

## IcoShow Help Index

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## File Menu Commands

In the File menu you can open directories to select the icons existing there, print selected icons, create a new icon library or exit IcoShow.

Open

Print Icons

Create Library

Refresh Directory

Exit IcoShow

## Icons Menu Commands

Use this menu to determine the function of the left mouse button and to select the icons to be used.

Copy

Move

Rename

Edit

Select

Exclude

## Options Menu Commands

Set options for IcoShow.

Edit with...

Repair Icons

Save Settings

Quick Delete

Quick Search

## Window Menu Commands

Use this menu to arrange and size windows within IcoShow.

Cascade

Tile

Minimize Windows

Maximize Windows

Select Window

Close All

Arrange Icons

## Help Menu Commands

Look here for informations about registration, ordering and the present use of heap and resources.

[Registration](#)

[Print Order Form](#)

[About IcoShow](#)

## Properties Menu

If you click on an icon with the right mouse button, IcoShow displays the Properties Menu. In this menu you can select another image if the icon has more than one. You can select the procedures available for this icon, such as exclude, delete, edit or rename. Only the possible properties will be displayed. In example the method "rename" is not available if you click on an icon from a library.

Last but not least you can change the options to determine the function of the left mouse button.

Exclude Icon

Delete Icon

Rename Icon

Edit Icon

Copy

Move

Rename

Edit

## Open

Add a new window (or new windows) with the icons existing in a given directory. A dialog box will open to allow you to browse for the directory wanted and to check whether subdirectories and/or icon libraries (...) are to be included and whether IcoShow is to look for and display icon names found in some libraries.

Hint: If the directory does not exist, IcoShow will create it.

See also: [File Menu](#)  
[Open Dialog Box](#)



## Print Icons

This command prints the selected icons in the current window on selected paper with any matrix, ink-jet or laser printer. You may also print in color if your printer can handle the output. The number of printed icons per sheet depends on the printer's resolution.

See also: [File Menu](#)

## Create Library

Transfers the selected icons from either the current window or all windows into a library. Supported library types are DLL/NIL/ICL.

You can put more than 2,700 icons into such a library. But if you intent to use the library later with Window's program manager or with some other icon manager you should not include more than 1,200 icons. IcoShow will issue a warning.

See also: [File Menu](#)  
[Create Library Dialog Box](#)

## Refresh Directory

Choose this option if you wish to read icons and libraries from current directory again. Use this if you have changed the content of the directory with a file manager while IcoShow is running.

See also: [File Menu](#)

## Exit IcoShow

Use Hotkeys Alt-F4 to exit IcoShow directly.

If the option Save Settings (Options Menu) has been selected, IcoShow saves all settings including desktop in ICOSHOW.INI within the directory of IcoShow.Exe.

See also: File Menu

## Copy

You can drag specific icons or icons symbolizing a minimized window containing icons to a destination window using the mouse. Place cursor on icon, press down the left mouse button, then drag the icon to its destination and release the mouse button.

If this option is checked, the icon(s) will be copied, not moved.

See also: [Icons Menu](#)  
[Properties Menu](#)  
[Move](#)

## Move

You can drag specific icons or icons symbolizing a minimized window containing icons to a destination window using the mouse. Place cursor on icon, press down the left mouse button, then drag the icon to its destination and release the mouse button.

If this option is checked, the icon(s) will be moved, not copied. This means that the icon files in the source window will be deleted after copying. Icons from libraries (Exe/Dll/Nil/Icl) will not be deleted, but copied. If the source window is empty after moving icons, you will be prompted for deletion of the directory.

Hint : Icons with identical names in the source and destination directories will not be deleted because they will not be moved.

See also: [Icons Menu](#)  
[Properties Menu](#)  
[Copy](#)

## Rename

If this option is checked, you can rename icons by a double clicking them with the mouse or by pushing the Return key. Icons cannot be renamed and moved at the same time.

If you wish to sort the icons in the current window after the renaming is done, check the sort button.

You cannot rename icons in libraries.

See also: [Icons Menu](#)  
[Properties Menu](#)  
[Edit](#)

## Edit

If this option is checked, a double click with the mouse or the Return key will run the command under Edit with... for the icon selected. If the editor chosen is capable of command line processing, the icon will be opened and displayed for further processing. If not, you will still have to open the icon you wish to alter.

