Icons Control version 4.3 Help Contents

This program was designed to manage and display as many Windows icon (ICO) or small (32x32) bit-mapped (BMP) files as possible. New icons can be quickly created and existing icons can be copied, renamed, or deleted with a click of the mouse.

In addition to manage and display icons, Icons Control can be used for simple editing jobs. Simply double click on the icon itself to enlarge the image 10 times for easy editing. Icons Control supports a palette of 48 colors. Each of these is user-definable by double-clicking on the desired color on the color palette. The new settings will be saved for future use. For those of you with sound blaster, the opening screen is kind of fun. To make the opening screen play another piece of music, just save the Icnctrl.wav and rename your own wave file to Icnctrl.wav.

- **Features**
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Main toolbar

Create new icon/bitmap

Convert the selected bitmap to icon

Convert the selected icon to bitmap

Help using Icons Control

About Icons Control

Capture any portion of the screen into an icon

Exit Icons Control

Drag item to delete over this trash can

Click on the **capture** icon, the Icon Viewer will minimize itself into the upper left corner of the screen to make room for you to capture screen graphics. A square will also appear as a tracking window. Move this tracking window to any part of the screen you want to capture and click the left mouse button again to capture that part (to abort the capturing process, simply click on the right mouse button.) You will be asked a file name to save the captured image in. Select either ICO to save the captured image as an icon file or BMP to save the captured image as a bitmap file. To move 1 pixel at a time for greater accuracy, use the mouse to bring the tracking window to a vicinity of the region you want to capture then use the arrow keys to slowly position the tracking window on top of the part you want to capture.

NOTE:

- To capture the graphics beneath the capturing window, press the HOME button to move the capturing window over. You will also notice that the tracking window will not go below the lower bottom of the screen. This is not a bug. In order to go over this limit, you have to press HOME again to bring the capturing window back to its original position.

- To allow you to capture ANY part of the screen, I provided the Page Up and Page Down keys to enlarge or reduce the size of the tracking window. Please note that capture enlarging the tracking window larger than the default size will dramatically degrade the image quality of the captured image. This is because I use the Windows API StretchBlt to squeeze that portion of the window into a smaller box. And the StretchBlt is optimized for speed, not palette handling. I recommend using the default size of the tracking window of 32x32 for best performance.

- Displays 100 icons/bitmaps simultaneously.
- Converts icon file format to bitmap file format (vice versa) with a mouse click.
- Extracts icons from DLL and EXE files with a mouse click.
- Quickly creates new icons/bitmaps.
- Quickly copies, renames, moves, and deletes existing icons/bitmaps.
- Supports Windows 95 & Macintosh-style trash can with drag & drop.
- Captures any part of the screen and saves as an icon.
- Supports icons up to 65,536 colors.
- Makes parts of icon transparent.
- Editing tools:
  - Free-hand drawing (pixel by pixel).
  - Line drawing.
  - Box drawing (outline/fill).
  - Circle drawing (outline/fill).
  - Flood fill drawing (solid/transparent).
  - Color proble.
  - Image shifting (up, down, left, and right).
  - Image flipping (horizontal and vertical).

Shareware:

- Copy.
- Rename.
- Move.
- Delete.
- Edit.

Registered:

Above functions plus:

- ICO to BMP conversion.
- BMP to ICO conversion.
- Icons extraction from DLLs and EXEs.
- Captures any portion of the screen into an icon.
- Access to image flipping and shifting tools.

There are 3 ways to delete, copy, rename, or move files since version 4.0:

1. Simply click, hold down the left mouse and drag the icon or bitmap over the **trash can**. The icon will turn from the image to an regular mouse pointer and the trash can will turn black to confirm that this item is trashable. At this point, release the mouse button and a confirmation box will appear with the name of the to delete for final confirmation.

2. File can also be trashed by clicking and holding the file name in the drive list box, drag the file over the trash can similar to the above procedure.

3. Or
   1) Select the desired icon using the icon grid or highlight the icon using the file list box.
   2) Choose **Delete** (**Copy**, **Rename, Move)** under **File** in the pull-down menu.
      or
      Press ***Del*** (***Ctrl+C***, ***CTRL+R, CTLR+M***).

WARNING:
Deleted files cannot be recovered after trashed. Be absolutely sure before deleting files.
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Hardware Requirements

- Any computer capable of running Window 3.1 (a 386 or better is recommended.)
- A standard VGA (a Windows-accelerated board is recommended.)
- A mouse or trackball.
- Sound blaster (optional).

Software Requirements

- Icons Control was designed and tested under Microsoft Windows 3.1 on an ISA 486DX66-based computer with 8 MB of RAM, a mouse/trackball, and a 1MB ISA Diamond Stealth 24 graphic board under the following video modes: 640x480x16, 640x480x256, 640x480x65536, 800x600x256, 800x600x65536, 1024x768x16, and 1024x768x256.
- Icons Control was also tested under Windows 95 on a 100 MHz PCI Pentium-based computer with 16 MB of RAM and a 1 MB PCI Diamond Stealth SE.

