

Click on Summary to display help topics

Welcome to AX-Icons

AX-Icons is a user-friendly icon library management tool for Windows 95. It can be used by anyone, its editor allowing instant creation of icons in 16x16, 32x32, 48x48, 64x64, 72x72 format (and also custom sizes), using different color palettes: Monochrome, 16 colors, 256 colors (dithered), 256 colors (indexed) or true colors (16.8 million). You can also create multiple images icons. It offers a large collection of tools, including tools for drawing circles, lines, rectangles, ovals, etc.

Along with these basic functions, the editor offers linear gradient (vertical and horizontal), radial gradient, vertical and horizontal permutation, 90° icon rotation, writing text in icon, your choice of color combinations, your own color palettes, and icon capture. Cut, Copy, and Paste functions are available, with the option to scale the icon at paste time. You can import an image in BMP, or JPEG format into the editor.

AX-Icons supports creation, deletion, copying and moving of icons, along with library management. You can add to existing icon libraries or create your own icon files, export and import icons from a library into a file in ICL format. You can even drag and drop from one library to another. AX-Icons can open multiple documents, and it allows modification of icons in program files (*.EXE; *.DLL, *.OCX, .CPL; *.DRV).

AX-Icons is also an icons libraries manager. You can read/write .ICL libraries, manage a librarian (drag and drop), export, import etc... You can even customize the Windows work environment by drag and drop (Change standard icons, workstation, trashcan, modify the icons size, colors, ...)

With AX-Icons, you can compile self-executable libraries and redistribute them free. The user of this compiling version can read, print or extract icons from the library and also customize Windows.

In short, AX-Icons is a powerful, user-friendly tool meant for both end-users and professionals.

We at AXIALIS hope you will enjoy AX-Icons, and will find it adapted to your needs. We offer it as a sample of our software competence.

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Using credit card you can place Personal Registering Order or Site License Order. You can send us your order by fax or mail.

▶ **Fax orders**

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AXIALIS SA

1, rue de Stockholm

75008 Paris - FRANCE

You will receive your Registering Number by mail within 10 working days.

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AXIALIS SA

1, rue de Stockholm

75008 Paris - FRANCE

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COMPUSERVE REGISTRATION

To have the registration fee added to your CompuServe bill simply GO SWREG on CompuServe and follow the menus to register the product.

Choose the product **Axialis AX Icons 4.0** using this CompuServe ID : **2891**

The price is **\$19.95**. You will receive your Registering Number by e-mail within 5 working days.

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Axialis AX-Icons 4.0

for Windows 95 & NT 4.0

“The Icon Editor and Library Manager for Windows”

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Marc EMILE
William et Sarah

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AXIALIS, for user-friendly software.

Uninstall AX-Icons 4.0 for Windows 95

- ▶ Open **Start** in Windows task bar
- ▶ Choose **Parameters**
- ▶ Choose **Control Panel**
- ▶ Choose **Add/Delete programs**
- ▶ Choose in the list : **Axialis AX-Icons 4.0 for Windows 95**
- ▶ Click on the **Add/Delete** button
- ▶ Continue Install procedure

Creating a new icon

▶ Choose **File/New icon**

A new icon 32x32, 16 colors displays in the editor. You are now ready to create your icon.

Creating a new image format

- ▶ Choose **Draw/New image Format**
- ▶ In the Size group, choose:
 - 16x16, 32x32, 48x48, 64x64 or 72x72 pixels
- ▶ In the Colors group, choose:
 - Monochrome (1 bit)
 - 16 colors (4bits)
 - 256 colors (dithered)
 - 256 colors (Indexed)
 - true colors (16.8 million)
- ▶ In the Personalized Size Group, choose:
 - Width
 - Height
- If you want the height equal to width, choose "**Square aspect**"
- A list of all image formats is displayed.

Deleting an image format in an icon

▶ Choose **Draw/Deleting image format**

{button ,AL("NOUVEAU_FORMAT1")} [Related Topics](#)

Selecting an image format

▶ Choose **Draw/Image format**

A list of image format is displayed. Choose one of format and OK.

{button ,AL("NOUVEAU_FORMAT1")} [Related Topics](#)

Opening an icon file

- ▶ Choose **File/Open**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type that you want to select from the File Type Drop Down box (.ICO)
- ▶ Click on the file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

Remark

- The contents of each icon file is displayed.

