons and let the rest be named automatically.

To accomplish this press the button 'Extract'. The Extract-Dialog appears and on the top left side the first marked icon is displayed. Specify a name for this icon in the textbox on it's right (you also can use the 'Browse-Button' on the right). Now press the button 'extract'. The current icon will be extracted to the given file and the next marked one is displayed. Repeat the steps above but with a different filename.

The display below the arrows should show '3/10'. Now choose the option 'Extract all icons to files with...' and specify a basename for them (e.g. Icon). After this press the button 'Extract' again. The remaining eight icons will be extracted and named 'Icon0001 - Icon0008'.

## Shareware Information

Shareware is a software distribution strategy. The strategy is to electronically distribute 'Try-Before-You-Buy' versions of software so that customers can audition (try) software before registering (paying for) the software. Shareware is an interesting concept. The whole premise (unlike shrinkwrap software) is that you should be able to TRY a program BEFORE you buy it. With shrinkwrap software, you first try to figure out what you need, read about the various available programs, go to the store, purchase it, go home, break open that little "WARNING: ONCE THIS SEAL HAS BEEN BROKEN, THIS PRODUCT IS NON-RETURNABLE" seal, install the program, and hope that it is the program you needed. With Shareware, you figure out what you need, try a few programs until you find the one that best suits YOUR needs, and then pay the author for the right to continue using that program.

## Restrictions of the Shareware Version

The Shareware Version of IconEdit Pro is fully functional. Only at the beginning and the end a dialog appears where you have to wait for ten seconds.

I've not infested the program with excessive beg notices, crippled it or had it verbally insult you after ten days. I trust you to support IconEdit Pro if you like it. **To create this program was (and still is) a lot of work** (thanks to my girlfriend for her patience) and I hope you will support this and further work on the program.

## How to get the Registered Version

The price for the Registered Version depends on how much people are using IconEdit Pro in your company:

	USD	DEM	ATS
<b>1 user</b>	<b>15,-</b>	<b>20,-</b>	<b>140,-</b>
2-5 users	45,-	60,-	420,-
6-10 users	75,-	100,-	700,-
11-20 users	150,-	200,-	1.400,-
21-50 users	300,-	400,-	2.800,-
51-100 users	480,-	650,-	4.500,-
101-500 users	700,-	950,-	6.500,-
501-1500 users	1.000,-	1.350,-	9.300,-
1501 and more users	1.500,-	2.000,-	14.000,-

USD = US Dollars      DEM = Deutsche Mark      ATS = Österreichische Schillinge

If you register you will get:

- **A personal registration code** with which you can get rid of the annoying Shareware notifications
- **Notifications on updates** (only via e-mail!)
- **A good conscience** because you support the Shareware concept and the development of IconEdit Pro.

To register please use the entry 'Print Registration Form' from the menu 'Help' or just print the file 'REGIST-E.TXT' and send it to the given address.