Icons Control has not been tested in other environments because I do not have all the time and resources in the world.

NOTE:
The tracking window in the screen capture mode will not operate over the desktop portion of Windows 95. This is a problem for all screen capture software written for Windows 3.1 running under Windows 95. This will be fixed in future versions of Icons Control. In the mean time, you can still capture any portion of the Windows 95 desktop using the up, down, left, and right arrow keys to move the tracking window.

Single-click on a specific file in the file list box will also make the corresponding icon flash. If none of the icons in the view window is flashing then the selected icon is not within view of the grid. In this case, click on the down arrow in the icon grid until the flashing icon comes within view.

NOTE:
Clicking on an icon embedded inside either a DLL or EXE file will not flash that icon.

Single-click on any icon will make that icon flash and will also highlight the file name of that icon in the file list box.

NOTE:
Clicking on an icon embedded inside either a DLL or EXE file will not flash that icon.

First select the DLL or EXE extension in the File Type box. Then single-click on the desired DLL or EXE file (do NOT double-click on files in the file list box, this will be interpreted as 2 single-clicks and cause Icons Control to display the icons (if any) inside the DLL or EXE twice.)

NOTE:
The number of icon will be 0 if none of the DLL or EXE file is currently selected.

1. If you wish to extract all icons in the selected DLL or EXE file, put a check mark next to **Batch Mode** under **Options** first. Otherwise, make sure to uncheck **Batch Mode** to extract only the selected icon.

2. If you wish to extract only selected icons:
   - Double-click on the icon you want to extract, a file dialog box will appear and ask you to give the icon a file name. Type in the name of the icon and click OK. The selected icon will be saved under Windows icon format with the new file name.

     or

     If you wish to extract all embedded icons:
   - Select **Extract** under **Image** on the menu bar.

NOTE:
Extracting capability is only available to registered users of Icons Control (see **Contacting the author** for more information.)

There are 3 ways to enter the Icon Editor:

- Double click on the selected icon/bitmap.

  or

- Select the desired icon/bitmap or file name and select **Edit** under **Image** on the menu bar.

  or

- Select the desired icon/bitmap or file name and press Ctrl+E.

The selected icon/bitmap will be enlarged 10 times for easy viewing and editing of the pixels representation. Use the left and right mouse buttons to single-click on the color palette to pick out the 2 colors which will be available for editing at any given time. These 2 colors will be saved in the Icnctrl.ini file for later use.

Make sure to save your work regularly by clicking on the **disk** icon.

To abort the last operation, click on the **undo** icon.
To start the editing session all over again, click on the original icon box.

NOTE:
Editing capability is only available to registered users of Icons Control (see **Contacting the author** for more information.)

COPYRIGHT INFORMATION & DISCLAIMER

There is no 30-day evaluation period to use Icons Control. Registration is not required to use the shareware version of Icons Control. Non-registered users may use Icons Control as long as they wish. However, in order to use the additional features, you must register the software to receive the registered, full-featured version.

A single user license permits a user to use Icons Control only on a single computer. Licensed users may use the program on different computers, as long as there is NO POSSIBILITY of it being used at one location while it is being used at another, or on a computer network by more than one user at a time.

No one may modify or patch the Icons Control executable files in any way, including but not limited to decompiling, disassembling, or otherwise reverse engineering the program.

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Chris Doan
4891 Clairemont Mesa Blvd., #401
San Diego, CA 92117

4) Non-profit user groups may distribute copies of the Icons Control diskette to their members, subject to the above conditions, without specific permission. Non-profit groups may collect a disk duplication fee enough to cover the cost of the media and handling.

DISCLAIMER

I, CHRISTOPHER C. DOAN, MAKE NO GUARANTEE THAT THIS SOFTWARE WILL FUNCTION FLAWLESSLY NOR WILL I TAKE ANY RESPONSIBILITY FOR DAMAGES INCURRED BY THE USER EITHER ACCIDENTALLY OR INTENTIONALLY THROUGH THE USE OF THIS SOFTWARE. THE SOFTWARE IS PROVIDED AS IS. IT IS SHAREWARE AND YOU MAY DISTRIBUTE IT AS SUCH PROVIDING YOU KEEP THE HELP FILE, THE PROGRAM FILE AND THE INTRODUCTORY TEXT FILE IN ORIGINAL INTACT CONDITION. THE PROGRAM MAY BE DISTRIBUTED IN SHAREWARE\ FREEWARE PACKAGES IN WHICH FEES COVER DUPLICATION/MEDIA COSTS. THIS PROGRAM MAY NOT BE SOLD COMMERCIALLY OR PRIVATELY WITHOUT MY PERMISSION.

