

Hey! What about 32-bit icons?

For those of you eager to break into the world of 32-bit icons, here is my plan. Adding 32-bit support to Icon Machine involves several interface modifications, and some of these are also useful for the traditional 1, 4, and 8-bit icons. Among these are a more relaxed approach to mask editing (no more mask spots that won't erase) and a mask view similar to the one you see in regular icon editors; these features have been added now in version 1.6. With that stage set, I have now begun work on the 32-bit icons themselves.

Bear with me; the best is yet to come. This 32-bit stuff is actually interrupting a series of improvements that I was already working on. Don't touch that dial!

And thank you for supporting shareware!