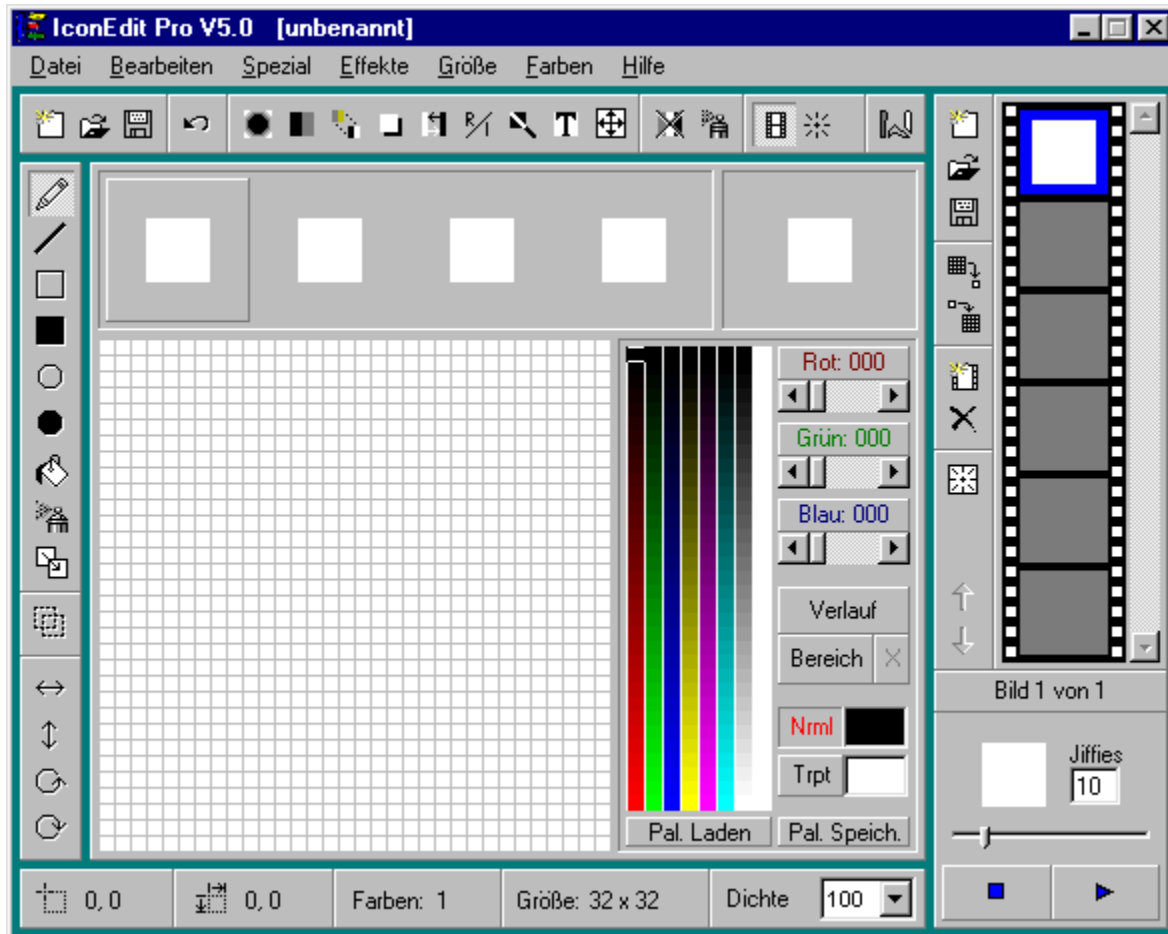
**Thank you for your honesty!**

You can also purchase and immediately receive the Registered Version of IconEdit Pro on the Internet through Albert's Ambry. Transactions are via Credit Card with the option of making the purchase over a secure server. Registration at Albert's Ambry also eliminates shipping and handling costs.

Please go to: '<http://www.alberts.com>' and search on 'ie40min.zip'. Click on the 'Buy it' link to register IconEdit Pro.

You can also use the entry 'World Wide Web/Online Registration via Albert's Ambry' in the menu 'Help' instead of this.





Click on the parts you are interested in...

### **The Drawing Area**

On the drawing area the current icon is displayed magnified. Clicking the left mouse button applies the current tool. Clicking with the **right mouse button** defines the color below the mouse pointer as the active color.

If you click on an transparent color the current color mode will be changed to 'Trpt'. If you click on a normal color the current color mode will be changed to 'Nrm1'. To avoid this hold down the 'Shift-Key' while clicking.

### **The Icon Selection**

With this selection it is possible to work with four icons at the same time. The active icon is set off and can be changed to another by a mouseclick.

### **The Icon Mask**

With the icon mask you can check which parts of the icon are transparent (black pixels) and which are not (white pixels).

To make non-transparent pixels transparent you have to switch to 'transparent Color'.

### **The color palette**

You can choose a color with the left mouse button. There are two different palettes. One for 16 and one for 256 colors. This distinction is important for the storage of an icon. If the 256 color palette is used the icon will be

saved as a 256 color icon, otherwise as a 16 color icon. The difference is that a 256 color icon looks much better but you can only view it in high- or truecolor mode. In the 256 color mode of Windows you can only use the 16 color palette!

