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Making an Icon

266379_PixelRule.tiff ↵

Quick Project's window has an icon well (labelled *Icon*) which you can use to associate an icon with your program. You can create the icon in one of three ways.

- Drag/drop a tiff file from Workspace into the icon well;
- Cut/paste TIFF data from another application;
- Use **Services > Grab** to grab an interesting area of the screen.