

## **IconHandler**

**COLLABORATORS**

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# Chapter 1

## IconHandler

### 1.1 IconHandler V2.2: Contents

\*\*\*\*\* IconHandler V2.2 \*\*\*\*\*

©1997-2000 Tim Jackson

Revision date: 13-Jun-2000

Welcome to Version 2 of IconHandler! Those of you who are new to IconHandler will find the BEST icon handling program for the Amiga, and those who have used it before will find the best just got better, with a GUI configuration editor, localisation and much more!

However with all these changes I probably screwed up somewhere. Although I've tested it as well as I can there are doubtless some bugs somewhere that slipped through the net. So as ever your feedback is vital - let me know what you think of the new version and if you find any bugs let me know too and I'll fix them.

Have fun!

Introduction and basic stuff

[Introduction to IconHandler](#) [At-a-glance guide to recent changes](#) [System requirements](#) [Files which should be in this distribution](#)

[Getting Started with IconHandler](#)

[Quick Start](#) If you can't be bothered to read the rest, read this.

Reference Guide

[Configuration](#) How to set IconHandler up [Editing your configuration](#) [Config Editor menus](#) [Leaving the editor](#) [A few notes](#) [Tooltypes](#)

[Usage](#) How to use IconHandler once it's configured [A note about filetypes](#) [A note about keyboard shortcuts](#)

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[The usual stuff](#)

[Copyright and Distribution](#) [Disclaimer](#) [Acknowledgments](#)

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## 1.2 Introduction to IconHandler

IconHandler is a program to help manage file icons on Workbench. Say you create a file using a program which does not save icons with the file or saves them with icons you don't like. You might want to give that file an icon, or perhaps remove it altogether. Normally this would involve either copying an icon from another file using the CLI or using an icon editor to load an icon from another file and save it out to your new file. Or deleting the icon file manually in the case of wanting to remove it.

But no longer. :)

Now, you can simply have an AppIcon on your desktop which sits and waits for you to drop files on it. Then you can select from a list of your favourite icons, click and...bang! Your file has a new icon! Or you can remove an unwanted icon at a click.

It's fully configurable, with GUI configuration editor to allow you to add/remove/edit an unlimited number of icon types.

## 1.3 System requirements

I believe IconHandler should run on any Amiga with OS2.04 or higher. However, I have only tested it on an A1200 with OS3.0 so I don't guarantee compatibility with <OS3.0. I have been informed that it works fine on OS3.5.

IconHandler has been developed and tested on an A1200/030 with OS3.0.

## 1.4 Recent Changes

V2.1 -> V2.2 In this version I've tried to incorporate some recent suggestions about IconHandler:

- added 'Show Icon Information' option in the Configuration Editor, to let you see what icons look like and other information.
- added MAINGUI SIZE and CONFIGEDSIZE tooltips
- added 'Add..' option in the Config Editor so you can add an icon using a filerequester instead of drag 'n' drop, if you prefer...
- added an informational display below the listview in the Configuration Editor showing the source filename of the selected icon type
- removed informational window which appeared when you added a new icon to the list (it seemed a bit pointless, bit of a hangover from the days before the Configuration Editor)
- bugfix: the close gadgets on the "Edit Item" and "Add Item" windows now work
- bugfix: the filerequesters now work properly! Before, there were problems with certain paths
- bugfix: now all the relevant Config Editor buttons are disabled if the list is empty, removing the possibility for some Enforcer hits
- various other minor bugfixes in the Config Editor

V2.0 -> V2.1 Tiny bugfix - under certain circumstances the "Delete" button in the Configuration Editor could misbehave and delete the item above the one which was selected.

V1.13 -> V2.0 A big version number change, and big changes in IconHandler to go with it! Finally you can dump your text editor completely as far as IconHandler's concerned, with a full GUI configuration editor so that you can order, add, remove and edit icon types to your heart's content!

