NewIcons

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NewIcons

1.1 NewIcons

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                           Version 2.0
                       by ~Nicola~Salmoria~
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1.2 Introduction

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This is the long awaited update to the original NewIcons GUI system.  It
offers several enhancements to the original set of programs, as well as
several bug fixes.  The history file is not entirely complete, but covers most
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of the enhancements which have been added to the package.

This, unfortunately will very likely be the last update of NewIcons by Nicola
Salmoria. The package has been extensively beta tested by myself (Phil
Vedovatti) and others and I have not found any bugs in the past 5 months of
use. Fortunately, there is still the possibility of further enhancement to
the package, and you can find out here.

Nicola has authorized me to release this package as an update to the original.
I have updated to documentation to reflect the changes in the package, as well
as the installation script. I have also updated the Tips and Tricks section
to answer more commonly asked questions.

For new users of this package, the introduction from the original
documentation is here below.   If you have never used NewIcons before, please
read the documentation carefully...it will save you from any trouble you
should encounter.

Introduction from the original NewIcons package:

This archive is not "just another set of icons". This is a completely new
concept, which I hope will revolutionize, and push in the right direction, the
idea of GUI on the Amiga.

Kickstart 3.0 was Commodore's first step towards ReTargetable Graphics. There
isn't a device independent graphic engine yet, but there is a new pen
arbitration system which allows applications to obtain a given color, or the
one which is closest to it if there are not enough free pens.

It's simply ridiculous that, on a system capable of displaying a 256 color
Workbench screen, and with a pen arbitration system like the one described
above, icons are limited to 8 colors. Various solutions have been proposed,
ranging from "use some colors and hope they are right" to "allocate some pens
and reserve them for icon display", but they all miss the point, which is:

  Why should I, the user, have to care about the icon palette?

  Why should I set the system palette in a way decided by someone else
  (the icon designer) and not the way _I_ like it?

When you display a picture on the Workbench screen using MultiView, you don't
have to care about the palette: the system chooses it for you. So why should
one care about the palette used by icons? The system should take care of it,
not the user.

Unfortunately, icons don't carry palette information. Therefore, I had to
define a new standard for icon files, and write a system patch to make the
system recognize them. Several goals had to be reached:

 · The new standard should be backward compatible, that is users not
   running the patch program should see the standard 4-color icons.

· Manipulation of icons by users not running the patch program should not
  cause the new icon information to be lost.

· Remapping of the icons to the Workbench palette should be as fast as
  possible.

· Data should be compressed in order to reduce disk usage.

· The patch should work even on Kickstart 2.0 systems, with limited
  features.

All of the above goal have been reached. The new icon information is stored in
the ToolTypes, so it is completely backwards compatible. A library,
newicon.library, takes care of reading and writing the imagery in the
ToolTypes; it also hides away the special ToolTypes so that when one asks for
Information about an icon only the standard ToolTypes are shown. A patch
program, NewIcons, intercepts calls to icon.library, redirecting them to
newicon.library, so that Workbench and all other applications transparently
get the new icon imagery.

1.3 NewIcon Features

NewIcons is a revolutionary system patch which enhances your Workbench
and gives the user much more power and configurability over the
appearance of the GUI (Graphical User Interface). The NewIcons
system works transparently, and provides for a standard icon system
that will look the same on any system, no matter what the palette is
set to.

DefIcons complements the Newicons system. It works by
recognizing a file's type, and instantly displaying the appropriate
icon image for files without icons attached to them.

The system's features include:

· Allows up to 256 color icons on an AGA machine. (!)

· Icon colors are color correct on an AGA system no matter what your
   palette is set to. They automatically appear in perfect color.

· Default icons for dozens of file types automatically appear for
   files without icons (FAST!). Recognizes file types in a very
   efficient manner. If you click on a "fake" icon, your appropriate
   user-defined default tool will appear in the "Execute command" text
   field automatically!

· Make a brush, convert it to an icon. It will appear on your workbench
   in the exact proper colors you created it in, no matter what your
   palette is set to. Imagine making gorgeous icons from your digitized
   pics, in more than 16 colors!

· Icon images are compressed to maximize disk space. They are

uncompressed faster than you can say "NewIcons"!

· Also KS 2.04 compatible (16 color icon limitation).

· Fix that ugly Cross-DOS icon to look like a standard NewIcon.

