AZ Icon Edit Help Index

AZ Icon Edit Packing List

AZ Icon Edit is distributed with the following files.

      AZICONED.EXE
      AZICONED.HLP
      READ.ME
      ORDER.FRM
      REGISTER.FRM

If you have received a copy of this program that does not include all of these files,   then you have received an incomplete package.   Please contact us at the following address for more information.

      AZ Computer Innovations
      Post Office Box 10514
      Glendale, Arizona   85318

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Basics

Creating and Modifying Icons

o   Creating a new Icon

A new icon may be created simply by using any of AZ Icon Edit's tools to draw the desired image on the edit window.   When the image has been completed, it may be saved to a file on disk by using the command on the <u>File menu</u>.

o   Modifying an existing icon

An existing icon may be loaded into the editor by using the <u>File Open</u> menu item.   It may then be modified and saved to the same file on disk or saved to a new file by using the commands on the <u>File menu</u>.

Selecting Colors

AZ Icon Edit allows for two colors to be currently selected for drawing.   The currently selected colors are indicated by the left and right color windows that are located just above the color palette.   The left and right current color window corresponds to the left and right mouse button.   New colors may be selected by positioning the mouse cursor over the desire color in the color palette and clicking the left or right mouse button.

There is also a third color window labeled "Screen" that is located right above the left and right current color windows.   It is used to show the color that has been selected to indicate transparency.   Whenever it is selected (indicated by a heavier black border), any drawing that is done will take on the color of the screen background of the application that the icon is used in.   This will create an   illusion of transparency.

Either the left and right current color or the Screen color may be selected for drawing with any of the tools, but not at the same time.   The one that is currently selected for drawing will be indicated by a heavier black border around the color window(s).   The desired color window may be selected by positioning the mouse cursor in that window and clicking.

Selecting a Window Size

The sizes of all elements in AZ Icon Edit's display are selected automatically whenever the main window is resized.   The size of the sample image window and the screen color border around the sample image will always remain the same.

When the program is terminated, the current window size and position will be saved in the file "AZICONED.INI".   This file is created when AZ Icon Edit is run for the first time.   The file is located in the same directory as AZ Icon Edit.   The file is used to save user preferences, so that when the program is restarted, the window size and position will be restored to the same as they were in the previous session.

Menu Items

[File Menu](#)
[Edit Menu](#)
[Image Menu](#)
[Options Menu](#)

Drawing and Editing Tools

File Menu Items

The File menu includes commands that enable you to open and save files, establish a new icon, and to exit.

For more information, select one of the File menu topics listed below.

New
Open
Save
Save As
Exit

Edit Menu Items

The Edit menu includes commands that enable you to undo an editing operation, copy/cut selected portions of the current icon to and from the Clipboard, and capture an image from anywhere on the screen.

For more information, select one of the Edit menu topics listed below.

Undo
Capture
Cut
Copy
Paste

Image Menu Items

The image menu includes commands that enable you to flip the image vertically or horizontally, rotate the image 90 degrees, clear the current image, and restore the image to the same condition as existed when it was first loaded.

For more information, select one of the Image menu topics listed below.

    Flip Horz
    Flip Vert
    Rotate Left
    Clear
    Restore

Options Menu Items

The   Options menu includes commands that enable you to set the line thickness of the drawing pencil and the border thickness of some of the drawing tools.

For more information, select one of the Options menu topics listed below.

Thin Line
Medium Line
Thick Line

File New Command

File New is used to clear the current icon and open a new untitled icon.

o   If the current icon has already been saved or it is unchanged, the new icon is created immediately.

o   If changes have been made to the current icon and it has not been saved, a <u>Prompt for Save</u> dialog box will be opened to ask whether you want to save the changes made to the current icon.

Prompt for Save Dialog Box

o   If changes have been made to the current icon and it has not been saved, a dialog box will be opened to ask whether you want to save the changes made to the current icon.

    o   Click Yes to save the changes.   If the current icon is untitled, the <u>File Save As</u> dialog box will be opened to allow you to name the icon.

    o   Click No to discard the changes.

    o   Click Cancel to cancel the command.

File Open Command

File Open is used to load an existing icon into the editor.

o   If the current icon has already been saved or it is unchanged,   the File Open dialog box will be opened.

    o   Select the drive/directory you wish to load the icon file from by double clicking on the desired drive/directory in the Directory List Box.

    o   Select the icon you wish to load by double clicking on the desired icon file in the Files List Box.   You may also load an icon file by selecting it and clicking on the OK button.

o   If changes have been made to the current icon and it has not been saved, a <u>Prompt for Save</u> dialog box will be opened to ask whether you want to save the changes made to the current icon.