Not only that but IconHandler is now fully locale-aware. It's geared up to handle .catalog files, meaning that it can be made to work in any language. See [localisation](#) for more details.

V1.12 -> V1.13 At long last the hardcoded limit of 63 icon types is gone! Some internal reorganisation has happened to fix this, which has also resulted in slightly more efficient memory usage.

Along with this, IconHandler no longer reloads the config file every time you add a new icon too though I doubt anyone will notice the difference :)

## 1.5 Files in this distribution

In this distribution, there should be the following files:

IconHandler \* The main program  
IconHandler.info \* Main program icon file + tooltips (required)  
IconHandler.config \* Example config file  
IconHandler.guide \* This document  
IconHandler.guide.info

## 1.6 Quick Start Guide

IconHandler is essentially an easy program to use, especially if you are reasonably familiar with the Amiga system (are there any users left who aren't?!). Most things are self explanatory, but here are a few pointers:

- When you start IconHandler for the first time it will complain that it can't find the config file (unless you've set it to use the example supplied). Don't worry about this. You'll find if you drop any files on IconHandler, you'll get a list just containing the basic 'default' system icon types.
- To start adding your own types, find some icons which you want to use regularly (e.g. icons for documents, pictures etc.). It would be a good idea to put a copy of all these in a drawer together somewhere, although this is of course not necessary if you prefer not to.
- To edit your configuration, double click on the AppIcon. To give files new icons, drop the file(s) on the AppIcon
- In the Configuration Editor, drop files on the window to add them to the list, alternatively use the "Add..." function to add using a filerequester.

## 1.7 Configuring IconHandler

Configuring IconHandler is easy. The configuration file is a plain text file which tells IconHandler which icons you wish to make available. You can edit it by hand, but as of v2.0 there is now a full GUI configuration editor so you should never need to, unless you are particularly fond of your text editor :)

To access the Configuration Editor, double click the AppIcon which IconHandler created on Workbench when you started it. Now, to use the Configuration Editor...

[Editing your configuration](#) [Config Editor menus](#) [Leaving the editor](#) [A few notes](#)

## 1.8 Configuration Editor: Editing Your Configuration

Editing your configuration

Adding an icon to the configuration There are two ways of adding an icon to the configuration:

1. With the configuration editor open, find the icon which you wish to use by opening the appropriate drawer on Workbench. Drop this icon onto the Configuration Editor window and a new window will pop up. You will be prompted to enter a name for your icon type. So, if it's an icon which will be used on IFF/JPEG/GIF/whatever files, "Picture" would probably be a good idea but you can enter anything you want. Click OK and, all being well, a small confirmation will appear.

Repeat this as many times as you want :)

Note that you can drop multiple icons onto the IconHandler configuration editor window at the same time.

2. Click the "Add..." button. A window will appear. Choose the icon which you wish to add by clicking the "Choose file..." button and then give it a name by entering it in the 'Icon Type' string gadget. Note that the .info will be removed from the end of the filename you select.

Once you have one or more icon types in the Configuration Editor listview, you will find that the text box below the type listview will display the path and filename of the source icon for the icon type which is currently selected.

Removing an icon from the configuration In the configuration editor, select the icon type you wish to remove and click "Delete".

Editing the icon type of an icon in the configuration Select the icon type and hit "Edit". Now you can edit what the icon appears in the list as.

Ordering the icon types in your configuration There are several ways to arrange how the icons in the configuration will appear in IconHandler, so you can arrange them to your heart's content!

- Sort This sorts all the entries alphabetically from top to bottom
- Up This moves the currently selected entry up one place
- Down This moves the currently selected entry down one place

## 1.9 Configuration Editor: Menus

Menus in the Configuration Editor There is one menu - Project - with a few options:

- Open... This lets you choose an IconHandler configuration file to open, which replaces the configuration that you're currently editing.
- Insert... This allows you to choose an IconHandler configuration file and inserts it into the configuration that you're currently editing, immediately below the currently-selected entry.
- Save This saves the configuration in its current state to the default location, or to the file specified in the **CONFIG tooltype** if present.
- Save As... With this option you can choose a path and filename to save the IconHandler configuration you're editing as.
- About Lets you know what version of IconHandler you're using and a few other useful bits of information
- Quit Exits IconHandler. If you have made unsaved changes to your configuration then you will be prompted before IconHandler exits.