See also: [Icons Menu](#)  
[Properties Menu](#)  
[Rename](#)



## Select

If you check this command, a dialog box will be presented for you to enter a Pattern to select icons from the contents of the Current Window to be displayed exclusively (and for all other windows also).

See also: [Icons Menu](#)  
[Exclude](#)

## Exclude

If you check this command, a dialog box will be presented for you to enter a Pattern to exclude icons from the displayed contents of the Current Window (and for all other windows also).

See also: Icons Menu  
Select

## Edit with ...

Here you can enter a command line to process a chosen icon. Type the complete command line to start the icon editor of your choice without the icon's name. That will be added when you double click the mouse or press the Return key and if the Edit option in Icons menu is checked.

If the editor chosen is capable of command line processing, the icon will be opened and presented for editing automatically. If not, only the program will be started and you will have to manually open the icon to be edited. Further procedure depends upon the editor itself. Do not forget to save the changes made!

If the icon has been changed by the selected program, it will be reloaded and redisplayed on exit.

Hint :        Do not use programs changing file structures on disks.

See also: [Options Menu](#)

## Repair Icons

Older icon files may contain bugs (the icon's upper border is truncated). You can have repaired these icon files by checking this option. Bugs in libraries will not be removed.

See also: [Options Menu](#)

## Save Settings

If you check this option, IcoShow saves the current settings of all options and the desktop on exit in the file ICOSHOW.INI in the IcoShow directory. If missing it, will be created by IcoShow automatically.

Hint :        A change of this option will always be saved to the INI file on exit.

See also:    [Options Menu](#)

## Quick Delete

You normally delete icons with the Del key. After pressing this key you will be prompted if you really wish to delete the icon.

If you want to delete icons fast however, check this option. You can then delete icons simply by dragging them out of the screen. You will not be prompted, the icon or all icons selected in the current window will be deleted!

See also: [Options Menu](#)

## Quick Search

You can find an icon by using the scroll bar or by cursor keys. If you want to find an icon quickly by name, check this option. You may then simply type a name to find matching icons. IcoShow will locate these and display successively. If no icons matches, the search string will be deleted automatically. Otherwise you will have to delete it yourself.

You can use the following characters:

Letters/digits/./_	normal characters
?	stands for any single character
*	stands for any number of characters
Space	deletes the string
Backspace	deletes the last character in the string

You can see the current entered string in the Status Line.

See also: Options Menu

## Cascade

If you activate this option, all opened windows within IcoShow will be shown as a Cascade.

Hotkey: Shift-F5

See also: [Window Menu](#)  
[Tile](#)



## Tile

If you activate this option, all opened windows within IcoShow will be tiled. You can see all windows displayed now.

Hotkey: Shift-F4

See also: [Window Menu](#)  
[Cascade](#)

## Minimize Windows

If you choose this command, all windows within IcoShow will be minimized and arranged in alphabetic order at the bottom of the IcoShow desktop. If you have created many windows, use this command and the command [Maximize Windows](#) to rearrange all windows.

If this option is activated, new directories, respectively windows, will be shown minimized.

See also: [Window Menu](#)

## Maximize Windows

If you choose this command, all minimized windows will be shown in default size and arranged in alphabetic order according to the tile or cascade option.

See also: [Window Menu](#)  
[Minimize Windows](#)  
[Cascade](#)  
[Tile](#)

## Select Window

The following dialog box will help you to select a window quickly or to calculate the number of icons which you wish to write to a library.

See also: [Window Menu](#)  
[Create Library Dialog Box](#)

## Close All

Use this command to close all open windows at once. Upon closing IcoShow tries to release a maximum of heap space and resources.

See also: [Window Menu](#)

## Arrange Icons

Choose this command to arrange all minimized windows at the bottom of the IcoShow desktop according to Windows' settings. The windows will not be sorted by name.

See also: [Window Menu](#)

## Registration

The author's hints for registering and how to contact him.

See also: [Help Menu](#)  
[Print Order Form](#)

## Print Order Form

If you wish to order a license for IcoShow, you can fill in the form online and print it from here. Switch on your printer!

After printing the form is not saved to disk. After you pressed the OK button you will have to fill it in anew to print another copy.