File Save Command

File Save is used to save the current icon using its original file name.

If the current icon is untitled, the File Save As dialog box will be opened to allow you the opportunity to name the icon.

File Save As Command

FileSave As is used to save the current icon under a different name.

o   Select the drive/directory you wish to save the icon file to by double clicking on the desired drive/directory in the Directory list box.

o   Type the name of the icon file you wish to save to into the Filename edit box or select an existing icon file by double clicking on the file in the Files list box.

File Exit Command

File Exit is used to exit the program

If changes have been made to the current icon and it has not been saved, a <u>Prompt for Save</u> dialog box will be opened to ask whether you want to save the changes made to the current icon.

Edit Undo Command

Edit Undo is used to reverse the effects of the previous editing operation.   It may be used with all of the drawing tools and the tools and commands listed below.

Flip Horz
Flip Vert
Rotate Left
Clear
Cut
Copy
Paste
Capture

Edit Capture

Edit Capture permits you to select a 32x32 pixel area from anywhere on the screen and copy it to the current icon.   When Capture is selected, the cursor changes to a select box which is used to outline the area to be captured.   The area inside the select box is continuously displayed in the Edit Window.   The image is captured by pressing and releasing either mouse button.

You may also use the arrow keys to zero in on the area you want to capture and then use the return key to capture the image.

EDIT Cut Command

Edit Cut is used to remove the area outlined by the <u>select box</u> and save it to the Clipboard. The cut information may be retrieved with the <u>Edit Paste Command</u>.   Cut may be used to move a portion of the image from one place to another.

The image that is saved to the Clipboard will remain there until replaced by another cut/copy.   It may also be accessed by other applications.

Edit Copy Command

Edit Copy is used to copy the area outlined by the <u>select box</u> to the Clipboard.   The copy information may be retrieved with the <u>Edit Paste Command</u>.   Copy may be used to duplicate a portion of the image.

The image that is copied to the Clipboard will remain there until replaced by another cut/copy.   It may also be accessed by other applications.

Edit Paste Command

Edit Paste is used to retrieve the contents of the Clipboard into the area outlined by the select box.   If the image saved on the Clipboard does not have the same dimensions as the select box, a dialog box will be opened to allow you to select one of the two options listed below.

o   Stretch/shrink Clipboard bitmap?

    Select this option if you wish the bitmap on the Clipboard to be stretched or shrunk to the size of the select box.

o   Clip Clipboard bitmap?

    Select this option if you wish the bitmap on the Clipboard to be copied as is to the select box.   It will only be clipped if it is necessary to fit inside of the select box.

When you have selected the desired option, click on OK.   You may also cancel the paste operation by clicking on Cancel.

Image Flip Horizontal

Flip Horizontal is used to reverse the current image horizontally.   Left becomes right, and right becomes left.   The effects of Flip Horizontal may be reversed with the <u>Undo</u> command or by doing another Flip Horizontal.

Image Flip Vertical

Flip Vertical is used to reverse the current image vertically.   Top becomes bottom, and bottom becomes top.   The effects of Flip Vertical may be reversed with the Undo   command or by doing another Flip Vertical.

Image Rotate Left

Rotate Left is used to rotate the current image 90 degrees to the left. The effects of Rotate Left may be reversed with the <u>Undo</u> command or by doing three more Rotate Lefts.

Image Clear Command

Image Clear is used to completely erase the current image.   If you change your mind after selecting Clear, the previous image may be returned with the <u>Undo</u>   command.

Image Restore Command

Image Restore is used to restore the image to the same as it was when it was first loaded. It may only be used with icons that were loaded from a file.   If you change your mind after selecting Restore, the previous image may be returned with the <u>Undo</u>   command.

Options Thin Line Command

The **Thin Line** command sets the line drawing thickness for the following tools to the values specified.

o   Pencil Tool   1x1 pixel
o   Hollow Rectangle   1x1 pixel
o   Hollow Ellipse   1x1 pixel
o   Hollow Rounded Rectangle   1x1 pixel

Options Medium Line Command

The **Medium Line** command sets the line drawing thickness for the following tools to the values specified.

o   Pencil Tool   3x3 pixels
o   Hollow Rectangle   2x2 pixels
o   Hollow Ellipse   2x2 pixels
o   Hollow Rounded Rectangle   2x2 pixels

Options Thick Line Command

The **Thick Line** command sets the line drawing thickness for the following tools to the values specified.

o   Pencil Tool   5x5 pixels
o   Hollow Rectangle   3x3 pixels
o   Hollow Ellipse   3x3 pixels
o   Hollow Rounded Rectangle   3x3 pixels

Straight Line Drawing Tools

This tool is used to draw a straight line from any point on the image to any other point.   The color that is used for drawing is determined by which mouse button (left or right) is used. The thickness of the line is controlled by the line thickness settings located on the Options menu.