**Attention:** If you change from the 256 color palette to the 16 color palette, all colors that are not standard colors (black, blue, green, cyan, red, violet, yellow, white, gray, light blue, light green, light red, light violet, light yellow and light white) will be lost (don't panic, of course you can undo this...!)

On the bottom of the palette are two buttons. One to save (Save Pal) the current palette and one to load (Load Pal) a saved palette. The starting palette is called 'STANDARD.PAL' and is located in the same directory as 'ICONEDIT.PRO'.

On the right side of the palette are three sliders with which you can define your own colors. [If you click on one of the captions \(red, green, blue\) the standard Windows color dialog appears.](#)

Beneath this sliders a button with the caption 'Gradation' is located. With this button you can easily create color gradations.

Proceeding:

1. Click on the first color on the palette which you want to use for the gradation
2. Press the button 'Gradation' (now it looks depressed; with another click on this button you can cancel the process)
3. Click on the last color of the gradation (the colors are arranged in columns so they are ordered from top to bottom, left to right)

The colors between the starting and the endpoint are now building a fluent gradation

### **The Drawing Method Selection**

This selection gives you the possibility to draw with 'normal color (Nrml)' or to draw with 'transparent color (Trpt)'.

All pixels that are drawn with 'transparent color' will appear transparent in the icon so that the background of the Windows environment shines through.

In a new icon all points are set to 'transparent color'.

Example: If you create a new icon and then draw a line and save this icon and apply it to a program, you will see this line and the rest of the icon is transparent - so the rest does not need to be white as you see it in the Editor!

The 'transparent color' has one other function: It is used to delete previously set points.



Example: If you draw a line with a 'normal color' and then want to delete it, it is not enough to paint it over with a 'normal' white color. The line is still there, you only can't see it because the background is also white. In order to make this line visible you only have to change the background color. In order to delete this line you have to paint it over with 'transparent color'.






### **The Horizontal Toolbar**

The first three tools correspond to the items '[New](#), [Open](#), [Save](#)' from the menu 'File'. The next tool equals the item '[Undo](#)' in the menu 'Edit'. The next tools correspond to the items [Antialiasing](#), [Brightness/Saturation](#), [Contrast](#), [Shadow](#), [Change Color](#), [Raise/Inset](#), [Invert](#), [Text](#), [Shift](#), [Gradation Options](#), [Spray Options](#) from the menu 'Effects'. The last three tools correspond to the items '[Animated Cursor](#)', '[Show/Set Hotspot](#)', '[Start IconWizard](#)' from the menu 'Special'.

### **The Vertical Toolbar**


The vertical toolbar is subdivided into drawing- and working tools:


- Freehand Drawing 
- Line 

- Rectangle 
- Filled Rectangle 
- Ellipse (Circle) 
- Filled Ellipse (Circle) 
- Fill (with or without gradation) 

To fill with a gradation you first have to mark a color region. To accomplish this, click on the first color in the color palette and then on the button 'Region'. Afterwards click on the last color of the gradation (the colors are arranged in columns so they are ordered from top to bottom, left to right). All colors between these two colors will be marked and are used for the gradation (to cancel the region click on the button 'X' next to the button 'Region').






Now you can define which kind of gradation you want to use (normal, linear, radial or [conical](#)). See the entry '[Gradation Options](#)' in the menu 'Effects'. How you can define your own gradation is described in the section '[The Color Palette](#)'.

- Spray 

With the entry '[Spray Options](#)' in the menu 'Effects' some settings concerning 'Spray' can be made. Spray always works with the current color but if a color region is defined the colors of this region are cycled. To ensure constant spraying the spray tool will only work when moving the mouse.
- Clone 

With the function 'Clone' you can copy parts of the current or of the three other icons. To define the origin hold down the 'Shift-key' and click on the wanted coordinates. Now you can use the Freehand, Rectangle and Spray tools to copy parts of the icons.

Below these tools you find the following working tools:

- Mark Region 
- Flip Vertical 
- Flip Horizontal 
- Rotate in 90° steps to the left 
- Rotate in 90° steps to the right 

If an area is marked then all these special tools, such as 'Rotate' or 'Flip' will apply only to this area, otherwise to the whole drawing area.

