

## IconMk2 v1.02 - The icon grabber for Windows / Dos - pass 2

Now you don't need to be an artist to make your own program icons!

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### What is IconMk2?

IconMk2 is a utility which can redisplay screens captured by IconMk1, then take a part or all of the screen and convert it into a Windows 3.x icon or bitmap file.

### What can IconMk2 do?

IconMk2 allows you to choose part of a graphic display to be captured.

IconMk2 can automatically scale the chosen portion of graphic to Windows program icon size.

IconMk2 can translate the colours used in the original graphic to the standard 16 colours used by a Windows icon, substituting the nearest colour match.

IconMk2 can mix the standard 16 colours to produce many more colour shades for closer colour matching.

IconMk2 can save the chosen portion of graphic as an icon or a bitmap file. Bitmaps can be edited using Windows Paintbrush before being recaptured as an icon.

## How to Register IconMaker

To register IconMaker send £5 or US\$10, cheque or cash to:

Andrew King,  
25 Montem Road,  
New Malden,  
Surrey KT3 3QW,  
U.K.

CompuServe: 100112,204  
Telephone: (44) 81 949 4283

IconMaker can also be registered through the Compuserve registration facility.

When you register you will receive a copy of the latest version of IconMaker with the reminders to register removed (the registered version cannot remove the word 'register' from images created using the unregistered version). An order form is included at the end of this document. [See Registration Form below.](#)

## To Run IconMk2

Either Change directory to the directory where the IconMaker distribution files were installed

eg. `cd \IconMkr`

Or Add the directory where the IconMaker files were installed to your path (in your Autoexec.bat file)

eg. `path=c:\IconMkr`

Then load IconMk2 by typing its name

eg. `IconMk2`

An options menu will be displayed.

## To End IconMk2

When you have finished saving icons and bitmaps you can end by hitting the *Escape* key.

## The Options Menu

The options menu allows you to select the input file to be redisplayed, the format of the output file and the conversion options to be used.

The following keys should be used.

<i>Space</i>	Select the highlighted file or option. Note - selecting an option may automatically reset associated options.
<i>Arrow</i>	Move to the next file or option without selecting the current one.
<i>Tab</i>	Switch between the file list and the output options.
<i>Page Up</i>	Display the previous page of files.
<i>Page Down</i>	Display the next page of files.

<i>Return</i>	Accept the currently highlighted input and output options.
<i>Escape</i>	Quit IconMk2 without further processing.

## Bitmap Output

You can choose to write the output file either as an icon file or as a bitmap. The bitmap option is included to allow you to edit the image first, using e.g. Windows Paintbrush. Once the image has been edited it may be recaptured, using IconMk1 or IconMkr and saved as an icon file.

## Colour Translation

The colours available for use in 16-colour Windows icon are limited. Although the bitmap may contain a definition of the palette to be used for the colours Windows does not use this but instead uses a fixed palette of 16-colours. This palette varies depending on whether you are running Windows with a 16-colour driver or a 256-colour driver. A choice of translation is therefore provided for each of these palettes. Choose the appropriate translation method for your Windows setup.

When scaling the original down to icon size, two colour translation schemes are offered. RGB average first calculates the average red, green and blue components of the pixels in the source image which comprise each pixel in the icon. The icon colours most closely matching this colour are then used in the icon. The Most Common Colour scheme takes the most common colour from the source pixels which comprise each pixel in the icon and translates that to icon colours. RGB Average produces the best results with a complex source image. Most Common Colour is better for more plain images.

## Movement Keys

The portion of screen to be captured as a bitmap can be selected by moving the box displayed. The following keys may be used.