· Unique icons for RAM-Disks and CD-ROM's that don't have icons.

· A complete set of beautiful, standardized Workbench icons, drawn by
  artist Roger McVey.

· Comprehensive set of utilities to allow you to manipulate your
  NewIcons.

· FREEWARE! Why would anyone want to pay cash for icons?

· Very stable. Beta Tested/Updated for over a year.

· NEW: Dithering of icon images is now selectable for users with fewer
  available Workbench colors. This is turned off by default.

· NEW: Icons can be given a single tooltype, which will tell NewIcons
  to display a NewIcon image from elsewhere on the system. This feature
  has some caveats, but introduces a huge number of neat possibilities
  for configuring your Workbench, and saves on disk space and chip RAM.
  Imagine having your Workbench icons appear randomly different on EACH
  reboot!

· NEW: The source for deficons.prefs has been included, so any enterprising
  programmer can add their own file identification types to the system!

· NEW: Many bugfixes to the NewIcons/Deficons system.

1.4 Installation

To install the package, just double click on the "Install_NewIcons"
icon.

Make sure you have some disk space on your SYS: partition.
You should have at least 200K available if you install the entire
package. If you don't have enough room on your partition and
you still want to install the package, see the tips~and~tricks section
to learn how to make more room for the images. Alternatively, you
can install NewIcons without the DefIcons files.

You will be prompted as to which parts of the distribution you want
to install. For maximum performance, it is suggested that you install
both NewIcons and DefIcons.

The installer script will install the icon images on your system. The
tooltypes of your icons will not be touched by the installation script,
and the original icon images will not be altered. You will not see the
new icon images until the NewIcons program is run. The installer script
will launch NewIcons immediately, so you can view the new images right
away. Since your original icon images are not actually deleted, it is

easily possible to restore the icons to their original appearance, so
don't be intimidated by the installation process.

The NewIcons program will be copied to your c: directory, and
newicon.library will be put in your Libs: directory. You'll
be given the option of where you would like to put the other icon
utilities. If you choose to install DefIcons (highly recommended),
the program will be copied to your c: directory and the default icons
and brainfile will be put in ENVARC:.

The program PatchOpenWB will be copied to c:.

Two short commands will be added to your s:user-startup file to launch
NewIcons and DefIcons whenever you boot your system.

Kickstart 3.x users! IMPORTANT:

You need to add a line to your s:startup-sequence to fix a bug in
Kickstart 3.x. Add the following line to your startup-sequence,
before IPrefs and after SetPatch:

C:PatchOpenWB

Users of 2.04 need not worry about this step.

Once the installation is complete, reboot your computer and you're
ready to have the best looking GUI on the block!

The installation program only installs images for the standard WB, so
some files will likely not be "NewIconized" by the installer script.
Don't worry; you can add images to these icons later using the
CopyNewIcon utility supplied in this archive.

NewIcons works by installing compressed images of the new icons into
tooltype lines of the .info files. Once NewIcons is launched, you
will not see these tooltypes, so they will not interfere with your
work. If for some reason you are not happy with NewIcons, you can
use the utility KillNewIcon to remove these images from the .info
files, restoring them to their original appearance.

The big advantage of this system is that when the NewIcons program
is run, you see the new icon images. When NewIcons has not been
started, you will see the boring old icon you viewed before you
received this package. Therefore, icons that are transferred to
users not running NewIcons will still be visible as a plain,
old-style icon.

1.5 NewIcons

This program is the heart of the package, and is launched from
your user-startup. It accepts two parameters, and its
template is as follows:

PRECISION/N,DITHER/S

The lower the PRECISION parameter, the greater the precision when
picking colors to remap the icons. The default value is 16.
Zero is very high precision, -1 is the highest.

NOTE: If you are running Kickstart 2.0, this parameter does nothing.

In this version of NewIcons, dithering is now, by default, off. This
generally results in better looking icons for AGA systems, since the
icons appear exactly as they were created. For users with a limited
number of available colors on their workbench (such as those with backdrops
with lots of colors, or a 2.04 system), you can try the DITHER option.
For most systems, keeping the dithering off will usually be the best
choice.