## ***The Status Bar***

The status bar first shows the actual X- and Y-coordinates of the cursor on the drawing area. After the coordinates, the width and height of the current drawing tool is shown. The next value shows the number of colors in the current icon. If IconEdit Pro responds sluggish then turn this off (menu Special/Count Colors).

The next value shows the size (in pixel) of the current icon.

Last but not least you can specify the opacity for each drawing tool. The values are stated in percent. 100 correspond to opaque and 1 correspond to transparent.

## ***The Undo Selection***

If you press the 'Space-Key', the four undo fields are displayed. With these fields you can undo the last four changes. Just click on any field to replace the current icon with the contents of this field.



## Questions & Answers

**1. Q: How do I fill an icon with a gradation?**

**A:** First you have to define the colors of the gradation. Let's make a gradation from blue to yellow:

The colors in the palette are arranged in columns (top to bottom, left to right). Click on the first color in the palette (upper left corner) and use the sliders on the right to set the color to blue. Click on the last color in the first column (bottom left) and assign yellow to it.

Now click on the button 'Gradation' (the mouse pointer changes to an up-arrow) and then on the previous defined 'blue' (top left). The gradation is now ready but before you can use it you have to define which colors you want to use for the filling.

To do this click on the first color of the gradation (blue, top left) and then on the button 'Region'. After this click on the last color of the gradation (yellow, bottom left). Now all colors from blue to yellow in the first column are selected.

In the menu 'Effects/Gradation Options' you can define if you want a linear or radial gradation.

To fill the icon click on the fill tool in the vertical toolbar and click somewhere in the icon.

**2. Q: I have created icons which are bigger than 32x32 pixels. In the open dialog these icons are shown only in 32x32 pixel.**

**A:** The open dialog and the resource editor only displays icons in 32x32 pixels. But if you click on an icon it is displayed in right size on the left side.

**3. F: I have created an icon with 256 colors but it has only 16 colors on the Windows desktop.**

**A:** To display icons with 256 colors on the desktop you have to run Windows in high- or truecolor mode and either need the Microsoft Plus Pack or you have to make an entry in the registry: Add 'Shell Icon BPP' with the value '16' to 'HKEY\_CURRENT\_USER/Control Panel/Desktop/WindowsMetrics/.

It's much easier to do this with the included IconWizard (last icon on the horizontal toolbar).

**4. Q: I can't find a pipette tool to pick up an existing color from an icon.**

**A:** Just click on the color you want to pick up with the right mouse button.

**5. Q: I want to use a part of the Windows screen for an icon but I can't find the screen capture tool.**

**A:** In the open dialog choose 'Bitmap... \*.bmp, \*.jpg, \*.gif'. The button 'Print' changes to 'Capture Screen'.

**6. Q: Some tools in the horizontal toolbar don't work.**

**A:** Most of these tools only work in high- or truecolor mode. You are running Windows in 256 color mode.

**7. Q: I am working in high- or truecolor mode but the tool 'Gradation Options' (on the right side of the text tool) still doesn't work.**

**A:** This tool only works if you have selected a color region.

**8. Q: I can't find the undo fields of the previous versions. Doesn't they exist anymore?**

**A:** Just press the space bar on your keyboard...

**9. F: IconEdit Pro reacts sluggish.**

**A:** Turn off the function 'Count Colors' in the menu 'Special'.

**10. F: If I cut out an icon of a bitmap in the open dialog, it is only displayed black in the editor.**

**A:** Run Windows in high- or truecolor mode. You are probably working in the 256 color mode.

## **File:**



**New:** Creates a new icon. The current icon is deleted. You can choose whether you want to create a 16 or 256 color icon. A 256 color icon can only be created if you run Windows in high- or truecolor mode.



**Open:** Loads an icon, extracts an icon from an EXE-/DLL-file or an icon resource, cuts an icon out of a bitmap.



**Save:** Saves the current icon. A dialog appears where you can define a name and a directory. Further you can choose if you want to save the icon as icon, cursor or bitmap.

If you have saved the icon before then this dialog will not appear and the icon will be saved with the already given name. If you want to define an other name you can use 'Save As'.