Closing an icon file

- ▶ Choose **File/Close**

Remark

- AX-Icons will ask you whether you want to save it.

Saving the contents of the editor as an .ICO file

- Choose **File/Save**
- Select or create the file's folder from the Save In Drop Down box
- Enter the filename for the new icon in the File Name Text box. AX-Icons will add the file extension (.ICO) automatically in the File Type Drop Down box.
- Click on the **Save** button.

Note : If the filename is already in use, AX-Icons will present a prompt. Click on the Yes button to overwrite the existing file.

Adding an icon in the librarian

- Open an icon file (.ICO)
- Select the librarian
- Choose **File/Add to the librarian**

Printing the contents of the edit window

- Open the icon file (.ICO)
- Choose **File/Print**

Print preview the contents of the edit window

- Choose **File/Print preview**
- The file will be displayed exactly as it will be printed.
- ▶ If appropriate, click on the buttons **Page up**, **Page down**, **Zoom+**, **Zoom-** or **Page** to change pages, or display or zoom in on a page
- ▶ If you are satisfied, click on the **Print** button

{button ,AL("IMPRIMER1")} [Related Topics](#)

Setting printer parameters

▶ Choose **File/Page Setup**

{button ,AL("IMPRIMER1;APERCU1")} [Related Topics](#)

Moving/copying part of a drawing without using the clipboard

AX-Icons lets you use drag and drop to move or copy part of a drawing without using the clipboard. The technique involves selecting an image region and moving or copying it while holding down a mouse button (press CTRL to copy) then releasing the button at the desired location. The mouse pointer changes to a cross during the operation

To move/copy part of a drawing without using the clipboard

- ▶ Select the drawing region with the selection tool
 - ▶ Move the pointer inside the selection. The pointer changes to a movement cross (with 4 arrows)
 - ▶ To move the selection to the desired location, drag while holding down the left mouse button
- or-
- To copy the selection to the desired location, drag while simultaneously pressing the left mouse button and **CTRL**

Remark

The original selection area is painted the right mouse button color when you move or copy the region.

Cut/Copy/Paste part of an image

The cut/copy/paste functions are used mainly to communicate with other Windows programs.

Important

An icon is composed of two bitmaps (one bitmap for the 16, 256 or 16.8 million colors and one for inverted and transparent colors). Given that the document can only deal with a single bitmap, AX-Icons has chosen to keep the bitmap color in cut/copy/paste operations. Inverted and Transparent colors will thus be affected. Inverted becomes white and Transparent becomes black.

To move part of a drawing

- ▶ Select part or all of the icon with the selection tool
- ▶ Choose **Edit/Cut**
- ▶ You can select any drawing area with the selection tool
- ▶ Choose **Edit/Paste**
- ▶ The **Paste options** dialog box appears
- ▶ Different options are available:
 - ▶ **Paste 1:1 in upper left of window**: This option is always available. It allows you to paste the cut or copied drawing to the upper left area of the editor window in 1:1 scale
 - ▶ **Resize image to fit window**: This option is always available. It allows you to paste the cut or copied drawing, adjusting its size to that of the editor window
 - ▶ **Paste 1:1 to selection area**: This option only appears if you have selected a destination area with the selection tool. It allows you to insert the cut or copied drawing, in 1:1 scale, in the selection area
 - ▶ **Resize image to selection area**: This option only appears if you have selected a destination area. It allows you to paste the cut or copied drawing adjusting its size to that of the selection area

To copy part of a drawing

- ▶ Select the part to be copied with the selection tool
- ▶ Choose **Edit/Copy**
- ▶ You can select a drawing area with the selection tool
- ▶ Choose **Edit/Paste**
- ▶ The **Paste options** dialog box appears
- ▶ Different options are available:
 - ▶ **Paste 1:1 in upper left of window**: This option is always available. It allows you to paste the cut or copied drawing to the upper left area of the editor window in 1:1 scale
 - ▶ **Resize image to fit window**: This option is always available. It allows you to paste the cut or copied, drawing adjusting its size to that of the editor window
 - ▶ **Paste 1:1 to selection area**: This option only appears if you have selected a destination area with the selection tool. It allows you to insert the cut or copied drawing, in 1:1 scale, in the selection area
 - ▶ **Resize image to selection area**: This option only appears if you have selected a destination area. It allows you to paste the cut or copied drawing adjusting its size to that of the selection area

Capturing icon

Icon capture allows you to photograph an icon-sized region of the screen (16x16, 32x32, 48x48, or 64x64 pixels). If you select **Draw/Capture icon**, this command displays the following message in the edit area:

"Use Drag and drop on this area to capture the icon"

The pointer and the application window change to a square with a camera beneath it. Move the square to the screen area you want to photograph and click on the left mouse button. The selected screen area is captured into the editor.

