

IconPack

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REVISION HISTORY

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Chapter 1

IconPack

1.1 ICONPACK DOCUMENTATION

- ICONPACK 1.0
1. INTRODUCTION
by Tom Ekström
 2. CONTENTS
IconPack is a complete collection
 - 2.1. The Icons
of replacement system icons for
 - 2.2. File Overview
Workbench 2.x and 3.0
 3. INSTALLATION
Workbench 2.04 or later required
 - 3.1. Installing the Workbench icons
Hard disk recommended
 - 3.2. Using Iconizer in manual mode
 4. MISCELLANEOUS
 - 4.1. Background
 - 4.2. Copyright
IconPack is freely distributable
 - 4.3. Disclaimer
and copyright © 1994 Tom Ekström
 - 4.4. Author Info

1.2 1. INTRODUCTION

1. INTRODUCTION

IconPack is a complete collection of shiny new replacement Workbench

Icons

. They are designed to look good on a standard high

resolution, non-interlaced Workbench with the original four colours of gray, black, white and blue.

If you don't want to read through the whole documentation, here are some brief instructions to get started:

- (1) Double click on 'IconPack_Screen' to see a sample picture of a Workbench with IconPack 'in action'.
- (2) If you like what you see, double click on 'Install_Icons'. This script installs most of the icons to your Workbench.

1.3 2. CONTENTS

2. CONTENTS

The IconPack package contains replacement icons for all standard system files on Workbench 2.x and 3.0. In addition, there are icons for several popular public domain and shareware programs, hard disk related tools, and icons for different types of data files, such as pictures, sounds, music, textfiles, and so on.

I strongly suggest that you install the icons with the Iconizer utility. Iconizer is designed for the sole purpose to make the installation process as safe and effortless as possible. Take a look at the section on

installation
for a description of using Iconizer.

You won't regret it.

2.1. The Icons

2.2. File overview

1.4 2.1. ICONS

2.1. THE ICONS

IconPack contains all standard system icons for Workbench versions 2.x and 3.0. In addition, there are icons for different types of data files (such as text and music), hard disk related tools, and some popular public domain and shareware programs. There are about 100 different icons altogether.

All (except a few) icons display an alternate image when selected. The icons have the same shape and size and use the same four colour palette of gray, black, white and blue as the original icons on Workbench 2.0 and later.

The icons can be found in the 'Icons' drawer, organized in subdrawers as on the original Workbench. Take a tour around in the drawers to see what the icons look like.

2.2.1. Listing of the Icons

3. Installing the Icons

4.1. About the icons

1.5 2.2. FILE OVERVIEW

2.2. FILE OVERVIEW

This is a complete overview of all files included with IconPack. All files mentioned in these listings must be included with a distribution of IconPack. For more information, see
Copyright

2.2.1. Listing of the Icons

2.2.2. Listing of other files

1.6 2.2.1. ICON OVERVIEW

2.2.1. LISTING OF THE ICONS

Here's a listing of all the icons in IconPack, contained in the 'Icons' drawer and its subdrawers:

```
Icons/  
Devs.info  Prefs.info  Tools.info  Utilities.info  
Misc.info  System.info  Trashcan.info
```

```
Icons/Devs/  
DataTypes.info  Keymaps.info  Printers.info  
DOSDrivers.info  Monitors.info
```

```
Icons/Devs/DataTypes/  
DataType.info
```

```
Icons/Devs/DOSDrivers/  
DOSDriver.info
```

```
Icons/Devs/Keymaps/  
Keymap.info
```

```
Icons/Devs/Monitors/  
Monitor.info
```

```
Icons/Devs/Printers/  
Printer.info
```

```
Icons/Misc/  
Alternatives.info  Datafiles.info  HDTools.info  Programs.info
```

Icons/Misc/Alternatives/

HDBackup.info IntelliFont2.info Sound.info
Intellifont1.info Keymap.info Trashcan.info

Icons/Misc/Datafiles/

Anim.info Brush.info Music.info Sound.info
AnimBrush.info Guide.info Picture.info Text.info

Icons/Misc/HDTools/

HDBackup.info HDToolBox.info

Icons/Misc/Programs/

AppISizer.info KCommodity.info Promotor.info ViewTek.info
DiskSalv.info MagicMenu.info SuperDuper.info
FontEditor.info PowerPacker.info ToolManager.info
FontViewer.info Prefs.info UnPacker.info

Icons/Misc/Programs/Prefs/

ReqTools.info ToolManager.info

Icons/Prefs/

Env-Archive.info Overscan.info PrinterGfx.info Time.info
Font.info Palette.info PrinterPS.info WBPattern.info
IControl.info Pointer.info ScreenMode.info
Input.info Presets.info Serial.info
Locale.info Printer.info Sound.info

Icons/Prefs/Env-Archive/

Sys.info

Icons/Prefs/Env-Archive/Sys/

def_disk.info def_harddisk.info def_project.info def_tool.info
def_drawer.info def_kick.info def_ramdisk.info def_trashcan.info