## 1.10 Leaving the Configuration Editor

Leaving the Configuration Editor To leave the configuration editor, you can:

- Click the Cancel button, or close the window: This will **LOSE ANY CHANGES YOU MADE** since the last save.
- Click 'Save & Use' This will save any changes to the default configuration file (or the file specified in the **CONFIG tooltype**, if present), make them active and close the Configuration Editor.

## 1.11 Configuring IconHandler: small notes

Some small notes There is an example config file included which demonstrates what an IconHandler config file might typically look like. It's an example only and won't do anything on your system unless you are me :)

As of V1.13 you can have an unlimited number of entries in the config file.

There is one small limit that each line in the config file must be no longer than 256 characters long in total. This shouldn't be a problem unless you have some very long pathnames!

Further optional customisation can be done by editing IconHandler's **tooltypes**.

## 1.12 Using the tooltypes

IconHandler offers a number of tooltypes which can be used to configure it to your exact needs. They are all optional, and defaults have been inserted as examples of their usage.

**APPICONTEXT** Default: IconHandlerAppIcon Specifies the text to be placed under the IconHandler AppIcon on Workbench.

**ICONXPOS** Default: <None> (The icon will be positioned as Workbench sees fit) Defines the X position of the AppIcon on the Workbench screen.

**ICONYPOS** Default: <None> (The icon will be positioned as Workbench sees fit) Defines the Y position of the AppIcon on the Workbench screen.

**CONFIG** Default: ENVARC:IconHandler.config Specifies where the IconHandler configuration file is to be found.

**APPICON** Default: PROGDIR:IconHandler Specifies an icon to be used as the AppIcon. To use, enter the full path of an alternative icon, excluding the .info extension

**LISTSIZE** Default: 10 Specifies the number of icon types to be displayed at once in the list which appears when an icon is dropped onto IconHandler. If you choose a number which is too large, i.e. the window containing the list would not fit on the screen, an error will be displayed and IconHandler will quit.

**PRESERVEDEFTOOL** Default: (Off) If specified, when the main window opens for the first time then the "Preserve default tool?" checkbox will be ticked, meaning that the default tool of a dropped icon will be preserved.

**PRESERVETOOLTYPES** Default: (Off) If specified, when the main window opens for the first time then the "Preserve tooltypes?" checkbox will be ticked, meaning that the tooltypes of a dropped icon will be preserved.

**MAINGUISIZE** Default: 15 Specifies the horizontal size of the main IconHandler window (i.e. the one which appears when you drop an icon on the AppIcon). Specified in arbitrary, proportional units (not pixels). The window will not go smaller than a minimum size necessary to display all gadgets.

**CONFIGEDSIZE** Default: 20 Specifies the horizontal size of the Configuration Editor window. Specified in arbitrary, proportional units (not pixels). The window will not go smaller than a minimum size necessary to display all gadgets.

If any of the above tooltypes are not specified, a default will be used.

## 1.13 Using IconHandler

**Starting IconHandler** To start IconHandler, you can either double-click on the icon or (even better) put it in your WBStartup drawer. You can also start it from the CLI if you really want to, although if you do this then it probably won't work if you've done weird stuff like renaming the program file or made it resident.

**The AppIcon** Once it's running, you'll see the AppIcon appear on Workbench. If you double click on the AppIcon, you will open the **Configuration Editor** If you drop one or more files on the AppIcon, you'll see...