To capture an icon

- ▶ Choose **Draw/Capture icon** or **F9**
 - ▶ AX-Icons disappears and the pointer changes to a square underlined with a camera.
- Select the desired screen area with the pointer, then click on the left mouse button
- ▶ The screen area selected is captured.
 - ▶ You can now modify this icon, create your own .ICO file, or add it to the selected librarian

Standard and customized palettes

AX-Icons supplies a standard palette with 48 colors. You can customize this palette by creating your own colors using RGB values or the standard Windows dialog box. You can also work with and customize a 256 color palette with dithering, 256 pure colors (indexed) or 16.8 million colors (true colors).

To modify a color in a customized palette

- ▶ Select the color in the palette
 - ▶ Double-click on this color or choose **Options/Modify color**. The standard Windows "**Color**" box opens.
 - ▶ Modify your color using the scroll box or in the color box
 - ▶ If you want add the customized color
- Click on the **<Add color>**. button and the color will be automatically placed in your customized color palette, replacing the color selected in the standard palette.

To restore the standard palette

- ▶ Choose **Options/Standard palette**

Important

AX-Icons automatically saves the customized color palette. However, if you use the command **Options/Standard palette**, a message will indicate that this option is not reversible and will clear your customized palette. You will then be asked to confirm.

Opening a color palette

AX-Icons allows you to create and work with your own customized color palette.

- ▶ Choose **Options/Open palette**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type from the File Type Drop Dow box.
 - PAL (if you use 16 or 256 colors "dithering" or in 16.8 million colors "true colors"
 - PA8 (if you use 256 pure colors)
- ▶ Click on the palette file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

The palette opens automatically and is linked to the edit window.

Saving a color palette

AX-Icons allows you to customize and save as many color palettes as you like.

To save a 16, 256 (dithering - 8 bits) or 16.8 Million color palette

- ▶ Modify the customized color palette . (See {button ,AL("PALETTE_STANDARD1")} [Related Topics](#))
- ▶ Select or create the file's folder from the Look in Drop Down box
- ▶ Enter the filename for the new palette in the File Name Text Box. AX-Icons will add the file extension (.PAL) automatically in the File Type Drop down box.
- ▶ Click on the **Save** button.

Note : If the filename is already in use, AX-Icons will present a prompt. Click on the **Yes** button to overwrite the existing file.

To save a 16 or 256 color (indexed) palette

- ▶ Modify the customized color palette (See {button ,AL("PALETTE_STANDARD1")} [Related Topics](#))
- ▶ Select or create the file's folder from the Look in Drop Down box
- ▶ Enter the filename for the new palette in the File Name Text Box. AX-Icons will add the file extension (.PA8) automatically in the File Type Drop Down box.
- ▶ Click on the **Save** button.

Note : If the filename is already in use, AX-Icons will present a prompt. Click on the **Yes** button to overwrite the existing file.

Creating gradient

- ▶ Create an icon with 256 colors (indexed)
- ▶ Select a color with the left mouse button
- ▶ Select another color with the right mouse button
- ▶ Choose **Options/Create gradient**
- ▶ You are asked to confirm:
Do you really want to create a gradient in the current icon palette (from foreground color to background color?)
- ▶ Click on **YES**. The gradient is automatically displayed in the palette.

The transparency of the image

Transparency is especially useful when you move or copy an object. For this operation, pure colors are normally used.

Example:

- ▶ Draw a filled blue square. Inside it draw a filled yellow circle.
- ▶ At the bottom right of the editing area, draw a filled green rectangle.
- ▶ Now you want to move the yellow circle into the green rectangle.
- ▶ Select the yellow circle. Using the right mouse button, choose the color blue as background color.
- ▶ Click on the **Transparency** icon or Choose **Draw/Image transparency** or type **CTRL+T**
- ▶ Now you can move or copy the selection to the green rectangle while holding down the **CTRL** key.
- ▶ The blue color is substituted for the transparent color in the green rectangle.

Importing an image into an icon

You can import an image in .JPEG, .BMP, DIB or RLE format into the edit window.