Examples:

newicons   (sets the precision to 16, no dithering)
newicons -1 DITHER   (sets the precision to highest, and will dither)
newicons DITHER   (sets the precision to 16, will dither)

The idea behind NewIcons is that we shouldn't need a fixed color
scheme for icons anymore. NewIcons will automatically remap icon images
using the colors available on the Workbench screen. A specific palette
is therefore not required (icons look reasonable even on a 2-color
Workbench) but it is suggested to obtain best results. If you use a
Workbench with >= 64 colors, you can ignore the palette completely.
The file "palette.preset" is the palette I use on my Workbench. Note
I have changed the pens used by bright and dark edges to have smoother
button gadgets, and that color 3 is the same as color 0 so that the
shell cursor is of the correct color. This palette uses 7 out of the
standard 14 colors used by the NewIcons. The remaining 7 are dynam-
ically allocated at run time.

Workbench 2.0 users:

If you are running Kickstart 2.0, you will have to set up a suitable
palette. The colors used by the supplied icons are:

		Dec	
	R	G	B
	---	---	---
Black	0	0	0
Gray1	2	2	2
Gray2	5	5	5
Gray3	8	8	8
Gray4	10	10	10
Gray5	12	12	12
White	15	15	15
Green	2	8	2
Yellow	13	11	3
Red	13	2	2
Purple	9	4	10
Light Brown	12	9	6

```
    Dark Blue      0   5   9
    Light Blue     5   8  11
```

Of course you can sort them anyway you like, since NewIcons will pick
the correct colors from the above palette for you.
A palette for 2.0 is supplied in the Extras drawer of this
distribution.

In this version, there is a new tooltype feature. Any icon that does
not have NewIcon image data in it can be given a single tooltype to
cause NewIcons to "borrow" an image from another NewIcon icon. To
use this feature, you simply add the following tooltype to the icon:

DEFAULTIMAGE=<location of image to "borrow">

For example, you could direct all your drawer icons to a single image
on your harddisk or RAM: disk. Once this is done, you can change the
image of all your drawers by changing the single "loaner" icon. You
can read more about using this feature here.

1.6 DefIcons

The DefIcons patch will magically transform Workbench's silly fake icons
(displayed when you pick the menu item Window/Show/All Files) into more
meaningful ones. The program not only recognizes files such as projects
and tools, but identifies various other file types:

        · IFF, JPEG, ANIM. GIF and PNG files
        · 8SVX, SMUS, DCMS, Med, and PT/ST mods
        · Handlers, Kickfiles, and Filesystems
        · ASCII, TeX, AmigaGuide and Postscript files
        · Source codes of various languages
        · Keymaps, Datatypes, Libraries, and Printer Drivers
        · Various crunched filetypes
        · Bitmap and Outline Fonts

          ...and several more.

Just like any "fake" icon, you can't double click on fake icons to
start the associated tool immediately, but if you have designated a
default tool for the deficon (located in ENVARC:sys), the "Execute
Command" text field will automatically have the default tool entered
for you. This feature is very handy for things like text files and
picture files that don't have icons attached to them.

Additionally, you can transform a fake icon into a real icon using
the CreateDefaultIcon utility.

DefIcons has a brainfile called deficons.prefs, which is copied to ENVARC:
by the install_NewIcons script. Unfortunately, it is currently not possible
to easily edit the brainfile, so you can't add your filetypes, but the
source code for deficons.prefs is included. Will a little programming
knowledge, you can create your own deficons classes. When you install
NewIcons, the Installer script copies the default def_xxx icon images to

ENVARC:. These icons are used by DefIcons.

Apart from fake icons, DefIcons has another wonderful feature: if a
volume doesn't have a disk.info icon, it will replace the standard
def_disk.info icon used by Workbench with a user-defined one. For
example, it will use def_CD0disk.info for a CD in CD0:, and
def_RAMdisk.info for the Ram Disk. If you did the old 'copy ramdisk.info
to ram:disk.info' trick, you can remove that command from your
startup-sequence.

DefIcons works well with multiple files systems and MFS. When a disk
without disk.info is inserted in DF0:, it first searches for an icon
named def_DF0disk.info; if it can't find it, it looks for an icon
named after the file system (def_DOS0disk.info, def_MSD0disk.info,
def_PFS0disk.info...) so you can have different icons for different
file sytems. Latest versions of CrossDos use an icon of their own
for MS-DOS disks. Since the icon is really ugly, you may want to use
your def_MSD0disk.info. To do that, load L:crossdosfilesystem into
a hex editor, search for the string "disk.info" and replace it with
something else, for example "dusk.info".