If you save a 256 color icon which has more than 256 colors, a dialog for color reduction appears. On the top left you can see the original icon and on it's right side six icons each color reduced with a different method. On the bottom left the original icon and on its right the currently chosen color reduced icon is displayed magnified. Just choose the best looking icon and press the button 'Ok'.

**Save As:** Same as 'Save' but the 'Save dialog' always appears.

**Save All:** Same as 'Save' but all four icons will be saved.

**Print:** A dialog appears where you can choose which of the four icons you want to print. You can also choose more than one icon.

Further you can state the size of the printed icons. '1' means normal size, '2' double size,... The maximum size depends on the printer setting. From size '5' on you can also print the icons with a grid.

**Printer Settings:** Opens the standard Printer-Settings dialog.

**Quit:** Quits 'IconEdit Pro'.

## **Edit:**



**Undo:** You can undo the last change.

**Copy:** Copies the marked area to the clipboard (not the Windows clipboard!). If no area is marked, the whole icon will be copied.

**Paste:** Pastes the copied area into the active icon. If you copy from a 256 color icon to a 16 color icon all colors will be changed to standard colors (black, blue, green, cyan, red, violet, yellow, white, gray, light blue, light green, light cyan, light red, light violet, light yellow and light white)

**Copy to Clipboard:** Copies the marked area to the Windows clipboard. If no area is marked, the whole icon will be copied.

**Delete Marked Area:** Deletes the marked area.

## **Special:**



**Start IconWizard:** Starts the 'IconWizard' with which you can change the system icons.

**Count Colors:** Defines if the number of colors in the actual icon is shown in the status bar. If IconEdit Pro reacts sluggish then turn this off.

**Show Grid:** Turns the grid on the drawing area on or off.

**Copy Transparent:** If this option is enabled, while moving or pasting, all the pixels of the drawing area shine through the transparent parts of the marked region

**Convert To Grayscale:** Converts all colors of the current icon to values of gray.

**Copy Transparent:** If this option is enabled, while moving or pasting, all the pixels of the drawing area shine through the transparent parts of the marked region



**Create Animated Cursor:** A panel for creating animated cursors appears on the right side of the editor. On the right of this panel the frames of the animation are displayed. A click on one of these frames defines the frame as current frame.

On the left side there is a toolbar with these functions:

New Animation:	Clears all the frames
Open Animation:	Opens an existing animation
Save Animation:	Saves the current animation
Get from Editor:	Copies the current icon from the editor to the current frame of the animation
Put to Editor:	Copies the current frame from the animation to the current icon of the editor
New Frame:	Inserts a new frame. You can choose if you want to insert the new frame before or after the current frame or at the beginning or end of the animation
Delete Frame:	Deletes the current frame
Adjust Hotspot:	Sets the hotspots of all frames equal to the hotspot of the current frame
Move Frame Up:	Moves the current frame up
Move Frame Down:	Moves the current Frame down

On the bottom you can preview the animation with the play and stop button. Further you can define the display time for each frame. One 'Jiffy' equals 1/60 of a second so 60 Jiffies equal one second.

To define the display time for a single frame click on this frame and insert the desired value into the textbox below 'Jiffies'. With the slider you can define the display time for all frames at once.

Attention: Individual settings of the frames are lost!

#### **The cursor keys are a big help when creating an animation:**

As long as you hold down the 'Left-Key', the frame before the current frame of the animation is displayed in the editor. As long as you hold down the 'Down-Key', the current frame, and as long as you hold down the 'Right-Key', the frame after the current frame is displayed in the editor.

Example: You are drawing a frame for an animation. Hold down the 'Left-Key' and you can compare the previous frame with the new frame very easily.

Another possibility: In a complete animation click on the second frame. Now click on the symbol 'Put to Editor' to display this frame in the editor. When you know hold down the 'Left-Key' and then the 'Right-Key' (and then in reverse order) you can check if the animation is smooth.



**Show/Set Hotspot:** The Hotspot blinks and the mouse cursor changes to a cross. If you now click on the drawing area the hotspot will be set to this new position. The hotspot has only consequences when you save the icon as cursor.