See also: [Help Menu](#)  
[Registration](#)  
[About IcoShow](#)



## About IcoShow

Use this to display information on copyright and the present use of heap and resources.

See also: [Help Menu](#)

## Exclude Icon

Choose this option if you wish to exclude the current icon from further processing. You can select this icon again if you change the criteria for selecting and/or excluding icons (Select/Exclude within Icons Menu) or if you choose the menu point Refresh Directory from File Menu!

See also: Properties Menu

## Delete Icon

Choose this option if you wish to delete icons from disk too. You cannot delete icons from libraries. These will be deleted from display only.

See also: [Menu Properties](#)

## Rename Icon

If you choose this option, you will be prompted for a new name of the icon. You cannot rename icons from libraries directly, however.

Check the "Sort" box if you wish to sort the display in the current window after renaming. The icon will be displayed then at its proper place within the window according to its new name.

See also: [Menu Properties](#)

## Edit Icon

If you choose this option, IcoShow will run the program from Edit with.

See also: Menu Properties

## Open Dialog Box

Add a new window (or new windows) with the icons existing in a given directory. A dialog box will open to allow you to browse for the directory wanted and to check whether subdirectories and/or icon libraries (...) are to be included and whether IcoShow is to look for and display icon names found in some libraries.

Hint:            If the directory does not exist, IcoShow will create it.

Drives and Directories

Subdirectories

Libraries

Search for Names

## Drives and Directories

Browse for the name of a drive and/or directory or enter it in the list box below. If you click the OK button or press the Return key, processing of the directory starts.

See also: [Open Dialog Box](#)

## **Subdirectories**

Select this option if you wish to look for icons in subdirectories of the main directory or drive chosen, too. Each directory containing icons will be shown as a separate window.

See also: [Open Dialog Box](#)



## Libraries

Check this box if you want to search for icons included in library files too. You may check all types of libraries supported (Exe/Dll/Nil/Icl) or select specific ones.

See also: [Open Dialog Box](#)

## Search for Names

Many icon libraries include names for the icons. If you wish to display those names along with the icons, check this box.

If this option has not been checked or if there are no names assigned to the icons, the library's name is used, suffixed by a running number.

See also: [Open Dialog Box](#)

## Print Icons Dialog Box

This dialog box will open after you have issued the Print Icons command in the File Menu. By checking the print names box you will have the names assigned to the icons printed along with the design itself.

See also: Print Names with Icons

## **Print Names with Icons**

If you check this button, the names of the icons will be printed below the images.

See also: [Print Icons](#)

## Create Library Dialog Box

In this dialog box you can set the options to create a library. If the library already exists, you will be prompted to delete it before you go on.

IcoShow can put over 2,700 icons in a single icon library. But if you want to use the library later with the program manager you should not include more than 1,200 icons. IcoShow will issue a warning.

Only the icons selected will be written to the library. Please check Select/Exclude in Icons Menu to see if your choice corresponds with your intentions.

If you overwrite an old library, you need disk space for both the old and the new version.

Library Name

Type of the Library

Current Window Only

Selected Windows Only

All Windows

Sort Icons

Write Names with Icons

Exclude Duplicates

Write all Images

## Library Name

Enter the name of the library in this field or select it from the list box below.

Default name for the library is ICONS.DLL. IcoShow writes the last name used to the INI file if you have selected "Save Settings" in the option menu.

See also: [Create Library Dialog Box](#)

## Type of the Library

Choose the type of library you wish to create here. Supported are DLL, NIL and ICL files.

See also: [Create Library Dialog Box](#)

## Current Window Only

Check this box if you wish to write only the icons selected in the current window.

See also: [Create Library Dialog Box](#)  
[Selected Windows Only](#)  
[All Windows](#)



## **Selected Windows Only**

Check this box if you wish to write only the icons in the windows selected. You can select these windows in the [Select Window Dialog Box](#) from [Window Menu](#).

See also: [Create Library Dialog Box](#)  
[Current Window Only](#)  
[All Windows](#)

## All Windows

Check this box if you wish to write the icons selected in all windows.

See also: [Create Library Dialog Box](#)  
[Current Window Only](#)  
[Selected Windows Only](#)

## Sort Icons

Check this box to write all icons selected in alphabetic order. If this box is not checked, the icons will be written successively.