**The main GUI** Drop one or more files on the AppIcon and this, the main window, will appear. In this window will be a list of your icon types (as defined in the config file), plus some default types and also a 'Remove icon' option. You can now click on an icon type to give the file/drawer(s) you dropped a new icon. Alternatively, click 'Cancel' to close the window and leave the files as they were. You can also access two menu options, 'About...' and 'Quit' whilst the main window is open; their functions are self explanatory :)

**Preserving the default tool and/or tooltypes** If you want to preserve the tooltypes and/or default tool of the file before you give it a new icon, make sure the appropriate checkbox is ticked. The settings of the "Preserve default tool?" and "Preserve tooltypes?" checkboxes will be kept for as long as IconHandler is running; i.e. next time you drop an icon onto IconHandler, they will have the same settings you last used.

**'Default' file types** The 'Default - xxx' options work in exactly the same way as the other options, and the files are given the default system icon appropriate to which option you selected. Hint: you can change the default system icons by use of the files `ENVARC:sys/def_XXX.info` where 'xxx' is the filetype (project, drawer, tool etc.)

**Removing a file's icon altogether** The option at the bottom of the list entitled '\*\*\* Remove icon from file \*\*\*' does exactly what it says - it removes the icons from the file(s) you dropped altogether.

## 1.14 A note about filetypes

In general, the file/drawer(s) you drop on the AppIcon will take on the properties of the new icon you give them - tooltypes, file type (project, tool etc.), default tool etc. (unless you have checked the "Preserve default tool" and/or "Preserve tooltypes" option(s) in which case the relevant info will be preserved).

However, there is one important exception to this. If you try to give a drawer a file icon, or give a file a drawer icon, IconHandler will notice this and preserve the original icon type since it is pretty useless and meaningless to have a drawer which has an icon set to type 'project' (for example). The best way to see what I mean is to try it! An example is, if you dropped a drawer onto the AppIcon, and clicked to give it type 'AmigaGuide file' (assuming you had this type set up), the drawer WOULD get an AmigaGuide icon but would still be a drawer.

## 1.15 A note about keyboard shortcuts

There is moderately good Style Guide-compliant keyboard shortcut support in IconHandler. Here's a summary of information about keyboard shortcuts in IconHandler:

- Buttons: to use a button simply press the key which is indicated by the underlined letter in the button, with the appropriate window selected.
- Listview (in the Configuration Editor) - use the key indicated by the listview title (for the default English settings, this is 'i') to move the highlight up and down the list (i.e. to choose which item is selected). To move down, press the key on it's own. To move up, hold down Shift and press the key.
- Checkboxes (e.g. in the main window 'Preserve Tool Types?') - press the key indicated by the underlined letter in the checkbox label to toggle the check on and off.
- File requesters - I *\*think\** you can use the keyboard, but this is standard system stuff so it's out of my control.
- Selecting an icon type in the main GUI - sorry you'll have to use the mouse for now; in future I *\*may\** change the system so that you choose the item first and click "OK" which would work better with the keyboard.
- Error/information requesters - system stuff again, if anything.

## 1.16 Localisation support in IconHandler

As of V2.0, IconHandler supports localisation. If you speak English as your first language and you have no desire to see IconHandler in another language then you probably don't care about this so stop reading now.

However, for the (many) users of IconHandler in countries where English is not the first language, you now have the choice of having all the windows/buttons/displays/requesters etc. in your preferred language.

This is done with the standard built-in locale system of WB3.0+.

If you want to see if there is a catalogue for your language, please go to the IconHandler [support](#) site as any catalogues will be placed there. At the time of writing (13-Jun-2000) a French catalogue is expected within the next few days with a German one to follow shortly afterwards.

However, even if there isn't a catalogue for your language there, if you speak both English and another language well and you would like to see IconHandler work in your language, then here's what to do:

Basically, you need to create a .catalog file for your language, and this then goes in either LOCALE:catalogs/xxx/IconHandler.catalog or PROGDIR:catalogs/xxx/IconHandler.catalog, where 'xxx' is the language in question and PROGDIR: is the directory which IconHandler was started from.