Icons/Prefs/Presets/

Preset.pre.info

Icons/System/

FixFonts.info Fountain.info NoFastMem.info Setmap.info
Format.info IntelliFont.info REXXmast.info Shell.info

Icons/Tools/

Calculator.info GraphicDump.info Lacer.info ShowConfig.info
CMD.info IconEdit.info MEMacs.info
Colors.info InitPrinter.info PrepCard.info
Commodities.info KeyShow.info PrintFiles.info

Icons/Tools/Commodities/

AutoPoint.info CrossDOS.info IHelp.info
Blanker.info Exchange.info MouseBlanker.info
ClickToFront.info FKey.info NoCapsLock.info

Icons/Utilities

Clock.info More.info Say.info
Display.info MultiView.info

1.7 2.2.2. OTHER FILES OVERVIEW

2.2.2. LISTING OF OTHER FILES

This is a listing of the remaining files in IconPack. These are the documentations files, files to manage the installation process, and so on. They, too, are an important part of the IconPack package. These files are contained in the main drawer of IconPack.

FILE	DESCRIPTION
IconPack.doc	Documentation in text format
IconPack.doc.info	Icon for the above
IconPack.guide	Documentation in AmigaGuide format
IconPack.guide.info	Icon for the above
IconPack_Screen	Sample screen of IconPack icons
IconPack_Screen.info	Icon for the above
Iconizer	The installation tool
Iconizer.info	Icon for the above
Install_Icons	Installation script for Iconizer
Install_Icons.info	Icon for the above

1.8 3. INSTALLATION

3. INSTALLATION

A word of warning for novice users: DO NOT install these icons to your ORIGINAL Workbench disk. You should always be using a copy, and use the original only as a backup in case the copy goes corrupt.

I strongly suggest that you use the included Iconizer utility to install the icons. You'll save yourself from wasting a lot of time and effort and ensure that everything is installed correctly. Installing the icons with IconEdit, for example, will be very tedious to say the least. Note that Iconizer requires at least Workbench 2.04.

If you are still not entirely convinced, take a look at some of the highlights of Iconizer:

- * An easy to use, font-sensitive graphical user interface, that actually lets you see the new image and the original image side-by-side, before the installation! Clicking on either image will show the alternate imagery, if there is any!
- * Install or reject icons on an icon-by-icon basis!
- * Only the imagery of the icon is changed -- the icon position, default tool, tool types etc. are left unaffected!
- * Iconizer replaces only existing icons -- fake icons (icons for files that you don't have) won't be created!
- * A 'smart' interactive script mode that attempts to find the original icon if they are moved to some other drawer on Workbench!
- * A manual mode with AppWindow support for easy selection of icons -- just drag and drop! Or use the ASL file requester if you prefer!

There are two parts in the installation process:

First, all standard Workbench icons can be installed using the provided script. Click on 'Install_Icons' to start Iconizer in script mode.

After the script is complete, you may want to install some additional icons manually. They can be found in the 'Misc' drawer and its subdrawers. These include icons for some popular PD/shareware programs, hard disk related tools, and all usual datafiles, such as animations, pictures, text files etc. Click on 'Iconizer' to start Iconizer in manual mode.

3.1. Installing the Workbench icons

3.2. Using Iconizer manually

1.9 3.1. INSTALLING THE WORKBENCH ICONS

3.1. INSTALLING THE WORKBENCH ICONS

The easiest way to install the Workbench icons is using Iconizer with the included script. The script will automatically go through your Workbench disk, only attempting to install new imagery to those icons that it finds.

Start the script by clicking on the 'Install_Icons' icon.

For each icon to be installed, Iconizer will show the new image and the original image side by side, along with the name of the destination icon. Clicking on either image will show the alternate image, if there is any. You can now select if you want to install the new image, or skip this icon and move on to the next one.

Click on 'Install', if you want the original image of the icon to be replaced with the new image.

Click on 'Skip', if you want to keep the original image.

At any point, you can also select 'Quit', to abort the installation.

1.10 3.2. USING ICONIZER IN MANUAL MODE

3.2. USING ICONIZER IN MANUAL MODE

The Iconizer utility can also be used in manual mode, to install the remaining icons that are not installed by the script. In the 'Misc' drawer and its subdrawers are icons for hard disk -related tools, different types of data files and some popular public domain and shareware applications.

Start Iconizer by double-clicking on its icon.

Iconizer will start as 'empty', with no images. To install the image from

one icon to another, you need to open a source icon (the icon that contains the imagery to be installed) and a destination icon (the icon that will receive the new imagery).

The easiest way to open an icon is to drag and drop it into the Iconizer window. Source icons can be dropped in the box labeled 'New image', destination icons can be dropped in the box labeled 'Original image'. Icons can also be opened from the Project menu, selecting 'Open source icon' and 'Open destination icon', respectively. Finally, the destination icon can also be opened by typing its name in the string gadget labeled 'Destination icon'.

After you have opened both a source and a destination icon, you can install the image from the source to the destination by clicking on 'Install'.