Hint: IcoShow sorts the pathnames of the windows in alphabetic order, ascend if windows are minimized and descend if windows are maximized or normally shown (see also menu Minimize Windows and Maximize Windows under Window Menu).

See also: [Create Library Dialog Box](#)

## Write Names with Icons

Check this box to write icons to the library including their names. If icons have no names, IcoShow builds names using up to 5 characters from the library's name and a 3 character index including only letters and digits (46656 variants).

See also: [Create Library Dialog Box](#)

## Exclude Duplicates

Check this box to instruct IcoShow to compare all icons and to exclude duplicates from all the icons to be written to the library.

You can use this possibility to eliminate duplicate icons from your directory even if you want them as .ICO-files. Write all icons to a library while this box is checked, delete icon files and extract them from the library again.

See also: [Create Library Dialog Box](#)

## Write all Images

Some icons include more than one image for displays with different numbers of colors. Normally the image selected for your display will be written to the library. If this box is checked, IcoShow will write all images to the library. That will minimize the number of stored icons!

See also: [Create Library Dialog Box](#)

## Select Icons Dialog Box

In this dialog box you can enter the Pattern used to select icons for processing.

See also: [Exclude Icons Dialog Box](#)

## Pattern to Select/Exclude

The following characters may be used in the pattern string:

Letter/digit/./_	normal characters, upper and lower case are not distinguished
?	any character
*	a number of any characters
[]	a class of characters
^	negates the class of characters in []
-	a range of characters in []

Examples for pattern:

A*	all icons, starting with the letter A as ALPHA.ICO
A	same
A[ABCDE]	all icons starting with the letter A followed by one of the letters A, B, C, D or E
A[A-E]	same
A[^F-Z]	also the same if only letters possible

Please watch out for interactions between Select and Exclude.



## **Exclude Icons Dialog Box**

In this dialog box you can enter the Pattern used to exclude icons from processing.

See also: Select Icons Dialog Box

## Edit with... Dialog Box

In this dialog box you can enter the command line used to start icon processing, usually the complete path to start the icon editor of your choice. The name of the icon to be edited will be added when the command is issued, so the editor will open with the icon already displayed. This will work only if the editor is capable of command line processing.

See also: [Edit with...](#)

## **Rename Icon Dialog Box**

In this dialog box you can enter a new name for the selected icon. You cannot rename icons from libraries directly, however.

Check the "Sort" box if you wish to sort the display in the current window after renaming. The icon will be displayed then at its proper place within the window according to its new name.

## Select Window Dialog Box

This dialog box will help you to select a window quickly or to calculate the number of icons which you wish to write to a library.

Use the Shift key to select more than one window.

If only one window is highlighted, this window will be activated after you press the Enter key or click the OK button.

If more than one window is selected, you can write all icons from windows selected to one library together.

See also: [Create Library Dialog Box](#)

## **Registration Dialog Box**

You will get familiar with this dialog box if you have not registered by September 30th, 1992.

## **Print Order Form Dialog Box**

In this dialog box you may fill in the text for the order form. Printing starts after the print button was clicked.

After printing the form is not saved to disk. After you pressed the OK button you will have to fill it in anew to print another copy.

## About IcoShow Dialog Box

Here are copyright messages and some informations on heap and resources used.

"Free Heap"	shows you the minimum of local and global heap. That will be sure the minimum of the local heap.
"Free Resources"	shows you the minimum of the local heap from User and GDI.
"Processed Icons"	shows you the amount of icons read overall.

Check these informations. If you see that "Free Heap" is very small, close windows to free local heap. An overflow in local heap stops IcoShow immediately.

If there are no more windows or dialog boxes displayed, you have too many opened windows.

Critical for allocation is not the number of processed icons, these can be over 10,000, but rather the number of open windows.

## Status Line

The status line offers the following informations:

- state of command Copy/Move in Icons Menu
- state of command Rename/Edit in Icons Menu
- amount of icons readed and selected and number of open windows
- amount of icons in the current window or a (sub-)string if Quick Search has been activated.



## **Install Icons to Program-Manager**

You can install icons directly in the program manager if you reduce the size of the IcoShow window until you see the destination.

Place cursor on icon, press down the left mouse button, then drag the icon to its destination and release the mouse button.