- ▶ Choose **Draw/Import image**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type from the File Type Drop Dow box.
BMP, DIB, RLE JPG
- ▶ Click on the file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

A checkbox Preview allows you to visualize the image.

The image is imported into the edit window as an icon.

Important

If the image to be imported does not have the same color palette as the icon in the current edit window, AX-Icons asks you if you want to replace the current icon palette by the palette attached to the image being pasted.

Drawing tools

Selection



Color Picker



Color Peplacer



Pencil



Brush



Flood fill



Straight line



3D Frame



Rectangle



Filled rectangle



Ellipse



Filled ellipse



{button ,AL("PINCEAUX1;TRANPARENCE1;IMPORTER1")} Related Topics

The Selection tool allows you to define a region of the icon in the editor in order to copy, cut or paste it. The cursor changes to a cross. Position the cross in the upper left corner of the desired region, then hold down the left mouse button and drag to the diagonally opposite corner. Release the left mouse button when you have selected the desired region

The Color Picker tool allows you to pick up a color from the editing surface by clicking with the left mouse button for a foreground color and the right button for a background color.

The Color Replacer tool allows you to rub out the foreground color and replace it by the background color. The cursor changes to an eraser.

The Pencil tool allows you to apply color as you would with a pencil. The cursor changes to a pencil in the editor. The thickness depends on the type of line selected.

Choose any two colors in the standard or customized palette. Click on the right or left mouse button to use one of the colors to draw one pixel of the desired color, or drag the mouse around in the workspace to color the pixels under the pencil.

The Brush tool allows you to draw color with different brush shapes and thicknesses (Fine, Medium square, Large square, Small circle, Medium circle, Large circle).

The Flood Fill tool allows you to color an enclosed region. The cursor changes to a paint bucket with a cross. The cross serves as a pointer. Choose two colors in the standard or customized palette. Click on the left or right mouse button for the color you want. Position the cross inside an enclosed surface. All the pixels of the enclosed region will be filled with the selected color.

Note:

It is possible to apply horizontal or vertical gradients. Just choose two colors in the palette and assign them respectively to the left and right mouse buttons. If you choose the left mouse button, the horizontal/vertical gradient will be from the left button color to the right button color. If you choose the right mouse button, the horizontal/vertical gradient will be from the right button color to the left button color.

The Line tool allows you to draw straight lines. The editor cursor changes to a line, initially a cross. The cross acts as a pointer. Choose two colors in the standard or customized palette. Click on the left or right mouse button for the desired color. Position the cross at the point where the line is to begin and then drag the mouse to the other end of the line.

The 3D Frame tool allows you to draw a button with a 3D look. You can also choose different forms and thicknesses. The cursor changes to a filled circle, initially a cross. The cross acts as a pointer.

The rectangle tool allows you to draw rectangle contours with a line thickness of 1, 2, or 3 pixels. The cursor changes to an empty square, initially a cross. The cross acts as a pointer. Choose two colors in the standard or customized palette. Select the desired color. Place the cross at the point where you want one corner of the rectangle, then, holding down the left mouse button, drag the pointer to the diagonally opposite corner. Release the button when you have the desired rectangle.

The Filled rectangle tool allows you to draw solid squares or rectangles. The cursor changes to a filled square, initially a cross. The cross serves as a pointer. Choose two colors in the standard or customized palette. Select the desired color. Place the cross at one corner of the rectangle, then, holding down the left mouse button, drag the pointer to the diagonally opposite corner. Release the button when you have the desired rectangle.













Note:

It is possible to apply horizontal or vertical gradients. Just choose two colors in the palette and assign them respectively to the left and right mouse buttons. If you press the left mouse button, the horizontal/vertical gradient will be from the left color to the right color. If you press the right button, the horizontal/vertical gradient will be from the right to the left color.

The ellipse tool allows you to draw circles or ellipses with a contour 1, 2 or 3 pixels thick. The cursor changes to an empty circle, initially a cross. The cross acts as a pointer. Drawing proceeds as with the square or filled square tool.

The Filled ellipse tool allows you to draw solid circles and ellipses with a contour 1, 2, or 3 pixels thick. The cursor changes to a filled circle, initially a cross. The cross acts as a pointer. Drawing proceeds as with the square or filled rectangle tool.