**Options:** In the appearing dialog you can turn the animations of the buttons and the Tool-Tips on or off. You can also define which color palette will be loaded when the program starts. Further you can define if the animation panel is opened and **if the function 'Count Colors' is enabled when IconEdit Pro starts.**

**Language/Sprache:** Here you can define in which language you want to operate IconEdit Pro.

## Effects:



**Flip Horizontal:** Flips the marked area horizontally (around a vertical axis). If no area is marked, the whole icon will be flipped.



**Flip Vertical:** Flips the marked area vertically (around a horizontal axis). If no area is marked, the whole icon will be flipped.



**Rotate Left:** Rotates the marked area counter-clockwise. The rotated area is moved to the upper left corner. If no area is marked, the whole icon will be rotated.



**Rotate Right:** Rotates the marked area clockwise. The rotated area is moved to the upper left corner. If no area is marked, the whole icon will be rotated.



**Antialiasing:** Approaches colors in an icon or a marked region. With this function you can smooth your icon and avoid steps. In the appearing dialog you can set the strength of the antialiasing with a slider (0 = no antialiasing, 10 = strong antialiasing).



**Brightness/Saturation:** In the appearing dialog you can choose whether you want to change the brightness or the saturation of the icon or the marked region. With the three sliders you can set the strength for each color (red, green, blue) separately. Values higher than 0 percent brightens the colors (increases the saturation). Values lower than 0 percent deepens the colors (decreases the saturation). To change one color separately, just uncheck the other two.



**Contrast:** Increases or decreases the contrast of the icon or the marked region. In the appearing dialog there are two different kinds of sliders: The 'Intensity-Sliders' control the amount of the contrast change. Values higher than 0 percent increase the contrast, values lower than 0 percent decrease the contrast. The 'Threshold-Sliders' define a threshold for each color (red, green, blue). If the value of a color of the icon is lower than this threshold, it's value will be more lowered (if you have chosen an intensity-value higher than 0 percent). If the value is higher, it will be raised. So the color values are spread which means the contrast is raised.



**Shadow:** With this function you can create 3D-Effects very easily. To create a shadow, just choose the color of the shadow (left-click on the palette) and then select 'Shadow' from the menu 'Effects'. A dialog appears where you can choose the X- and Y-position (depth) of the shadow.

**The 'screen color' has a special function:** Normally a shadow will be created from each point painted with 'normal color'. If you draw a filled rectangle and in this rectangle a line to which you want to apply a shadow, a shadow will be created only from the rectangle because all points were painted with normal color. To avoid this, just set the 'screen color' to the color of the rectangle (left-click on the option-button 'Scr' and then hold down the 'Shift-Key' and right-click on the rectangle). If you create a shadow now, the shadow will be applied only to the line. You can set back the 'screen color' afterwards.



**Change Colors:** Changes one color to another. Choose a color from the palette and then select 'Change Color' from the menu 'Effects'. The mouse pointer changes to an 'Up-arrow'. Now left-click on the color on the drawing-area which you want to change with the previously selected. If no area is marked the color will be changed in the whole icon, otherwise only in the marked area.



**Raise/Inset:** Raises or insets the marked region. In the appearing dialog you can specify if the graphic should be raised or inseted. You also can set the light color and the shadow color (simply click on the colored button).

**The screen color has the same special purpose as with the shadow function:** If you draw a light gray rectangle and in this rectangle a line which you want to inset, you first have to set the

screen color to the same color as the rectangle. To do this press the 'Scr'-button and 'rightclick' on the rectangle while holding down the 'Shift-Key'.  
If you now use 'Raise/Inset' only the line will be inseted. You will get the best results with a light gray background, a white light-color and a dark shadow-color (= default).



**Invert:** Inverts the Icon or the marked region. Only the pixels which are drawn with 'normal color' (not 'background color') are inverted.



**Text:** Inserts Text into the icon. Write the text into the textfield on the upper right and it will be inserted under consideration of the font and the fontsize into the icon. The text will be wrapped automatically and if it is too long, it will be cutted off.