Use of this product for any period of time constitutes your acceptance of this agreement and subjects you to its contents.

Remove the check mark next to **Opening Screen** under **Options** to bypass the opening screen and music.

If you wish to convert all ICO or BMP files in the current directory, check the **Batch Mode** under **Options** first.

To convert an icon (ICO) file to a bitmap (BMP) file, follow these 2 steps:

1. Single click on the icon you wish to convert to bitmap.
2. Click on the BMP icon on the toolbar or select the **Convert to Bitmap** from **Options** on the menu bar.

To convert a bitmap (BMP) file to an icon (ICO) file, follow these 2 steps:

1. Single click on the bitmap you wish to convert to icon.
2. Click on the ICO icon on the toolbar or select the **Convert to Icon** from **Options** on the menu bar.

NOTE:
File conversion capability is only available to registered users of Icons Control (see **Contacting the author** or more information.)

1. Double click on the **trash can** to bring up the deleted items list.
2. Double click on the item(s) you wish to undelete.

PROBLEM:
Upon running Icons Control the very first time, you get the message No wave device is installed.
SOLUTION:
Uncheck the **Sound On** under **Options** on the menu bar. This will instruct Icons Control to bypass the sound hardware in certain operations that support sound.

PROBLEM:
Icon pixels were misaligned with the editing grid.
SOLUTION:
Your video driver may not be fully compatible with the Windows API. Set the lowest possible color depth and try again. If this problem goes away, then increase the color depth to a point where the problem occurs again. Use the color depth one level below this point.

PROBLEM:
After the editing, the bottom part of the icon became all black.
SOLUTION:
Reduce the color depth.

PROBLEM:
The flood fill tool does not work on some parts of the icon.
SOLUTION:
The selected icon may not be a standard Windows 3.1 icon. Try using the free-hand drawing tool instead.

PROBLEM:
The number of icons box shows 0 even though the number of files box shows some DLL or EXE files
SOLUTION:
None of the DLL or EXE file was selected. You have to select of those files first before Icons Control will calculate the number of icons embedded inside that file and display the number of icons.

PROBLEM:
Moving the RGB bars in the color palette does not change the selecting color.
SOLUTION:
The current color depth of your video board is not sufficient to show all the colors. Switch the video board to a higher color mode and try again.

OTHER PROBLEMS:
Please send e-mail to doanc@netcom.com and explain in details the sequence to reproduce the problem. If possible, please also send the snapshot of the problem screen under any graphics format (if its a formatting problem) or the DLL or EXE files that you have problems extracting icons from (if its an icon extraction problem.) Ill figure out whats going on, fix the bugs, and e-mail you the revised version immediately. Bug fixes have the highest priority over any new development in progress.

Version 1.0
Initial public release.

Version 2.0
- New drive list box.
- Views icons embedded inside DLL and EXE files.
- Extracts icons inside DLL and EXE files and saves them under ICO format.
- Fixes the subscript out of range error message when the left and right mouse are clicked simultaneously.
- Faster icons loading time.

Version 2.1
- New tool buttons for easy access to commonly used functions.
- Even faster icons loading time.
- Fixes a bug that causes icons being loaded twice upon startup.
- Fixes a bug that causes icons being overlaid on top of one another in DLL & EXE viewing modes.

Version 3.0
- Adds 6 new editing tools:
  * Line drawing tool.
  * Rectangle drawing tool.
  * Rectangle fill drawing tool.
  * Ellipse drawing tool.
  * Ellipse fill drawing tool.
  * Flood fill drawing tool.
- The editing grid can now be turned on or off.
- Fixes a bug that displayed the incorrect number of icons in the Viewer.
- Help can now be accessed from the editing screen.

Version 3.1
- Supports 256-color icons.
- Adds the dotted grid option besides line grid in the editing screen.

Version 3.2
- Converts BMP file format to ICO file format.
- Fixes a bug that causes the flood fill function not working properly.
- Fixes a bug that displays the incorrect number of icons if the number of icons was between 91 and 100.

Version 3.3
- Supports icons up to 65,536 colors.

Version 4.0
- Supports Macintosh-style trash can.
- Copies, deletes, or renames icons visually or quickly using hot keys.
- Captures any part of the screen into an icon.
- Turns portions of icon transparent.
- Flashes currently selected icon for easy identification among 100 icons.
- New color probe tool in the editing screen.
- Undo capability in the editing screen.
- Icon viewer background and editing grid can be set to any color.
- Clicking on the original icon restored the original icon without exiting and entering editing mode again.
- Faster icons loading time and 3D controls repaint time in the viewing mode.

