

Ikonize v1.10 - The icon and bitmap grabber for Windows / Dos

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Contents

What is Ikonize?	1	
What can Ikonize do?	1	
How to Register		2
How to Use Ikonize	2	
To Make Ikonize Ready for Use		2
How to Remove Ikonize		2
To Activate Ikonize	3	
To Cancel Ikonize	3	
Movement Keys	3	
To Accept Chosen Area of Screen	4	
Conversion Options	4	
Output File	5	
Display Modes Supported	6	
Windows	6	
To Associate an Icon with a Program		7
Tips	7	
Known Bugs	8	
License		8
Registration Form	8/9	

What is Ikonize?

Ikonize is a utility which can capture part of a displayed graphic and convert it into a Windows 3.x icon file or a bitmap file which can be edited using Windows Paintbrush, or used as Windows wallpaper.

Are you tired of seeing the same Dos icon for all your Dos applications and games? Or maybe you don't like the icons provided with your Windows applications? Using Ikonize you can create your own icons the easy and fun way by capturing pictures displayed by the programs themselves.

What can Ikonize do?

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

Ikonize can automatically scale the chosen portion of graphic to program icon size (32 pixels by 32 pixels) or to a suitable size to be used as Windows wallpaper.

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

Ikonize can dither the standard 16 colours to produce many more colour shades for closer colour matching.

Ikonize can save the chosen portion of graphic as a bitmap at its original size, scaled to icon size, or scaled to a suitable size for use as Windows wallpaper. Bitmaps can be saved with their original colours or translated to the standard 16 colours used for an icon.

Ikonize uses a number of techniques to enable it to pop-up over games.

How to Register

To register Ikonize send £5 or \$10, cheque or money order to:

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

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

Ikonize can also be registered through the Compuserve registration facility, registration id. 369.

When you register you will receive a copy of the latest version of Ikonize with the reminders to register removed. You will also receive a 2-pass version of Ikonize which requires less memory and so will enable you to capture images from more programs. The 2-pass version supports additional display modes and includes extra conversion options. An order form is included at the end of this document. [See Registration Form below.](#)

How to use Ikonize

Ikonize is a pop-up utility (TSR) which is installed under Dos. Once installed, it sits around in the background waiting to be activated when you hit a special combination of keys on the keyboard. When you give the correct key combination Ikonize pops-up and allows you to capture part of the screen currently displayed. Once Ikonize has finished, the program you were running before continues.

To Make Ikonize Ready for Use

Ikonize is made ready in Dos as follows.

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

eg. `cd \ikonize`

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

eg. `path=c:\ikonize`

Then load Ikonize by typing its name

eg. `ikonize`

A screen summarising how to use Ikonize will be displayed to remind you of the options available.

How to Remove Ikonize

Ikonize may be removed so that it is no longer sitting in background waiting to be activated.

Ikonize is removed in Dos as follows.

If the directory where the Ikonize distribution files were installed is not in the path
Change directory to the directory where Ikonize is installed

Type *ikonize /r*

To Activate Ikonize

Once Ikonize has been made ready it can be activated over a graphic display at any time by using a special key combination as follows.

Hold down the *right Shift key* and at the same time hit the *Caret (^) key*.

A box will be displayed on the graphic. The box is used to choose the portion of the graphic to be captured (see below).

If a box is not displayed on the graphic Ikonize is unable to pop-up over this display. The reason for this will be one of the following.

The display mode used by the graphic program is not supported by Ikonize. See below for a list of display modes supported.

Some games programs take control of the timer interrupt which Ikonize needs to be able to pop-up.

If you wish to use a Caret (^) character while you have Ikonize waiting in the background you can still use the left shift key and caret.

To Cancel Ikonize

If you pop-up Ikonize then decide the picture is not suitable to be used, or you have finished saving a series of images, you can cancel by hitting the *Escape* key.

Movement Keys

Once Ikonize has popped-up, the portion of screen to be captured as an icon or 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
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<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
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<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
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<i>Insert</i>	Increase size of box by two pixels in width and height
<i>Delete</i>	Decrease size of box by two pixels in width and height
<i>Shift + Insert</i>	Increase size of box by eight pixels in width and height
<i>Shift + Delete</i>	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.

Conversion Options

The following options may be set or unset while a box is displayed on the screen.

The option is toggled by hitting the key indicated in the first column below. The default value for each option is shown in square brackets.

When an option is changed the edge of the box grows inwards and back out again to indicate that a change has been registered.

The options are defaulted so that an Icon file which most closely matches the captured area of screen is produced. If you switch to bitmap format the defaults will produce the same as the icon but in bitmap format, so that you may edit it before recapturing it as an icon. If you choose bitmap format and choose to keep it at full size the options are defaulted to retain original colours also.