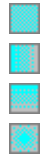
Brushes

Fine (1 pixel)	
Medium square (3 pixels)	
Large square (5 pixels)	
Extra large square (7 pixels)	
Small circle (1 pixel radius)	
Medium circle (3 pixels radius)	
Large circle (5 pixels radius)	
Extra large circle (7 pixels radius)	
Right oblique	
Left oblique	
Medium diamond (3 pixels)	
Large diamond (5 pixels)	

{button ,AL("DESSIN1;TRANPARENCE1;IMPORTER1")} [Related Topics](#)

Color fill types

- Solid color
- Vertical gradient
- Horizontal gradient
- Radial gradient



Drawing options

- Vertical mirror
- Horizontal mirror
- 90° rotation
- Writing
- Grid
- Invert colors



{button ,AL("DESSIN1;TRANPARENCE1;IMPORTER1")} [Related Topics](#)

Allows vertical permutation of selected icon region

Allows horizontal permutation of selected icon region

Allows 90 degree rotation of the whole icon

Allows to write in an icon

- Choose **Draw/Writing**
- Enter the text
- Choose the Font and Size
- Choose **OK**

Allows you to display a grid in the editor

Inverts the colors in the selected icon region (negative image)

Zooming in the edit window

Increasing the scale at which the image is displayed

- Choose **Display/Zoom in**

The scale at which the image is displayed is increased. The scale is displayed in the status bar.

Reducing the scale at which the image is displayed

- Choose **Display/Zoom out**

The scale at which the image is displayed is reduced. The scale is displayed in the status bar.

Displaying in automatic zoom

- Choose **Display/ Automatic Zoom**

Resizes the editor to the size of the window

Reorganizing windows

- The window/New window commands opens a new edit window
This option is indispensable if you want to redisplay the contents of the same edit window or if you want to copy or move part of an image from one location to another in the same window.
- The **Cascade** command displays windows in a stack, one behind the other. The window titles remain visible, but the contents may be hidden.
- The **Tile** command distributes the display area between all windows so that all contents are totally visible.

Reorganizing icons

- Choose **Window/Reorganize icons**
Reorganizes icons at the bottom of the window.

Reorganizing full window

- Choose **Window/Reorganize full window**
Reorganizes the desktop full window.

Note:

- If you choose the option **Automatic reorganization**, all opened windows will be displayed full screen.

Horizontal reorganization

- Choose **Window/Horizontal reorganization**
Reorganizes your desktop using a horizontal separation

Note:

- If you choose the option Automatic reorganization, all opened windows will be reorganized horizontally.

Vertical reorganization

- Choose **Window/Vertical reorganization**
Reorganizes your desktop using a vertical separation

Note;

- If you choose the option Automatic reorganization, all opened windows will be reorganized vertically.

Automatic reorganization

- Choose **Window/Automatic reorganization**
Toggles automatic reorganization during use on/off

Reorganizing desktop

- Choose **Window/Reorganize desktop**
Reorganizes the desktop ergonomically

AX-Icons general preferences

- Choose **Options/Preferences**

1. In GENERAL tab

- The **Create new icon at startup** checkbox allows you to create a 16 color 32x32 default icon
- The **Reorganize desktop at startup** checkbox allows you to automatically reorganize the desktop (Edit window, Library, Drawing tool palette, tools, etc.)
- The **Confirm before saving libraries** checkbox allows you to require confirmation before a modified library can be saved
- The **Minimize system resources** checkbox allows minimization of memory use in display of lists in libraries. This means that display will be slower
- The checkboxes "**Icons *.ICO, Libraries (*.ICL, *.NIL, *IL) and Programs (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)**" allow you to display the toolbars

2. In EDITOR tab

- The **Transparent and Inverted color patterns** area allows you to choose patterns:
- **Spaced dots**
- **Hatching**
- **Tight dots**
- **Plain**
- You can choose a background color for the editor window
- The **Offer multiple Paste options** checkbox allows user specification of the paste method at paste time (see {button ,AL("DEPLACEMENT1")} **Related Topics**)
- The **Shade behind icon** checkbox allows you to display a shade associated with the icon
- The **Automatic zoom by default** checkbox allows you to have an automatic zoom in the editor
- The **Display grid by default** checkbox allows you to display a grid in the editor

3. In WELCOME AND TIPS AT STARTUP tab

- The **Warning if ICO and ICL files are not associated with AX-Icons** allows you to associated ICO and ICL files with AX-Icons
- The **Information window when opening a program file** checkbox allows you to display information opened document.
- The **Warn insufficient video colors to edit a particular image format icon** checkbox allows you to display information of a color icon palette.
- The **Warn if insufficient video colors** checkbox causes display of a warning about the configuration being used, if necessary.
- The **Welcome and tips at startup** checkbox lets you specify display of a window with a welcome message and a list of tips.