Additionally, Iconizer lets you delete icons conveniently from the Workbench, without having to resort to the CLI: Open a destination icon, then select 'Delete destination icon' from the Project menu.

1.11 4. MISCELLANEOUS

4. MISCELLANEOUS

This section contains some general discussion about the IconPack icons, some legal issues, and author information.

4.1. Background

4.2. Copyright

4.3. Disclaimer

4.4. Author info

1.12 4.1. BACKGROUND

4.1. BACKGROUND

Why another set of icons? Well, in my opinion, the original icons that came with Workbench didn't look too good (to put it mildly :). As the only sin that the universe doesn't forgive appears to be ugliness, I decided to draw some new ones.

While there are excellent public domain icon collections for an interlaced Workbench, IconPack is meant for all those people who can't or don't want to use an interlaced Workbench, such as owners of Commodore 1081 and 1084 monitors (like me) who can't put up with the interlace flicker.

I didn't want colourful icons with custom palettes, just plain four-colour, well-defined and consistent icons to go along with the existing 3-D

gray-black-white-blue look of the gadgets and windows.

Some of the reasons for this was that:

- 4 colour icon files are much smaller than those with 8 or 16 colours, taking up less disk space.
- Many icons that come with public domain and commercial programs use the default palette and often look bad with a custom one.
- It is easier to spot the mouse pointer if the icons are not too colourful.
- Using the same shape, size and palette as the original icons, you can install just those icons that you want and they don't look out of place alongside the original icons.

Since the purpose of an icon is to give a visual representation of the function of the program, I tried to design these icons to be as consistent and representative as possible.

With representativeness (what a word) I mean that the icon should give you a good idea of what the program does. Alternate imagery helps a lot in giving a visual representation of the function of the program. It also takes up some more disk space, however.

With consistency I mean that I think that it's nice if programs dealing with similar things have similar-looking icons, with common elements. It helps the user identify the function of a program more easily. For example, programs that work with floppies in some way have the same disk image in their icons, programs manipulating fonts have similar-looking icons, and so on.

However, I tried to maintain the overall look of the original Workbench icons using the original template with prefs and tools, 'recessed' and 'raised' rectangles, shadows etc., extending the shiny 3-D look of the windows and gadgets to icon imagery.

The icons were drawn by hand using a combination of IconEdit and Deluxe Paint III. It's so much easier drawing the image first in DPaint, saving it as a brush and importing the image into IconEdit. IconEdit has a couple of annoying bugs though that makes it a bit frustrating at times (such as the notorious "nahh -- you don't need so many colours" -bug ;-)

The icons were designed on an Amiga 1200HD with Workbench 3.0, during a period of eight months (well, it wasn't a full time job :). Some icons have evolved quite radically as I got some new ideas how to represent things visually, and tried to make the icons consistent.

If you're interested, some of my personal favourites are Intellifont, KeyShow and ViewTek, to name a few.

1.13 4.2. COPYRIGHT

4.2. COPYRIGHT NOTICE

IconPack is freely distributable and copyright © 1994 Tom Ekström. It can be distributed under the following conditions:

- (1) The IconPack package must be distributed in its entirety, without deletions, additions or modifications of any kind. The entire package may be compressed with an archiver (such as LhArc or Zoo) before distribution, however.
- (2) There is one exception to rule (1): If you want, you can use the icons in the 'Icons/Misc' and 'Icons/Devs' directories and their sub-directories for your docs, guides, anims, sounds, pictures, datatypes, dosdrivers, printer drivers etc., in your own PD/Shareware releases. In that case, include the line "(Icon by Tom Ekström)" (without the quotes, of course) as the first line of the icon tool types.
- (3) No profit may be made for distributing IconPack. A reasonable copying and handling charge for the media is acceptable, however.
- (4) No part of IconPack may be included in a commercial product without my written permission.
- (5) Explicit permission is granted to distribute IconPack on InterNet/FTP, public access BBS's, and to Fred Fish in his AmigaLibDisk library.

If you like these icons and decide to install them on your Workbench, I would be happy if you sent

me

a note (a postcard of the town where you live, a poem that you wrote, a drawing, some software you've written, some leaves from the trees where you live, some catnip for my cat Viiru, ...well, you get the point :).

All comments, suggestions, bug reports etc. are also welcome.

But in any case, if you don't want to send me anything, don't feel bad about it.

Just enjoy the icons.

1.14 4.3. DISCLAIMER

4.3. DISCLAIMER

Install and use these icons at your own risk. If you can't find your favourite text editor after having disguised it with one of the icons, don't blame me :).

More seriously, while I've tried my best to make IconPack (with the included Iconizer utility) a useful and reliable product, anything can go wrong (and according to mr. Murphy, it will), so I have to say this: USE AND INSTALL ICONPACK AT YOU OWN RISK! I can't be held responsible for any damage caused by the use and installation of the IconPack package.

1.15 4.4. AUTHOR

4.4. AUTHOR

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My e-mail address is valid at least until September '94, probably later.
The paper mail address is probably valid until the end of the world
(which I hope is still a few years off).