<i>B</i>	Bitmap [Icon]	The output file will be in Windows bitmap (BMP) format suitable for use with Paintbrush and other painting programs. Setting this option resets the Colour Translation option to On.
<i>I</i>	Icon [Icon]	The output file will be in Windows icon file (ICO) format suitable for use as a program icon.
<i>D</i>	Dither [On]	The output graphic will be dithered to more closely match the colours of the original. This option is not available if Colour Translation has been switched Off for a bitmap.
<i>C</i>	Colour Translation [On]	The output graphic will be translated to the standard 16 colours used by a Windows icon, using the closest colour match available. This option is always On for icon format and defaults to On for bitmap format. When the Size option is switched On, this option is automatically switched Off.

S	Size [Off]	The output bitmap will be the same size (number of pixels in width and height) as the boxed area of the original. This option is only available if Bitmap has been switched On. Setting this option On resets the Colour Translation option to Off.
V	VGA [VGA]	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 640 x 480 pixels.
8	SVGA [VGA]	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 800 x 600 pixels.
1	VESA1 [VGA]	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 1024 x 768 pixels.
2	VESA2 [VGA]	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 1280 x 1024 pixels.
W	Fullsize Wallpaper [Off]	The output bitmap will be scaled to the maximum dimensions of the wallpaper option chosen. (See options above)
F	Freeze Action [Off]	This special option changes the behaviour of the program when you are about to pop it up. When this option is set On the current activation is cancelled. Subsequently hitting the Right Shift key immediately freezes the displayed graphic until either the shift key is released, allowing the program to continue, or the Caret (^) key is hit to cause Ikonize to activate.

Output File

Ikonize creates a file in the current directory for each accepted screen. The file has the extension *.ico* for an icon file and *.bmp* for a bitmap file. The filename assigned is the next available name in the series *iko-a* to *iko-z*, eg. *iko-a.ico* or *iko-b.bmp*.

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

Display Modes Supported

Ikonize supports the following graphics display modes.

04	CGA 4 colour
05	CGA 4 colour
06	CGA mono
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)

Ikonize 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
6a	VESA 16 colour (800 by 600)
100 -	VESA modes

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

Windows

Ikonize can pop-up over Windows just like over any other graphic program. To do so Ikonize must be made ready in Dos before running Windows. Don't forget that Ikonize only supports the standard display modes listed above. If you are using a 256 colour driver, many of which are specific to a particular video card, or a VESA driver you will have to change to the standard VGA 16 colour driver before Ikonize will pop-up over Windows - use the Windows setup program to change video driver. Icons produced by Ikonize can be used with any Windows display driver.

The bitmap option is specially included in Ikonize to allow you to edit an icon before using it. First capture the desired graphic as a bitmap, reduced to icon size and translated to the standard 16 colours used by Windows icons. (The default options for bitmap format will achieve this - simply hit B for bitmap while the box is on the screen). Run Windows and use Paintbrush to edit the bitmap file produced. Pop-up Ikonize over Paintbrush and capture the bitmap as an Icon.

N.B. Use the numeric keypad arrows while popped-up over Windows.

Approximately 70% of DOS games will run successfully under Windows 3.0 and above. Some games run only if an expanded memory frame has been set up. (See your operating system manual).

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 Ikonize.

- 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 Ikonize 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 Ikonize 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.

Registered users receive a 2-pass version of Ikonize which occupies less memory during capture.

Known Bugs

- 1 Occasionally Ikonize registers a spurious Shift On character when you use the non-numeric keypad arrows. The shift can be cancelled by hitting the Shift key. The problem does not occur if you use the numeric keypad arrows.
- 2 After popping up in Windows the shift and control status are sometimes left on. To resume normal service hit the shift and control keys after Ikonize has finished.

License

You may use this unregistered copy of the program for 30 days. If you wish to keep it after that you are required to register it. (See Registration Form below)

Ikonize is a shareware product. You may freely copy this 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 Ikonize will only be developed if the Shareware system is respected.

You may not sell icons or wallpaper produced using Ikonize for profit.

Registration Form

The next page contains a registration form for ordering Ikonize. You can print it using File, Print then selecting Pages, From 8, To 8.

First some details of another program available from Andrew King - **SlowMo**.

SlowMo is a small pop-up utility which gives you instant 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 one of a range of speeds from "very slow" to "just a little slower than normal" - it can't make programs run quicker!. It can be activated in the middle of a game at the touch of a key and removed again just like that. **SlowMo** also features Pause and Freeze, so you can stop and think, or go and make a cup of coffee in the middle of a game.

SlowMo costs £4 (\$8) or just £2.50 (\$5) if ordered with Ikonize.

- Ikonize £5 or \$10
- SlowMo £4 or \$8
- Ikonize + SlowMo £7.50 or \$15

Name []

Address []

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- 3½" disk
or
- 5¼" disk

Please enclose cheque payable to "Andrew King", or money order.

Mail to: Andrew King
25 Montem Road
New Malden
Surrey KT3 3QW
U.K.