This tool is used to draw a straight line along the 0, 45, 90, 135, 180, 225, 270, or 315 degree axes.   The color that is used for drawing is determined by which mouse button (left or right) is used. The thickness of the line is controlled by the line thickness settings located on the Options menu.

When either of the straight line drawing tools have been selected, the cursor will change to a cross hair whenever it is over the edit window.

Pencil

The pencil tool is used to draw free hand lines and shapes.   The <u>color</u> that is used for drawing is determined by which mouse button (left or right) is used.   The thickness of the line is controlled by the line thickness settings located on the <u>Options</u> menu.

When the pencil tool has been selected, the cursor will change to a pencil whenever it is over the edit window.   There are three different sizes of pencil cursors, depending on what <u>line thickness</u> has been selected.

Select Box

The select box is used to outline an area of the image that is to either to be <u>cut</u> or <u>copied</u> to the clipboard or receive an image that is <u>pasted</u> from the clipboard.

When the Select Box tool has been selected, the cursor will change to a cross hair whenever it is over the edit window.

Fill Tool

The fill tool is used to fill large areas with a single color.   The <u>color</u> used for filling is determined by which mouse button (left or right) is used.   The area that is filled is determined by the color of the starting pixel.   All pixels that are adjacent to the starting pixel and are the same color will be filled.

When the Fill tool has been selected, the cursor will change to a hypo whenever it is over the edit window.

Line Size Tool

This tool is used to set the line thickness of the drawing pencil and the border thickness of some of the drawing tools.   It is a three way toggle that selects either Thin Line ,   Medium Line , or   Thick Line .

Image Shifting Tools

Flip Horizontal is used to reverse the current image horizontally.   Left becomes right, and right becomes left.   The effects of Flip Horizontal may be reversed with the <u>Undo</u> command or by doing another Flip Horizontal.

Flip Vertical is used to reverse the current image vertically.   Top becomes bottom, and bottom becomes top.   The effects of Flip Vertical may be reversed with the <u>Undo</u>   command or by doing another Flip Vertical.

Rotate Left is used to rotate the current image 90 degrees to the left. The effects of Rotate Left may be reversed with the <u>Undo</u>   command or by doing three more Rotate Lefts.

Capture Tool

Capture permits you to select a 32x32 pixel area from anywhere on the screen and copy it to the current icon.   When Capture is selected, the cursor changes to a select box which is used to outline the area to be captured.   The area inside the select box is continuously displayed in the Edit Window.   The image is captured by pressing and releasing either mouse button.

You may also use the arrow keys to zero in on the area you want to capture and then use the return key to capture the image.

Rectangles

This tool is used to draw hollow rectangles.   The <u>color</u> used for the border is determined by which mouse button is used (left or right).   Once the rectangle has been drawn, you may leave it as is, or fill it with a different color using the <u>Fill tool</u>.

This tool is used to draw solid rectangles.   The <u>color</u> used for the rectangle is determined by which mouse button is used (left or right).

When either of the Rectangle drawing tools have been selected, the cursor will change to a cross hair whenever it is over the edit window.

Rounded Rectangles

This tool is used to draw hollow rectangles with rounded corners.   The <u>color</u> used for the border is determined by which mouse button is used (left or right).   Once the rectangle has been drawn, you may leave it as is, or fill it with a different color using the <u>Fill tool</u>.

This tool is used to draw solid rectangles with rounded corners.   The <u>color</u> used for the rounded rectangle is determined by which mouse button is used (left or right).

When either of the Rounded Rectangle drawing tools have been selected, the cursor will change to a cross hair whenever it is over the edit window.

Ellipses

This tool is used to draw hollow ellipses.   The <u>color</u> used for the border is determined by which mouse button is used (left or right).   Once the ellipse has been drawn, you may leave it as is, or fill it with a different color using the <u>Fill tool</u>.

This tool is used to draw solid ellipses.   The <u>color</u> used for the ellipse is determined by which mouse button is used (left or right).

When either of the Ellipse drawing tools have been selected, the cursor will change to a cross hair whenever it is over the edit window.