**Shift:** With this function you can move the whole icon or a part of the icon in any direction. The advantage to marking and moving a region with the mouse is the 'Loop' feature. If this feature is turned on, parts which are normally cut off by the border, are displayed on the other side. This can be very useful for animations.  
In the shift dialog you can work faster if you use the numbers on the keypad.



**Gradation Options:** Defines the kind of filling. Possible fillings are: normal, linear, radial and conical filling. If you choose linear or conical filling, you can set the angel. Use the slider or just click into the preview and move your mouse with pressed button.  
You have to mark a color region before you can use this function!



**Spray Options:** In this dialog you can set the shape, the size and the density of the spray tool.  
**Tip:** If you set the size to '1', the density to '100%' and if a color region is defined, you can draw like in freehand mode but the colors are cycled.

## Size:

Here you can specify the size of the icon. You can choose the standard size 16x16, 32x32, 48x48 and 64x64 pixel. You can also specify a custom size from 8x8 to 64x64 pixel. If you change the size of an icon you can specify if you want to resize it or not.

## Colors:

Changes the color format of the current icon. You can choose between 16 and 256 colors.

## Help:

**IconEdit Pro Help:** Shows this help.

**Print Registration Form:** [Starts a program to fill in the registration form](#). You can also print it manually. The name of the file is 'REGIST-E.TXT' and is located in the same directory as 'ICONEDIT.EXE'.

**Enter Registration Code:** If you register the program you will get a registration code. Just enter your name and this code in the appearing dialog and you are rid of the annoying nag-screen.

**World Wide Web:** [Starts your default Web browser \(if installed\) with the selected site.](#)

Hagen's Homepage:	Brings you to my homepage from where you can get the newest information about IconEdit Pro
What's the Newest Version:	Shows you which version is the newest
Download the Newest Version:	Brings you to the download section of IconEdit Pro
<a href="#">Known Bugs and Problems:</a>	<a href="#">Shows you known bugs and problems and gives you solutions to</a>

[fix them](#)

What Others Say About IconEdit Pro: Some ratings and statements about IconEdit Pro  
Send an E-Mail to Hagen Wieshofer: Invokes your e-mail program (if installed) with my address  
Register Online Using Albert's Ambry: You can purchase and immediately receive the Registered Version of IconEdit Pro on the Internet through Albert's Ambry. Transactions are via Credit Card with the option of making the purchase over a secure server.

*Info:* Shows some information about the system resources and about 'IconEdit Pro'.

## Tips and Tricks

### 1. Use the cursor keys while working with an animation:

As long as you hold down the 'Left-Key', the frame before the current frame of the animation is displayed in the editor. As long as you hold down the 'Down-Key', the current frame, and as long as you hold down the 'Right-Key', the frame after the current frame is displayed in the editor.

Example: You are drawing a frame for an animation. Hold down the 'Left-Key' and you can compare the previous frame with the new frame very easily.

Other possibility: In a complete animation click on the second frame. Now click on the symbol 'Put to Editor' to display this frame in the editor. If you now hold down the 'Left-Key' and then the 'Right-Key' (and then in reverse order) you can check if the animation is smooth.

### 2. Double-click on an icon in the icon selection:

A double-click on one of the four icons in the icon selection, copies it to the current frame of the animation. This equals the function 'Get from Editor'.

### 3. Double-click on a frame of an animation:

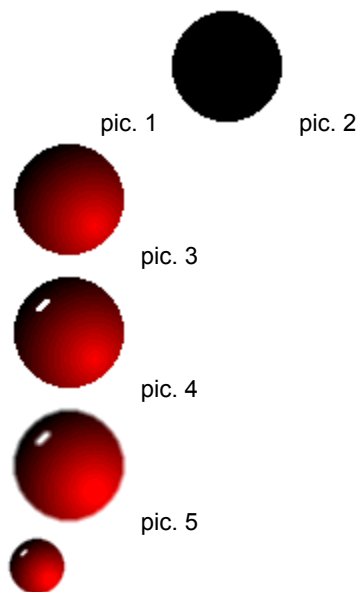
A double-click on a frame of an animation copies it to the editor. This equals the function 'Put to Editor'.

### 4. Double-click on an icon in the preview of the open dialog:

A double-click on an icon in the preview of the open dialog exits the open dialog and opens the icon in the editor.