The disk trick will also work for non-DOS disks. In this case, the
basename is the one displayed by Workbench under the icon. For
example if Workbench shows "DF0:NDOS", the icon named def_NDOSdisk.info
will be used. DF0:???? is a special case: def_BADdisk.info will be
used.

DefIcons uses a tree structure when identifying files. For a JPEG
picture, for example, DefIcons will search in order first for
def_jpeg.info, def_picture.info and def_project.info. IFF files are
special, and DefIcons will search for def_XXXX.info, where XXXX is the
FORM type of the file. If it can't be found, def_iff.info is used.

For archived files there are three families: def_archive (lha, zip,...),
def_filearchive (for uuencode, compress, gzip,...) and def_diskarchive
(DMS). These families can have sons (i.e, def_lha, def_dms, etc)
if you create and add them to your ENVARC:sys directory.

1.7 CopyNewIcon

CopyNewIcon will likely be the most used of the support utilities.

This command is used to copy the NewIcon image from one icon to another.
You can use it to add NewIcon images to your other programs/files.
ONLY the NewIcon image is copied. The standard image and the other
properties of the destination icons are not affected.

You'll need this command to use the icons contained in the Icons/Misc
drawer. DO NOT USE THE USUAL 'COPY' COMMAND TO COPY THOSE ICONS. You
should consider the Icons drawer as a sort of "catalog" of images,
which you can pick IMAGES, and not true icons, from.

From CLI:
    Copynewicon srcicon desticon1 [desticon2...]

```
From Workbench:
   click on CopyNewIcon
   shift-click the icon you want to copy from
   shift-click the icons you want to copy to
   shift-double click the last icon
```

You can also add this command to the Tools menu using ToolManager or
ToolsPrefs.

1.8 CreateDefaultIcon

This will convert a fake icon to a real icon. Of course it is much more
useful if DefIcons is running.

It also replaces real icons with standard icons, that is with the ones
which would be used as fake icons if there wasn't a real icon. I hope
I've been convoluted enough to confuse you ;-)

Anyway, the interesting part is that if you use this command on a real
icon, the original properties will not be lost (position, drawer
dimensions, tooltypes, default tool - unless the def_icon has a default
tool by itself). This command is VERY handy to quickly replace all the
drawer icons in your hard disk.

Usage is the same as KillNewIcon :

Click on CreateDefaultIcon, then shift-click on the icons you want
to make into a real icon. Double-click on the last icon selected.
If you have a standard default tool for certain files (like Multiview
for your AmigaGuide® files), you can add that tooltype to your
default icon (Envarc:sys/def_guide.info) and any AmigaGuide® files you
use CreateDefaultIcon on will have the correct default tool associated
with it. This technique is useful for picture and sound files, and ASCII
text files as well.

1.9 InjectBrush

This command is used to create a NewIcon. It can be used only from CLI.
It takes the name of the icon to NewIcon-ize and the names of two ILBM
brushes. The brushes should be 36x40 in size, and use the standard
palette. In the Extras/BUILDING_BLOCKS directory you find some standard
elements to use in creating NewIcon images.

Template:

ICON/A,NORMALIMAGE/A,SELECTEDIMAGE,FORCE/S

Example: injectbrush myicon.info brush1.iff brush2.iff

You can leave off the ".info" extension if you like. Injectbrush is
smart enough to know you mean the icon file, not the file itself.

Note that the original image is not removed from the icon. It stays
there so that users not running NewIcons can see an old-style icon.

Color 0 of the brush used to create a NewIcon is always considered
the transparent color. That is, it will always be remapped to color
0 of the screen.

The newicon.library does not optimize the color data. Thus, if you use
an 8 bitplane brush to create an icon, and it uses only 16 colors of
the 256 available, the icon created will be larger than if you used a 4
bitplane brush. The best thing to do is to always work on a 16 color
screen, using the building_blocks/platform provided to start from.

Injectbrush expects the brushes to be of the standard size and color
palette. You will be prompted if the brushes are not 36x40, or if the
palette colors are non-standard. This feature can be overridden
by using the Force option.

1.10   KillNewIcon

This is the complementary of InjectBrush. It removes the NewIcon and
restores the icon to its original image.