Drag and drop from one library to another

AX-Icons includes a function that makes it easier to copy and move icons from one library to another, using the "Drag and Drop" function: you select a library, open it as a document, select the icons you want to move, then drag them all holding down the mouse button until you get to the other document.

To move icons from one library to another

- Open icon libraries as documents
- Select icons
- Using drag and drop, drag them to the document to which you want to import the icons

To copy icons from one library to another

- Open icon libraries as documents
- Select one or more icons, holding down the **CTRL** or **SHIFT** key as you click with the left button on the icons one after the other
- Keep the left mouse button pressed down
- Press the **CTRL** key and drag to the document where you want to copy the icons. The cursor changes to a pointer with one or more documents in the background and a + sign

AX-Icons automatically copies all the icons to the document and places them in the foreground. The libraries are automatically updated after you close the documents.

Drag and drop from one file to a library

- Open a program file (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)
- Select one or more icons using the **SHIFT** and/or **CTRL** key
- Holding down the left mouse button, drag then release into the selected library (*.ICL, *.NIL, or *.IL) or on a library in the left pane of the library window.

The cursor changes to a pointer with one or more documents in the background and a + sign

The icons will be inserted at the desired location.

To drag and drop from one file or library to the customizing window of windows

- Open a program file (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX), a library (*.ICL, *.NIL, *.IL) or select a library in the librarian
- Choose **Options/Customizing Windows**
- Click on **Desktop icons** or **Standard icons** tab
- Select an icon from the file or library
- Holding down the left mouse button, drag then release on the standard or desktop icons which you wish to replace.
- Click on **Apply** button
The icons will be automatically replace the old.

Customizing Windows

- Choose **Options/Customizing windows**

1. In Parameters tab

- The **Icons size** group allows to choice the size of icons in Windows
- The **Space between icons** group allows you to choice horizontal or vertical space between icons.
- The **Display icons using 256 or 16.8 M colors** checkbox allows you to display 256 or 16.8 M colors into icons
- The **Display an arrow in shortcut** checkbox allows you to customize shortcuts.
- The **Rebuild now** button allows you to rebuild the Windows icons database if it is damaged.

2. In Desktop icons tab

- The list of desktop icons displays. You can modify it (See {button ,AL("DD31")} [Related Topics](#))

3. In Standard icons tab

- The list of standard icons displays. You can modify it (See {button ,AL("DD31")} [Related Topics](#))

4. Click on **Apply** button to apply the changes to Windows.

5. Click on **Default icons** button to return default standard or desktop icons in Windows.

Creating a new folder

- Go to the librarian
- Choose **Librarian/New folder**
- Enter the name of the folder

Renaming the folder

- Select the folder
- Choose **Librarian/Rename**
- Enter the new name of the folder

Moving a folder

- Select the folder, holding down the left mouse button, drag then release on the other folder

Remark

You can't move the folder in its direct parent or in one of its childs

Creating a new library from the librarian

- Go to the librarian
- Choose **Librarian/New library**
- Specify the name of the library to be created as well as the sub-directory in which it will be saved

Note:

The library window can be resized. You can change the horizontal dimension of the left side of the tree by positioning the cursor on the vertical line and holding the left mouse button down as you move the mouse.

Renaming a library from the librarian

- Select the library
- Choose **Librarian/Rename**
- Specify the name of the library to be renamed

Saving the library from the librarian

- Select the library
- Choose **Librarian/Save**

See {button ,AL("PERSONNALISER1")} [Related Topics](#)

Deleting a folder from the librarian

- Select the folder
- Choose **Librarian/Delete**
- Click **Deleting**

Warning

You delete the folder and its contents. The folder will be definitively deleted.

Deleting a library from the librarian

- Select the library
- Choose **Librarian/Delete**
- Click **Deleting**

Warning

You delete the library and its contents. The library will be definitively deleted.

Opening an icon associated with the library from the librarian

- Select an icon in the library
- Choose **Librarian/Open icon** or select an icon then double-click

To modify an icon

The icon is displayed in an edit window. This window shows the number of the icon and the name of the library where it is located.