Creating a catalog file is not hard. What you do is e-mail me and I'll send you the IconHandler.cd file which contains all the strings used in IconHandler, in English. Then, you use a program such as FlexCat (on Aminet) to create a translation file (IconHandler.ct). You then translate all the strings to your chosen language and finally use FlexCat (or whatever) again to 'compile' IconHandler.catalog. And that's it! You don't need to do any configuration or anything, just drop the catalog file in the right place and everything will work!

If that sounds complicated, don't worry - it's not! :) Just e-mail me and I'll be happy to explain more.

When you've created a .catalog file for your language, send it to me and then I'll put it on the [support](#) website and include it with the next release of IconHandler so that other people can benefit!

## 1.17 Future Improvements

Here's what I'm planning:

- Fix the (few) known bugs :)

And here are some possibilities that I'm considering for future improvements:

- Make IconHandler a commodity? - Pattern matching for auto recognition e.g. all files matching pattern #?.jpg would automatically get a 'picture' icon? - Add option to 'snapshot' position of AppIcon (is it possible?)

If you have any comments on the above, or have any other suggestions, please feel free to contact [me](#).

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## 1.18 Known Bugs

- If you select 'Default - Disk', files do not seem to be given a 'disk' icon and instead get a 'drawer' icon (although the type is set to Disk). I'm not sure why this is, the code seems OK. Let me know if it annoys you and I'll look into it again. - If you have lots of blank lines at the end of the config file you'll end up with some blank lines in the icon type list, and possibly an error about an odd number of lines when loading.

I don't \*know\* of any more bugs at the moment, but there almost undoubtedly are some, somewhere! If you find any, \*please\* report them to [me](#) - I will be very grateful. Thanks!

## 1.19 Version History

V1.0 Original version V1.1 GUI tidied V1.2b FIRST BETA RELEASE Totally rewritten GUI. Number of prefs entries now unlimited. Speeded up file writing. V1.3 FIRST PUBLIC RELEASE WB window updates when the new icon is written Icon positions within directory windows are preserved APPICONTEXT, ICONXPOS, ICONYPOS, CONFIG, APPICON tooltypes added Multiple file support Corrected bug which prevented quitting until the main window was closed. V1.4 Directories can now be given icons. Thanks to Stuart Caie for help. Correct version number put in window title! V1.5 Now notices if you try to give a file a directory icon and vice versa V1.6 Config file reading routines rewritten No longer complains about blank line at end Added 'default' types. Made tooltypes still work if program has been renamed Default config file name changed from iconhandler.prefs to iconhandler.config V1.7 Added LISTSIZE tooltype. V1.8 Fixed lame bug which caused Enforcer hits and crashes on some systems when opening the window with the list of icon types. Fixed another lame bug which must have been around for ages which caused an Enforcer hit under certain circumstances. V1.9 Added option to remove icon from a file Did some internal reorganisation to make it more efficient Fixed CLI starting, it now works and no more Enforcer hits! (I think this got broken in V1.6) Made IH work properly if started without a config file V1.10 Added options to preserve tooltypes/default tool V1.11 Added option to drop-add to config file Fixed bug if no CR at end of config file Added keyboard shortcuts for most actions V1.12 Fixed bug requiring ENTER press before OK in window to add new icon type to list Added PRESERVEDEFTOOL tooltype Added PRESERVETOOLTYPES tooltype V1.13 Removed limit of 63 icons in list (at last!) Internal reorganisation - more efficient use of memory and no longer reloads the config file every time you add a new icon V2.0 Major changes! Localisation support added Configuration Editor added Minor bugfixes V2.1 Bugfix: Fixed 'Delete' button in Configuration Editor V2.2 Added 'Show Icon Information' option in the Configuration Editor Added MAINGUI SIZE and CONFIGEDSIZE tooltypes Added 'Add..' option in the Config Editor Added filetype info box below listview in Config Editor Removed informational window which appeared when you added a new icon Bugfix: Close gadgets on "Edit Item" and "Add Item" windows now work Bugfix: The filerequesters now work properly Bugfix: Removed possible Enforcer hits when zero items in config editor