<i>Right Arrow</i>	Move box one pixel right
<i>Left Arrow</i>	Move box one pixel left
<i>Up Arrow</i>	Move box one pixel up
<i>Down Arrow</i>	Move box one pixel down
<i>Shift + Arrow</i>	Move box ten pixels in direction of arrow
<i>Control + Right Arrow</i>	Move right side of box one pixel right
<i>Control + Left Arrow</i>	Move left side of box one pixel left
<i>Control + Up Arrow</i>	Move top of box one pixel up
<i>Control + Down Arrow</i>	Move bottom of box one pixel down
<i>Shift + Control + Arrow</i>	Move one side of box ten pixels in direction of arrow
<i>Home</i>	Move box to top left corner of screen
<i>Page Up</i>	Move box to top right corner of screen
<i>End</i>	Move box to bottom left corner of screen
<i>Page Down</i>	Move box to bottom right corner of screen
<i>Numeric Pad 5</i>	Move box to centre of screen
<i>Control + Home (or Page Up or End or Page Down or Numeric Pad 5)</i>	Move box to corner of screen and set to 32 pixels by 32 pixels
<i>Shift + Numeric Pad 5</i>	Box whole screen
<i>Insert or E (enlarge)</i>	Increase size of box by two pixels in width and height
<i>Delete or R (reduce)</i>	Decrease size of box by two pixels in width and height
<i>Shift + Insert or E</i>	Increase size of box by eight pixels in width and height

*Shift + Delete* or *R*      Decrease size of box by eight pixels in width and height

### **To Accept Chosen Area of Screen**

Once the correct portion of the screen is bounded by the box, and all conversion options are set hit *Enter*.

The chosen area of screen is now processed and the output file produced. If a large area has been chosen this may take a few seconds.

## Input File

IconMk2 reads files produced by IconMk1. These have the extension .ik2. The file to be redisplayed should be chosen using the options menu.

## Output File

IconMk2 creates a file in the current directory for each image processed. The file has the extension *.bmp* for a bitmap file. The filename assigned is the next available name in the series *icon2-a* to *icon2-z*, eg. *icon2-b.ico*.

It is recommended that these files be renamed to something more meaningful if they are to be kept.

## Display Modes Supported

IconMk1 supports the following graphics display modes.

04	CGA 4 colour
05	CGA 4 colour
06	CGA mono - doesn't work properly
0d	EGA 16 colours, low resolution (320 by 200)
0e	EGA 16 colours, normal resolution (640 by 200)
0f	EGA mono (640 by 350)
10	EGA 16 colours, high resolution (640 by 350)
11	VGA mono (640 by 480)
12	VGA 16 colours (640 by 480)
13	VGA 256 colours (320 by 200)
6a	VESA 16 colours (800 by 600)
100	VESA 256 colours (640 by 400)
101	VESA 256 colours (640 by 480)
102	VESA 16 colours (800 by 600)
103	VESA 256 colours (800 by 600)
104	VESA 16 colours (1024 by 768)
105	VESA 256 colours (1024 by 768)
106	VESA 16 colours (1280 by 1024)
107	VESA 256 colours (1280 by 1024)

IconMk1 does not support the following display modes and will not pop-up over the display.

00, 01	40 column text
02, 03	80 column text
07	monochrome alphanumeric
	display card specific SVGA modes

IconMk2 only runs on VGA or more capable graphics cards, it will not run on EGA or CGA only cards.

### **To Associate an Icon with a Program**

To associate an icon with a program under Windows do the following.

Put the program into a Program Group by transferring from the Program Manager display. (See your Windows manual for details).

Click once on the icon which now represents the program (for all Dos programs this is the standard DOS icon). The program will be highlighted.

Click on the File option on the Program Manager menu line. A drop down menu is displayed.

Choose Properties. A small dialogue window is displayed.

Click on the Change Icon button. A second dialogue window is displayed.

Enter the full path and filename of the file which contains the icon you wish to use and click on OK on both of the dialogue windows.

### **Tips**

The following tips for producing icons will help you get the best results from IconMaker.