Example : Icon N°8 in "mplayer" (16x16 - 16 colors)

- Modify the icon with the drawing tools
- Choose **File/Update** in the edit window
- The modified icon is updated in the file or library
- Reselect the library
- Choose **Librarian/Save**

Opening as a new icon

- Select an icon in the library
- Choose **Librarian/Open as a new icon**
- The icon is displayed in an edit windows. This window has a new icon number. For example: Icon 3
- Modify the icon with the drawing tools
- Choose **File/Save** or **File/Save as** from the edit window or **File/Add to librarian**
- The modified icon is saved in an ICO file or added at the end of the selected library in librarian.

Displaying icons

- Choose **Librarian/Display icons**

The icons will be displayed by:

- Size 16x16
- Size 32x32
- Size 48x48
- Monochrome
- 16 colors
- 256 colors and more
- Information (name of an icon, number of image format)

Saving the library to librarian

- Select the library
- Choose **Librarian/Save library**

Importing an document to a librarian library

- Select the library
 - Choose **Librarian/Import**
 - Select the file type from the File Type Drop Down box
 - Icon files(*.ICO)
 - Program files (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)
 - Libraries (*.ICL, *.NIL, *.IL)
 - Click on the file that you want to select in the Contents List box.
 - Click on the **Open** button
- The imported icons will be automatically placed at the end of the selected library.

Exporting icons to ICL format

- Select one or more icons
- Choose **Librarian/Export to ICL**
- Select or create the file's folder from the Save In Drop Down box
- Enter the name for the new ICL library in the File Name Text box. AX-Icons will add the file extension (.ICL) automatically in the File Type Drop down box.

Saving an icon as an ICO file from the librarian

- Select the icon to the library
- Choose **Librarian/Save as ICO**
- Select or create the file's folder from the Save In Drop Down box
- Enter the name for the new ICO file in the File Name Text box. AX-Icons will add the file extension (.ICO) automatically in the File Type Drop Down box.

Printing the library

- Select the library to the librarian
- Choose **Librarian/Print library**

Visualizing the library before printing

- Select the library to the librarian
- Choose **Librarian/ Print Preview library**

Opening a library as a document from the librarian

AX-Icons allows you to open a library in a separate document window. This operation is very useful when moving or copying icons from one library to another to keep them visible on screen. You can also import into and export from a document.

- Select the library
- Choose **Librarian/Open library**

Warning

If you open the current library as a document, the current library will be automatically deactivated by AX-Icons. You can perform no operation on this library as long as the associated document is open. But all operations in the document library will be update in the library.

Importing a document to a document library

- Select the library
 - Choose **Library/Import**
 - Select the file type from the File Type Drop Down box
 - Icon files(*.ICO)
 - Program files (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)
 - Libraries (*.ICL, *.NIL, *.IL)
 - Click on the file that you want to select in the Contents List box.
 - Click on the **Open** button
- The imported icons will be automatically placed at the end of the selected library.

Saving an icon as an ICO file from the document library

- Select an icon
- Choose **Library/Save as ICO**
- Select or create the file's folder from the Save In Drop Down box
- Enter the name for the new ICO file in the File Name Text box AX-Icons will add the file extension (.ICO) automatically in the File Type Drop Down box.

Renaming one or more icons

- Select one or more icons
- Choose **Librarian/Rename**
- Enter the name of an icon
- Click on **Renaming** button

Remark

If you rename several icons, they are automatically indexed. For example, "computer" will be indexed by "computer 1", "computer 2",... "computer n".

Deleting one or more icons

- Select one or more icons
- Choose **Librarian/Delete**

Opening an icon associated with the document library

- Select an icon in the library
- Choose **Library/Open icon** or select an icon then double-click

To modify an icon

The icon is displayed in an edit window. This window shows the number of the icon and the name of the library where it is located.

Example : Icon N°8 in "mplayer" (16x16 - 16 colors)

- Modify the icon with the drawing tools
- Choose **File/Update** in the edit window
- The modified icon is updated in the file or library
- Reselect the library
- Choose **Library/Save**

Opening as a new icon from the document library

- Select an icon in the library
- Choose **Library/Open as a new icon**
- The icon is displayed in an edit window. This window has a new icon number. For example: Icon 3
- Modify the icon with the drawing tools
- Choose **File/Save** or **File/Save as** from the edit window or **File/Add to librarian**
- The modified icon is saved in an ICO file or added at the end of the selected library in librarian.