Version 4.0a

- Supports 1024x768 screen resolution.
- Fixes a bug in that disables the **Save As** in the Editor in the registered versions.
- Fixes a bug that invokes the **Screen Capture**s bitmap to image conversion process when clicking on the Viewer background.

Version 4.1

- New image shifting, flipping features in the Editor.
- Adds the **Edit** and **Extract** icon on the pull-down menu for easy access to the editor or extract the selected icon besides double-clicking on the actual icon.
- Fixes a bug that causes the flashing of wrong icons/bitmaps when moving to an empty Viewer cell using the up, down, left, and right arrow keys.
- Camera and trash can sounds added for confirmation on these operations.

Version 4.2

- Supports video modes with large fonts.
- Adds the batch mode extraction and conversion for mass processing of icons/bitmaps.
- Supports icons extraction and conversions in batch (mass extraction and conversions).
- Faster icons loading time with the redesigned of the bar gauge.
- Fixes a bug which caused a problem in the BMP to ICO conversion function in v.4.0, 4.0a, and 4.1.
- Fixes a bug which caused the flashing of the wrong icon/bitmap when using the arrow keys to navigate around the Viewer.
- Significantly reduces annoying image-scanning pattern in the Viewer after clicking on the trash can or other controls. This is more noticeable on slower machines than on faster ones.

Version 4.3

- Deleted images can now be recovered from the trash can.
- Faster response time by eliminating the screen redraw after each image was deleted.
- Adds the show tools tip feature.
- Allows dithering colors.
- Allows naming of icons in batch mode extraction.
- Allows the moving of files from one directory to another.
- Fixes a bug that rendered some editing tools inoperable in the BMP mode.
- Different helps for the Viewer and Editor.

NOTE:

The first digit in the version number indicates a major change in the software, addition of new features, or a change in the Icnctrl.ini file format. The second digit implies minor changes or bug fixes in the software. The third letter indicates a bug-fixed version. All shareware/registered users will receive bug-fixed versions free of charge. Only registered users are eligible to order the latest version with the latest features for a nominal fee of $10 (or $15 on 1.44M 3.5 floppy disk by regular mail.) All registered users who order within 30 days of a new release are also eligible to receive the new version at no charge.

REGISTRATION & CONTACTING THE AUTHOR

I first wrote this program for my own use using the *Microsoft Visual BASIC 3.0 Professional Edition* but I am releasing it to the public as shareware (versions 3.3 and older were Display Icons.) I hope others find it as useful as I do. There is no evaluation period to use Icons Control. You may use it as long as you wish to display, manage, and edit icons. In order to use additional features, you must register it. Registered users will receive a registered copy of Icons Control through internet e-mail (uuencoded) for $25.

Those of you have access to CompuServe, you can register Icons Control on line directly with CompuServe and receive the registered version almost instantly. My CompuServe Author Registration ID is 6825.

International users may transfer $US 25 directly to my Bank of America account. There will be an additional processing fee of $10 because thats how much BoA charges my account for Money Transfer Service. You will have to contact me by e-mail to obtain my account number for this type of payment.

Those of you who wish to receive the software on a 3.5 floppy disk, the registration fee is $29. As of this writing, I only accept money orders, cashiers checks, bank checks, or personal checks. Please send your check or money order to (must be payable to a U.S. bank with U.S. funds):

Chris Doan
4891 Clairemont Mesa Blvd., #401
San Diego, CA 92117

For my bookkeeping purposes, please refrain from sending cash. But if you have to send cash, please also include a written order so I can keep track of my users. For your payment, you will receive a copy of Icons Control with additional features. I would rather send you a registered copy via internet e-mail than snail-mail because its instantaneous, convenient, and it saves me the task of putting the software on floppy disk, packing it, and making a trip to the local post office to mail it. However, for those of you dont have access to the internet and receive Icons Control from a local BBS, I can mail you a 3.5 floppy disk (I dont have 5.25 disk drive) via the U.S. postal service as soon as I receive your payment.

Thank you for your interest in Icons Control.

San Diego, August 1995
C.C. Doan

TECHNICAL SUPPORT

I am not obligated to provide technical or other support of Icons Control. However, I am very responsive most of the time to feedback from my users about bugs report. If bugs were found and I could reproduce them on my systems, I usually fixed the bugs within a few days and sent the bug-fixed version to the users who took the time to report them first, next to all registered users, and then to other shareware sites later.

Please let me know if you found any bugs, glitches, or send your comments, feedback to me on the internet at doanc@netcom.com or 102425.1613@compuserve.com
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REFUNDS

1) The registered version of Icons Control is guaranteed to deliver all the features listed in the features section, if any of these features did not work as stated under the system hardware/software

configurations mentioned in the Hardware & software requirements section, you may be entitled to a refund.

2) No refund will be given other than the condition stated in section 1.