- 1 Simple, bold images with strong colour contrasts are usually more effective than complex images or those with little colour contrast.
- 2 On the whole, dithered colours (the default setting) produces better icons than plain un-dithered colours. However, if the icon produced looks too complex or confused try producing a non-dithered version.
- 3 You may wish to edit the background for an icon to a plain colour (eg. white) to make the image stand out more. To do this, capture the image as a bitmap and use Windows Paintbrush or another painting program to edit the picture. When you are happy with the image recapture it with IconMaker in icon file format.
- 4 The best results are obtained by capturing a portion of the image which is exactly 32 pixels by 32 pixels (the default box size), even if this means chopping off the hero's legs.
- 5 Flesh colours are very difficult to reproduce in an icon given the limitations of the fixed 16 colours Windows allows you to use for an icon.
- 6 Many games support several different display modes. You may find that the EGA mode produces clearer icons than the VGA mode.

### **Memory**

Some games require a large amount of base memory to run and will not run once IconMaker has been installed. If this happens it may be possible to make additional base memory available by using a special boot configuration. To do this you would need to make special version of your config.sys and autoexec.bat files. Things you can do include loading DOS into upper memory (high) and

removing drivers such as disk cacheing and ram disk. Your operating system manual should give details of how to boot the system leaving maximum base memory available to your programs.

IconMaker may also be loaded into high memory to make more room in base memory.

## Known Bugs

## License

You are licensed to use a single copy of the program.

IconMaker is a shareware product. You may freely copy the unregistered version of Ikonize and pass it to your friends and colleagues. Please encourage them to register if they like it as cheap utilities like IconMaker will only be developed if the Shareware system is respected.

You may not sell icon produced using IconMaker for profit.

## Registration Form

The next page contains a registration form for ordering copies of IconMaker. You can print it using File, Print then selecting Pages, From 7 To 7.

First some details of two other programs available from Andrew King - **WallpaperMaker** and **SlowMo**.

**WallpaperMaker** is a utility which allows you to take snapshots from your favourite games and use them as wallpaper backgrounds for your Windows desktop.

**WallpaperMaker** makes it easy to scale the picture to fill your screen, at different screen sizes. Or you could take all or part of a game screen and ask WallpaperMaker to scale the image to fit an exact number of times on to your screen.

**WallpaperMaker** can produce ordinary bitmaps, which you can edit using Windows Paintbrush, or compressed bitmaps (which can be used as wallpaper) which take up less memory.

**WallpaperMaker's** colour translation and colour mixing features can produce excellent 16-colour bitmaps from 256-colour originals, saving more memory.

**WallpaperMaker** is the ideal companion to IconMaker. Now you can have an endless supply of great wallpapers to brighten up your desktop!

**WallpaperMaker costs just £6 (US\$12) or only £4 (US\$8) if ordered with IconMaker.**

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**SlowMo** is a small pop-up utility which gives you slow motion at the touch of a key.

Are you having difficulty blasting that last alien, or maybe you need a little time to think in battle? **SlowMo** could be just the thing you need.

**SlowMo** can be configured to any speed from "very slow" to "normal". It can be activated in the middle of a game at the touch of a key and removed again just like that and the speed can be adjusted while playing. **SlowMo** also features Pause and Freeze, so you can stop and think, or answer the 'phone in the middle of a game. **SlowMo** lets you choose the best key for each action and gives audio feedback of all operations.

**SlowMo** can save the configuration you set for each game, which can be automatically called-up the next time you play the game.

**SlowMo** - an essential cheat for all action games!



***SlowMo* costs £4 (\$8) or £2.50 (\$5) if ordered with IconMaker or WallpaperMaker.**

- |                                                          |                    |
|----------------------------------------------------------|--------------------|
| <input type="checkbox"/> IconMaker                       | £5 or US\$10       |
| <input type="checkbox"/> WallpaperMaker                  | £6 or US\$12       |
| <input type="checkbox"/> IconMaker + WallpaperMaker      | £9 or US\$18       |
| <input type="checkbox"/> <i>SlowMo</i> with any of above | add £2.50 or US\$5 |
| <input type="checkbox"/> <i>SlowMo</i>                   | £4 or US\$8        |

All prices include postage

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- ☐ 3½" disk  
or  
☐ 5¼" disk

Please enclose cheque payable to "Andrew King", or cash.

Other currencies please add £2.50 for exchange and send cash notes to equivalent value.

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