Making an Icon

266379_PixelRule.tiff ¬

Quick Project's window has an icon well (labelled *Icon*) which you can use to associate an icon with your program.   You can create the icon in one of three ways.

· Drag/drop a tiff file from Workspace into the icon well;
· Cut/paste TIFF data from another application;
· Use **Services > Grab** to grab an interesting area of the screen.