Renaming one or more icons of the document library

- Select one or more icons
- Choose **Library/Rename**
- Enter the name of an icon
- Click on **Renaming** button

Remark

If you rename more icons, they are automatically indexed. For example, "computer" will be indexed by "computer 1", "computer 2",... "computer n".

Deleting one or more icons of the document library

- Select one or more icons
- Choose **Library/Delete**

Compiling a document library

- Select one or more icons to compile. AX-Icons will select all library icons if you have not do a selection.
- Choose **Library/Compile**
- Enter the .EXE filename in the area "**Enter the path and the .EXE filename will be created**"
- Enter the library icons title
- Enter the icons library comment
- Click on **Compiling** button

The user of this compiled version will be able to print, export icons and even customize its Windows.

Warning

You are going to create a compiled and freely redistributable version of your icon library. "Freely redistributable" means that AXIALIS permits you to redistribute without royalties the portion of executable code produced by this compilation.

It does not mean that you can freely distribute any icon using this compilation. Don't forget that all icons are intellectual properties of their respective authors.

Consequently, you must hold the Copyright on each icon you have inserted in the compiled library.

AXIALIS assumes no liability for damages, direct or consequential, which may result from the use of this compilation.

For more Informations, click on the **More Infos about Copyright** button.

Compiling a library from the librarian

- Select one or more icons to compile. AX-Icons will select all library icons if you have not do a selection
- Choose **Librarian/Compile**
- Enter the .EXE filename in the area "**Enter the path and the .EXE filename will be created**"
- Enter the library icons title
- Enter the icons library comment
- Click on **Compiling** button

The user of this compiled version will be able to print, export icons and even customize its Windows.

Warning

You are going to create a compiled and freely redistributable version of your icon library. "Freely redistributable" means that AXIALIS permits you to redistribute without royalties the portion of executable code produced by this compilation.

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For more Informations, click on the **More Infos about Copyright** button.

Executing the compilation

- Execute the .EXE compilation file
- The user of this compiled version will be able to:

▪ In the File menu

- Saving as an ICO file
- Exporting to ICL
- Customizing the window of Windows
- Printing
- Preview
- Setting printer parameters

▪ In the Display menu

- Toolbar
- Status bar
- Size 16x16
- Size 32x32
- Size 48x48
- Monochrome
- 16 colors
- 256 colors and more
- Displaying information (name of icon, number of image formats)

To toggle display of the toolbar on or off

- Choose **Display/Toolbar**
- Choose **Librarian, Standard, Drawing, colors and Scale 1:1**

Tips

- You can drag and drop toolbars where you want into AX-Icons.

To toggle display of the status bar on or off

- Choose **Display/Status bar**

Opening a program file or a library

- Choose **File/Open**
- Select the file's folder from the Look In Drop Down box
- Click on the file type from the File Type Drop Dow box.

Program files (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)**Library files (*.ICL, *.IL, *.NIL)**

- Click on the file that you want to select in the Contents List box.
- Click on the **Open** button

Remark

- The contents of each program file or library is displayed and even the number of icons/

Closing a program file or a library

- Choose **File/Close**

Remark

- AX-Icons will ask you whether you want to save it.

Exporting icons to an ICL library

- Select one or more icons
- Choose **Library/Export to ICL**
- Select or create the file's folder from the Save In Drop Down box
- Enter the name for the new ICL library in the File Name Text box. AX-Icons will add the file extension (.ICL) automatically in the File Type Drop down box.

Managing programs

Managing programs is identical to managing libraries except the program files (*.VBX, *.DLL, *.EXE, *.DRV, *.OCX) contain executable code and you imposed restrictions.

You can:

- Visualizing, modifying, exporting, copying in clipboard and add to the librarian
- Saving the modifications and export ICL

You can not:

- Adding or deleting icons
- Adding or deleting image formats to icons

Warning

If you modify icons in a program file, you must before save its contents.

How to use the librarian created with AX-Icons 2.0 or 3.0 for Win 95

First solution (recommended)

- Install AX-Icons. Copy (Not move) the sub-directory "Library" and its contents from AX-Icons 2.0 or 3.0 to AX-Icons 4.0 for Win 95
- Execute AX-Icons 4.0. Converting then importing are automatic.

Second solution

- Install AX-Icons in the same directory that AX-Icons 2.0 or 3.0
- Execute AX-Icons 4.0. Converting then importing are automatic.