From CLI:
    Killnewicon icon1 [icon2...]

From Workbench:
    click on KillNewIcon
    shift-click the icons you want to remove the NewIcon from
    shift-double click the last icon

You can also add this command to the Tools menu using ToolManager or
ToolsPrefs.

1.11   PatchOpenWB

Kickstart 3.x has a serious bug concerning Workbench screen opening. If the
Workbench screen is closed and a program causes it to be opened, either by
calling OpenWorkBench(), or OpenWindow(), or LockPubScreen(), the system
may hang. Specifically:
  · If the program has priority less then 0, it will always hang.
  · If the priority is greater than 0, it will never hang.
  · If the priority is 0, it may or may not hang; it depends on when
    task switching happens.

This program is a workaround for the bug. It will intercept OpenWorkBench(),
OpenWindow() and LockPubScreen() calls and temporarily raise the priority to
1, thus avoiding the deadlock. This patch is necessary when running
NewIcons, otherwise the system will always hang when the Workbench screen
is closed and reopened.

Users of Workbench 2.0 do not need to use this command.

To install the patch, just execute the program PatchOpenWb in your
startup-sequence, preferably before IPrefs, and after SetPatch.

1.12 Tips And Tricks

Here are some tips to help you make the most of the Newicons system:

Q: When I ran the installer script, it didn't convert every single icon on
    my hard drive. Why not?

A: Since everyone's system can be configured differently, the installer
    can't possibly configure for all setups. The installer is designed
    to install the typical Workbench System file icons. To convert the
    rest of your icons, use the CopyNewIcon utility to copy images to
    other icons.

Q: I used CreateDefaultIcon to convert my icons into NewIcons. Now my
    tooltypes and default tool settings are missing from the icons. Help!

A: Go back and read the documentation. If the default icon in Env:sys
    associated with the icon you created has a default tool setting in it,
    it will be used, as well as the tooltype settings. For general use in
    converting existing icons to NewIcons, use CopyNewIcon instead.
    CreateDefaultIcon is for adding icons to files that don't have .info
    files!

Q: With 2 images in each icon, my icon sizes are a bit bigger than standard
    icons. Is there anything I can do about this?

A: If you decide that you really like the NewIcons system, and make it a
    permanent part of your Workbench, you can make the standard icon images
    very small, i.e. a few pixels large.   This is done quite easily with
    the included utility "Killoldicon", by Michael Barsoom.   This changes
    the old icon images permanently, so don't do this procedure unless you
    are sure you won't need them back. To use, simply shift-click on
    killoldicon, then shift-click on the icons you wish to convert. While
    holding shift, double-click on the last icon to convert. Since NewIcon
    images are compressed, the resulting final icon can be considerably
    smaller than a standard icon with the equivalent number of colors.
    One drawback of this method, however is that if you share these icons
    with people not running NewIcons, they will only see the tiny pixel
    icon.

Q: Can I run Deficons without running NewIcons?

A: Absolutely, if you only want to use the default icon feature. In this
   case you will only have the standard icon images to view, however.
   NewIcons can be run without Deficons also, although you won't get
   default icon images for "fake" icons.

Q: Sometimes when I change screenmodes, the colors of my NewIcon appicons
   don't look right. What's going on?

A: Intuition doesn't reset the colors properly for appicons, unfortunately.
   You'll have to switch back to the screenmode you were using, or restart
   the program that created the appicon. Sorry, this is a fault of the OS.

Q: My icon colors don't look the right colors.

A: The NewIcons system dynamically allocates colors as needed when
   an icon appears on the Workbench. Most likely if you are having
   a problem with the icon colors, you don't have enough free colors
   available on your Workbench screen. Unless you are using a back-
   drop with a large number of colors, 32 or 64 colors is usually
   plenty with the supplied icons. Increasing the number of bitplanes
   in the screenmode settings should fix this problem.

Q: I want to make my own icons that are different sizes and colors from
   the supplied icons.   How can I get injectbrush to work with the
   brushes I use to make the images?

A: All the supplied icons use the same 14 color palette to preserve the
   number of available colors on the Workbench. If you choose, you are
   certainly not limited to these colors and you can make icons as complex
   as your heart desires. Icons also do not have to be the 36 x 40 pixel
   size either.   Using the "FORCE" option in injectbrush will allow you to
   use nonstandard palettes and sizes (up to 93 x 93 pixels). Make sure
   your brushes are the same size and palette, or injectbrush won't allow
   you to make them into icons.

