

- **The toolbars**
- **How to make any part of icon shows the background behind it (transparent)**
- **How to turn the editing grid on or off?**
- **How to change the color palette?**

## Editing toolbar



Free hand drawing tool



Line drawing tool



Box outline drawing tool



Box fill drawing tool



Circle outline drawing tool



Circle fill drawing tool



Flood fill drawing tool



Color probe tool



Save the current icon/bitmap



Undo last operation



Exit editing mode

Some icons were created with a white opaque rectangle which covers everything under it. To make this surrounding area or any part of an icon shows the background behind it (transparent):

1. Check the **Transparent** under **Fill Type** on the menu bar in the editing grid.
2. Click the flood fill tool and flood the part of icon you want to make transparent.

**NOTE:**

- If you use the flood fill tool to make any part of an icon transparent, make sure that you click the mouse button which does NOT have same color with that part of the icon you want to make transparent. For example: your left mouse color is **blue** and your right mouse color is **red**. If you want to make a blue part of the icon transparent, after selecting **Transparent** under **Fill Type** you will have to click the right mouse button (**red**).
- The transparent part of the actual icon is represented in black in the magnified icon for easy identification. This is not a problem. The actual pixel data will be saved correctly once you save the icon.
- If you have problem using the flood fill tool then the file you are editing may not be Windows 3.1 icon format. To verify this, check the file size of the icon, if it is not 766 bytes, then it is not a standard VGA 32x32 Windows icon.

The grid in the editing mode can be turned on or off by checking or unchecking **Grid** on the toolbar. For heavy editing, I suggest you turn off the grid to prevent the flickering caused by the redisplaying of the grid after each operation.

The color palette can be changed by double-clicking on the desired color square. Doing this will bring up 3 separate scroll bars, one for each component of the color spectrum (red, green, blue). You can set the square color to any of the 16 millions possible colors (only if your graphic board supports this many colors) by mixing the RGB components together.