## 1.20 Support

IconHandler is still under development, which means new versions will appear from time to time. I will release new versions as soon as they are in a fit state to be placed in public distribution. Also, with the advent of [localisation](#) in IconHandler 2.0+, I will place catalog files for languages other than English on the site if and when I receive them.

The latest version of this program, along with some other programs I have written, can always be downloaded from my program support web pages, which can be found at the following URL:

<http://www.radiolink.net/timjackson>

(If this doesn't work, then use [http://www.bigfoot.com/~tim\\_jackson](http://www.bigfoot.com/~tim_jackson) and follow the links to "Amiga Pages")

New versions will also be uploaded to Aminet as soon as they become available, and will have the filename util/wb/IconHandler.lha.

E-mail enquiries are always welcome, see my [contact](#) page for details.

## 1.21 Contact me!

If you've found IconHandler useful, TELL ME ABOUT IT! The program is freeware; there is nothing to be paid but I'd like to hear from you anyway.

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Any bug reports or suggestions for improvement should also be sent to the below e-mail address:

tim\_jackson@bigfoot.com

I occasionally use IRC and when I do, my usual nick is Arcline. I tend to hang around on IRCnet. A list of IRCnet servers can be found at:

<http://www.irchelp.org/irchelp/networks/servers/ircnet.html>

Alternatively, whenever I'm online, I can usually be found on ICQ. My UIN is 16567498.

## 1.22 Copyright & Distribution

This program is FREEWARE. That means you can copy it and freely distribute it (including uploading to a BBS/Aminet etc.), as long as:

- You don't charge anything for it (except a nominal charge for disk and copying) - You include **all the files** in any distribution. - You don't modify any files.

(For inclusion on compilation CDs or magazine coverdisks/cover CDs, **contact me**. Any other queries, contact me. No permission is necessary for inclusion on Aminet or Fred Fish CDs.)

The copyright of the program remains with me at all times.

## 1.23 Disclaimer

You use this program entirely at your own risk. The author will accept no responsibility whatsoever for any loss or damage caused by this program including but not limited to loss of or damage to data.

## 1.24 Acknowledgements

I would like to thank the following people for their contribution to the development of IconHandler:

- Stuart 'Kyzer' Caie for help with handling drawers dropped onto IconHandler - Richard Kapp and girlfriend Barbara for inspiring the LISTSIZE tooltype - Daniel Westerberg for inspiring the option to add icons to the config file by dropping them on the AppIcon and help removing the 63 item limit - Eric Luczyszyn for French translation and xxSIZE tooltype suggestions - Christian Aichinger for bugreports and "Show Icon Information" idea

## 1.25 By the same author...

I've written a few other little programs for the Amiga too. Try them, you might just like them! :)

Here's a quick overview:

- GetMouseInput - a wonderfully simple but invaluable program which reads the state of the mouse buttons from a mouse connected to either the mouse or gameport. The result can then be read from AmigaDOS scripts etc. Very useful in startup-sequence to select different startup files.

- Archimedes Sprite Displayer - a program to load and display sprites (graphics) from Acorn Archimedes computers. The resulting screen can then be grabbed as an IFF by any screen grabber you have.

- StripCodes - a very simple program which will strip any occurrences of a particular ASCII character from any file. You can also optionally replace a particular ASCII character with another character.

All these and more can be found on my website. Check it out:

<http://www.radiolink.net/timjackson>

(Alternative URL: [http://www.bigfoot.com/~tim\\_jackson](http://www.bigfoot.com/~tim_jackson) and follow links)

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