   Note: Although you can create up to 256 color icons, this is not really
   recommended, since you will very likely lock all the available colors
   for the workbench, and programs like Multiview will not be able to
   dynamically allocate the correct colors for viewing pictures and
   so forth. In addition, icons with large palettes take up a larger
   amount of disk space.

Q: IconEdit doesn't work with my NewIcon images. What gives?

A: Do NOT use standard icon editing tools to manipulate NewIcon
   images. Some programs could cause serious damage to the icon
   data, saving the NewIcon image as an old-style image, therefore
   losing palette information. The best way to create NewIcon images
   is to use a paint program; create a brush, and then use injectbrush;
   there are NewIcon editors out there as well, such as Iconian.

Q: I prefer the magic workbench style of icons. Can I get the benefits
   of using NewIcons with mwb?

A: Absolutely. Just convert the images to brushes and change them into
   NewIcons with injectbrush.   From now on you'll never have to worry
   about what your palette is set to. There is also a utility to convert
   mwb icons to NewIcons available on Aminet.

Q: If I want to make my own default disk icons, do I have to make them
   a disk type icon?

A: No. Deficons can use drawer type icons for disks or drawers in most
   cases. It will also use any type of icon for the "kick" type icons.
   Therefore, if you make new default icons for your ENVARC:sys drawer,
   you don't usually have to convert them to a disk or kick type icon.
   This applies to the custom icons only, such as def_RAMdisk, etc.
   The standard def_disk.info and def_kick.info icons still must be of
   the proper type.

Q: When I double click on an iconless file, sometimes the "Execute Command"
   gadget doesn't get filled in with the default tool like it's supposed to.

A: This is due to Intuition, not Deficons. If you open a drawer and click
   on an iconless Amigaguide file for example, Multiview should be selected
   in the "Execute Command" field. However, if you open a second drawer or
   click on other icons in a different drawer than the first, then try to
   open that same AmigaGuide file, the default tool will not appear. Sorry,
   there is no easy solution to this problem; it's a fault of the OS.

Q: I really don't want a great looking Workbench...how can I deinstall it?

A: There is a script in the archive that will deinstall the package for you.
   To remove NewIcon images from icons by hand, just run KillNewIcon on
   them.

Q: How do I use the DEFAULTIMAGE tooltype?

A: Use it with icons that have NO NewIcon image data in them. For example,
   to make all your drawers use the image of an icon called
   Work:MyDrawer.info, add this tooltype to your non-NewIconized drawers:

        DEFAULTIMAGE=Work:MyDrawer.info

  Now, you can change the look of ALL your system drawers just by changing
  the MyDrawer icon's image. Pretty cool! You could even set up your
  user-startup to randomly copy a different image at each bootup to
  Env:sys, and make your Workbench look different every time you start
  your computer!

  Using this feature slows down loading time slightly, because two icons
  have to be loaded (the main one and the one whose image is to be
  borrowed), but has several advantages, especially with icons which are
  used frequently, like drawer icons:
  1) It saves disk space, because the image is stored only once.
  2) Saves memory when the icons are on screen, because the Tooltypes
     containing the compressed image are loaded, decompressed, and freed,
     whereas in the normal method they stay in memory until the icon
     is freed.
  3) If you get bored of an image, just replace the default one, and all
     the others will change automatically!

Remember that the image stored in the icon has precedence. Therefore,
you have to "killnewicon" a NewIcon to have the DEFAULTIMAGE ToolType
work.

WARNING!!!: This trick is recursive, that is, if DEFAULTIMAGE points to
an icon which has a DEFAULTIMAGE itself, a third icon will be loaded,
and so on. Pay attention not to create loops which refer back to
another icon. If you do, you will likely meet the big GURU. You
have been warned.

Q: How can I make my NewIcon icons into brushes for editing?

A: There's a utility on Aminet (gfx/conv/newicontobrush) which will do this
   for you.

Q: Where can I get more icons in the isometric/McVey style?

A: There are loads of them on Aminet (well over 1000 images) in the pix/icon
   directory. Some of the best ones are McVey's NewIconsXTRA and NI-V2
   packages, and the AESicons series by Phil Vedovatti (IMHO!).