### 5. How to make a realistic sphere:

1. Make an empty icon with 64x64 pixels. Draw a filled circle with center 32,32 and diameter 55. (pic. 1)
2. Mark a color region from black to red and choose 'radial filling' in the gradation options. Now choose the 'Fill' tool and click in the circle at about 45,45. (pic.2)
3. To make the sphere more realistic use a white color to draw a highlight in the upper left corner. (pic. 3)
4. Now choose 'Antialiasing' with the value '10'. (pic. 4)
5. Last but not least resize the icon to 32x32 pixels. Answer the question 'Do you want to resize the



**6. Use a color gradation with the 'Spray' tool:**

If you have marked a color region, the colors are cycled while spraying.

**7. Standard Windows dialog to choose a color:**

If you don't like the color slider on the right of the palette you can use the standard Windows color dialog. Just click on one of the captions 'red, green and blue'.

**8. Right-click on the undo button:**

A right-click on the undo button opens the undo selection (same as pressing the 'Space' key).

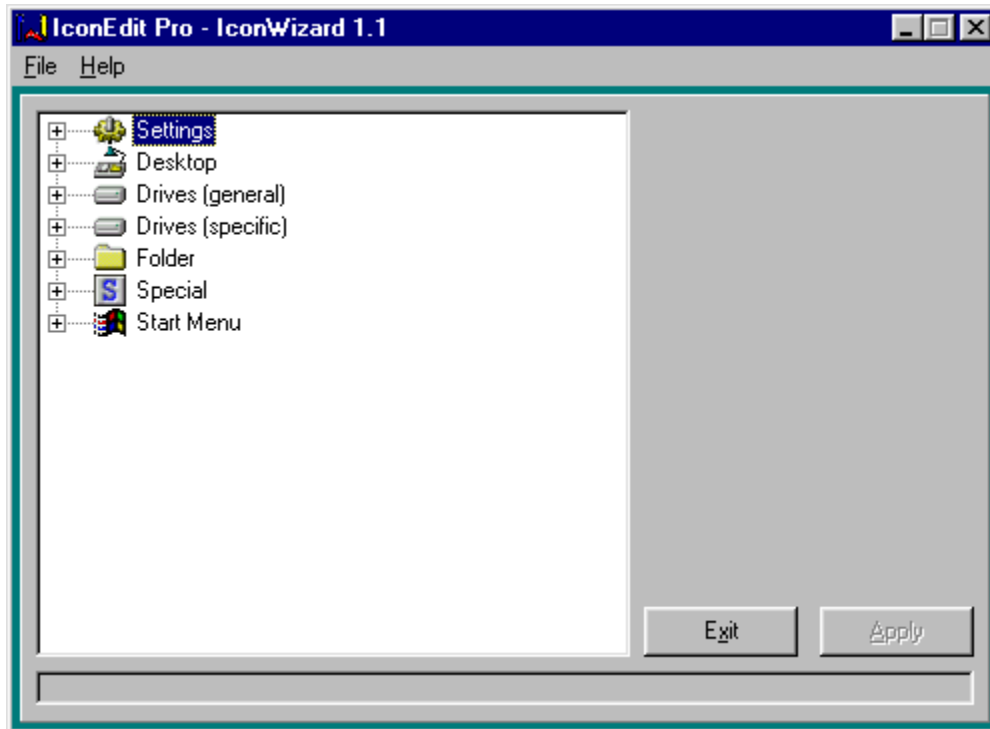
**9. Right-click on the shift button:**

With a right-click on the shift button in the horizontal toolbar you can move the whole icon or the currently marked region without opening the shift dialog.

The 'shift direction' depends on where you click on the shift button. The following enlarged picture shows you the areas of the button: red = right, yellow = down, green = left, blue = up and cyan = center.







*Click on the parts you are interested in...*

Sorry, till now there is no help for the IconWizard but soon you can download the updated help from my homepage. If you have any questions now just send me an e-Mail: [Hagen.Wieshofer@uibk.ac.at](mailto:Hagen.Wieshofer@uibk.ac.at)

