

Scalelcon

COLLABORATORS

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| | <i>TITLE :</i> ScaleIcon | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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Chapter 1

ScaleIcon

1.1 ScaleIcon version 1.5 ©1993 Frode Fjeld

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ScaleIcon v1.5 ©1993 Frode Fjeld  
oooooooooooooooooooooooooooooooooooo
```

ScaleIcon version 1.5 is copyrighted, but freely distributable as long as it is not sold for profit.

```
What is ScaleIcon?  
Shell usage  
Workbench usage  
GUI usage  
Known bugs  
Bug reports here..
```

1.2 What is ScaleIcon?

ScaleIcon enables you to scale your Workbench icons in a simple and convenient manner. It supports scaling by fraction (in percent), by absolute sizes, halving and doubling and to use an icon (size) as template. Any of these actions may be performed on any one or both axes.

This version include a Shell-interface (standard CBM templates), tooltypes parsing for workbench arguments and a workbench GUI , created using MagicUserInterface by Stefan Stuntz. This means that the GUI is fully sizeable, font-sensitive, configurable and accessible from keyboard. It also means that the program is dependant on access to muimaster.library and several of MUI's objects to run (this is true wether the GUI is opened or not).

1.3 Shell template

OBJECTS/M, GUI/S, SCALEMETHOD=SM/K, FRACTION=F/N/K, AXES=AX/K, TEMPLATE=TPL/K, ABSOLUTEEX#1=X1/N/K, ABSOLUTEY#1=Y1/N/K, ABSOLUTEEX#2=X2/N/K, ABSOLUTEY#2=Y2/N/K

Description:

OBJECTS/M:

One or several icons to scale, names `_not_` including `".info"`. Note that to scale a disk icon, use `"<volume>:disk"` as object name.

GUI/S:

Opens the GUI window. All gadgets will reflect your selections from the command-line. The listview will display the objects from the OBJECTS/M keyword. If this switch is not set, the operations will be performed immediately, without further inquiries.

SCALEMETHOD=SM/K:

Set scaling method to `"Fraction"`, `"Halve"`, `"Double"`, `"Template"`, `"Absolute#1"` or `"Absolute#2"`. Defaults to `"Absolute#1"`. The `"Absolute#2"` method is actually of no use here, it's there because of the GUI. Note that you use the `"Absolute#"` keywords to decide which absolute sizes to scale to.

FRACTION=F/N/K:

Set the fraction in percent the `"Fraction"` scaling method is to use. Defaults to 75%. Valid range is 10 to 400. You must specify `"Fraction"` as `scalemethod` for this to have effect.

AXES=AX/K:

Decide which axes this operation is to have effect on. Set to `"X"`, `"Y"` or `"XY"` for both axes. Defaults to `"XY"`.

TEMPLATE=TPL/K:

Set icon who's size is to be used as template. Remember, no `".info"`'s! You must specify `"Template"` as `scalemethod` for this to have effect.

ABSOLUTEEX#1=X1/N/K:

Set the X (horizontal) size in pixels of a `"Absolute#1"` scaling. Defaults to 54. You must specify `"Absolute#1"` as `scalemethod` for this to have effect.

ABSOLUTEY#1=Y1/N/K:

Set the Y (vertical) size in pixels of a `"Absolute#1"` scaling. Defaults to 25. You must specify `"Absolute#1"` as `scalemethod` for this to have effect.

ABSOLUTEEX#2=X2/N/K:

Set the X (horizontal) size in pixels of a `"Absolute#2"` scaling. Defaults to 54. You must specify `"Absolute#2"` as `scalemethod` for this to have effect.

ABSOLUTEY#2=Y2/N/K:

Set the Y (vertical) size in pixels of a `"Absolute#2"` scaling. Defaults to 23. You must specify `"Absolute#2"` as `scalemethod` for this to have effect.

1.4 Workbench tooltypes

The workbench tooltypes template is identical to the Shell template, except that there is no `"OBJECTS"` keyword, as you select objects via `WB multiselect`. Also, the `"GUI"` boolean is replaced with a `"NOGUI"` boolean. See distributed icon.

1.5 MagicUserInterface (c) Copyright 1993 by Stefan Stuntz

This application uses

MUI - MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXX.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US\$ 15.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.6 ScaleIcon's GUI

ScaleIcon's GUI is created using Stefan Stuntz' MagicUserInterface. To the user, this means that every aspect of the GUI may be controlled via the keyboard, using the TAB-key to browse through the objects, that the GUI's appearance can be controlled via the MUI preferences, and that everything looks and feels really nice.

Here is a brief description of each of the gadgets.

The listview displays the names of all icons (without ".info") that will be scaled when "Scale"-button is pressed.

The File/Path cycle gadget lets you chose wether you want to display only filenames or complete paths in the listwiew.

The "Remove" gadget will remove any highlighted icon from the list. No operation is performed on the icon.

"Clear" will clear the list.

The scalemethod cycle gadget describes how the icons will be scaled.

Setting this to "Fraction" will scale icons to the fraction set by the fraction slider. "Halve" will halve icon size, "Double" will double icon size. "Template" will scale icons to same size as that displayed, if there is one. The only way to provide a template icon from the GUI is to drop an icon in the area just below the cycle-gadgets. "Absolute #1" will scale icons to the size found in the "X" and "Y" integer gadgets. "Absolute #2" will scale icons to the size found in the "X" and "Y" integer gadgets. The concept of two different absolute-values helps users who wish to use two different icon-sizes on his WB. For example, one might wish to have all drawers in one size, and all other icons in another size.

The axes cycle gadget decides on which axes the scaling is to have effect.

"Scale" will perform the scaling on each icon in the listview.

"Quit" will quit the program.

1.7 GUI?

GUI - short for Graphical User Interface.

1.8 Please pass on bug reports to me..

If you discover any bugs in this program, please let me know. An email including a description of how to reproduce the bug will be appreciated.

You may also mail suggestions for ScaleIcon, your favorite recipe, or an Amiga 4000 if you feel like it.

email:

frodef@stud.cs.uit.no

This address is likely to be valid at least until summer'94, and possibly until about 1998..

--

Frode Fjeld
frodef@stud.cs.uit.no

1.9 Bugs??

Known bugs:

version 1.5:

There is no checking for max size of an icon. I have never seen an official (CBM) limit of icon sizes. I have, on my Amiga 500 created icons about as large as my WB-screen, so there really

should not be much to worry about. Just remember that the Guru doesn't like icons that are really REALLY huge.