Q: Are there any backdrop sets for NewIcons?

A: Yes! Look in the pix/icon directory on Aminet. Roger McVey has uploaded
   literally hundreds of NewIcons compatible backdrops. They look great!

1.13 Authors

The programs were written by

   Nicola Salmoria
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The icon artwork was done by

   Roger McVey

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The installer script, documentation, and the archive
layout was done by

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1.14   Acknowledgements

Thanks to Chris Green, whose chunky to planar routine was based upon. (Chris
based his routine on one by Richard Addison).

Thanks to Federico Giannici who pushed me to make the color remapping faster,
and faster, and faster...

Thanks also to Michael Barsoom, who kindly allowed the inclusion of his
program, "killoldicon" in the package.

A special thanks to our friends who transcribed the installer scripts:

Eric Sauvageau for the French version, Giacomo Magnini for the Italian
version, Volker Schleifstein for the German version.

And thanks to all the NewIcons fans out there!

1.15   Distribution

This software is FreeWare. It is freely distributable as long as the archive
remains intact, and only a nominal fee is charged for its distribution.

This software is provided "AS IS" without warranty of any kind, either
expressed or implied. By using it, you agree to accept the entire risk as to
the quality and performance of the program.

1.16   History

Version History:

V1.0:

Original public release.

V2.0:

In the previous version of the docs I forgot to mention that the chunky to
planar routine was based on a routine by Chris Green (who based his routine on
one by Richard Addison).

fixed bug in DefIcons, was causing "plase insert volume dir c" after doing
execute command – dir c:

fixed bug in DefIcons, would hang if it couldn't find deficons.prefs

fixed bug in DefIcons, was causing a disk icon to appear for files called
"disk".

fixed bug in DefIcons, would show a drawer as disk icon for disks containing a
directory called "disk" (which is a bad idea anyway).

The GetDiskObjectNew() patch now returns NULL if the given name doesn't exist (like the standard function)

now does dithering (optional)

some file types added to deficons.prefs.

bug fix: createdefaulticon now preserves the tooltypes of tool icons and of project icons whose default icon have no default tool.

bug fix: newicons would check the argarray after FreeArgs(). Thanks to Nicola Soggia for discovering it and not reporting it. Thanks to Moreno Magnani who did report it.

bugfix, arj files were not recognized

bug fix: DefIcons now uses Stricmp() to avoid problems with international sorting

DEFAULTIMAGE special ToolType added

Fixed installer: no longer copies over the original def_#? icons in Envarc:sys. It now just copies them to a safe place.

Localized installer and documentation files added

Replaced "ReplaceImage" utility with "KillOldIcon", since ReplaceImage required NewIcons not to be running to use.

Changed a few of the icons from the original distribution archive

1.17 Future

 First, the bad news. Nicola has pretty much left the Amiga platform.
 Although his Amiga currently sits on his desk, his programming endeavors
 are now concentrated on the PC. As a result, this release version of
 the executables will very likely be the last one from him. The Amiga
 community has benefited greatly from Nicola's programs (Hex, MFS,
 NickPrefs, StatRAM, NewIcons/DefIcons, etc., etc.) and his programming
 efforts will surely be missed by many. I don't want this to sound like
 a eulogy, since he is surely alive and well, and I wish him the very
 best. It's been a real pleasure being a part of the NewIcons effort,
 and I thank Nicola for allowing me to be involved in it.

 Now for the good news. Nicola has released to me the source code for
 deficons.prefs, and I have included it in this archive for your
 programming pleasure. This should allow further expansion of the
 DefIcons portion of the package in recognizing future filetypes,
 such as lzx packed files, more sound and graphic types, and so on.
 If you create an updated brainfile, please send it to me; or if some
 people out there are interested in forming a collaborative effort, I'd
 be happy to help coordinate things.

 Also in this archive are the includes for the newicon.library, which
 opens up many other possibilities for NewIcons compatible programs.

You will see future icon releases as well. My own AESicons packages
are now approaching 500 icons, and there are several other icon image
packages out there as well. Roger McVey has recently released another
great set, as well as a huge collection of NewIcons compatible backdrops.
NewIcons is by no means dead. Like the Amiga, NewIcons lives on.

Enjoy!

Sincerely,

Phil Vedovatti