IconTamer

Version 1.0

Icon Management For
Windows 3.0

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Introduction

Welcome To IconTamer!

IconTamer is a complete icon management utility for Windows 3.0.   IconTamer Offers the following features for working with Icons.

* View icons quickly and easily by clicking on them in the list box.
* Supports any Icon editing or Windows graphic program.
* Easily re-name Icons.
* Delete Icons
* Copy Icons to and from the clipboard.
* The Screen Cut feature allows you to cut any program Icon from the Windows desktop, edit and save it as a new Icon.
* Convert bitmaps into Icon format.
* Change Icon formats. You can convert Icons from monochrome to color and back with ease.

IconTamer represents a truly elegant solution to your icon management needs. **Please read the documentation carefully.** It contains important information on how to correctly install your icon editor and how to correctly use IconTamer.

Installation

Installing IconTamer is a straight forward process. Follow the steps below carefully:

1.) Copy the IconTamer files to a sub directory of your choice.

2.) Make sure that the Icon Editing or Graphics program you plan to use is in the path statement of your autoexec.bat file.

3.) You may want to consider installing IconTamer into the same directory where you keep your icons. This would save you the trouble of changing directories to view various icons. In addition, it would insure that all of your icons are up to date.

Setting Up Your Icon Editor

Please follow these steps carefully.

You must determine if the editor you will be using is capable of taking a command line argument. In other words, when you press the edit button or double click on the icon in the list box. IconTamer will start your editor and tell it the name of the icon to edit. If your editor is not capable of taking a command line argument it will not load the icon.

Below is a list of some of the more popular icon editors and their command line support.

Program Name	Command Line Support
SDK Paint	YES
IconDraw	NO
IconEdit	YES
Paintbrush	NO**
Other Windows Graphics Programs	NO**

** Since these programs deal with images in various graphic formats(BMP,PCX,TIFF, Etc...) You must select NO and use IconTamers clipboard support to copy icons into and out of these programs. They do not recognize the ico format as one that they can read directly.

If you are going to use an editor other than the ones mentioned above follow the steps outlined below to determine whether or not your editor can take a command line argument.

1.) Select the System Menu in the upper lefthand corner of the IconTamer Window. Then choose setup from the menu. A dialog box will be displayed.
2.) Enter the name of the icon editor you intend to use. Enter the full file name and extension.
3.) Now you need to tell IconTamer whether or not the editor you plan to use is capable of taking a command line argument.

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Installation Continued...

See the section below for specific instructions.

3.1.) Locate the program you want to use on your Windows Desktop.
3.2.) Select the program icon by clicking on it once.
3.3.) Select properties from the Program Manager File Menu.
3.4.) You will see the program location and name in the command line edit field.

The line will look similar to this: c:\windev\sdkpaint.exe for example.

3.5.) After the program name you will need to type one space, and then enter the name of an icon you want the program to load when it is executed. For the purposes of this test you should use an icon that is located in the same directory as your editor.

The command line edit field should now look similar to this: c:\windev\sdkpaint.exe my.ico

3.6.) Click on OK to save your changes.
3.7.) Now start the program by double clicking on it.
3.8.) If the program starts and loads your icon, then you know it accepts command line arguments. If it fails to load the icon or reports an error message it cannot accept a command line argument.

4.9.) Select the Yes or No Radio Button for your editor.

Your editor is now correctly installed, and IconTamer is ready to use.

Please refer to the next section on using IconTamer. It contains important information on icon conversion, and the proper way to use IconTamer with your editor.

<u>**Using IconTamer**</u>

The Title Bar

The IconTamer Title bar will always display the format of the icon you are currently viewing.

The Edit Button

The Edit button serves two purposes. When no icon is currently highlighted in the list box . The Edit Button functions exactly like a windows OK button. If you are changing drives,directories, or file mask attributes you can press the Edit Button to update the list box or to complete your drive and or directory change. When you have an icon highlighted the Edit Button will start your editor.

The Cut Button

The Cut Button allows you to cut from any Window an icon or any other part of the screen you would like to make into an icon. When you press the Cut Button the cursor will turn into a crosshair. Move the cursor to the area you wish to cut. Press and hold the left mouse button down. Move the mouse to mark the desired area. The area being marked will appear in reverse video. When you have marked the area release the left mouse button. The image will now appear in the Icon View Window, and a copy of the image will also be sent to the clipboard. If the image you captured is acceptable you can immediately press the save button and save it as a new icon. You also have the option of switching to your editor and inserting the image from the clipboard.

Displaying Icons

To display an icon click on it in the list box. It will be displayed in the Icon View window. IconTamer guarantees that you are always viewing the most recent version of an icon by clearing the Icon View Window whenever the program is minimized. It also clears the Icon View Window whenever you start your editor. When you maximize the program, or return to it from your editor, the icon you were working on when you left the program will still be highlighted in the list box. Click on it to update the image with the most current version of the icon. This feature makes it very easy to return to browsing icons if for some reason you had to stop before you were done. The program will remember where you left off.

Editing Icons

To start your editor you can either double click on the icon in the list box, or press the edit button. When you have finished your editing session you will be returned to IconTamer. The section below lists some examples on how to use IconTamer correctly with certain icon editors and graphics programs. By using these examples as a guide you will be able to successfully use any Windows graphic program to edit your icons.

SDK Paint

Since SDK Paint supports a command line argument, all that you need to do is double click on the icon that is presently highlighted in the list box or press the edit button. When you have finished editing your icon you will return to IconTamer.

IconDraw

Since IconDraw doesn't support command line arguments use IconTamers copy button to copy the icon you wish to edit to the clipboard. Press the edit button to start IconDraw. Once IconDraw has started select paste from its menu. This will copy the icon from the clipboard into the work area. When you finish editing the icon, you will have to save it using IconDraw. It would be a good idea when you are saving the icon to type in the path and file name of the icon that was selected with IconTamer. When finished you will return to IconTamer. If you saved the icon back to the same directory and with the same file name, it will be highlighted in the list box. Click on it to display the updated version.

Paintbrush And Other Programs

Using Paintbrush or another Windows paint type program such as Correll Draw is very similar to using the IconDraw program. First select the icon you wish to edit from the list box. Then press the copy button. This will copy the icon to the clipboard. Now press the edit button to start your paint program. Once it has started press Shift + Insert to copy the clipboard image into the work area of the program. When you have finished editing your icon, use the scissors or pick tool to mark your icon. Now press Ctrl + Insert to copy your icon back to the clipboard. After you exit your paint program, press the IconTamer Paste Button to copy your new icon into the Icon View Window.

Saving Your Icon

Now that you have successfully copied your icon back into IconTamer you can save it. Press the Save button to call up the Save Icon dialog box. You have two choices. You can enter a complete new icon name in the edit field, or choose an icon from the list box that you want to use to store your newly created or edited icon. This will OVERWRITE the old icon with the new icon!

You can also use the save button to re-name an icon simply by clicking on the icon you wish to re-name to place it into the Icon View Window. Then select Save and enter a new file name in the edit field.

Converting Icons To Different Formats

IconTamer allows you to easily change the format of an icon. You can convert any icon into one of the following formats:
4 Plane 16 Color 32 X 32 Pixels
3 Plane 8 Color 32 X 32 Pixels
CGA 2 Color 32 X 16 Pixels
Mono 2 Color 32 X 16 Pixels

The Conversion Process

To convert an icon into a different format follow the steps outlined below.

1.) Select the icon you wish to convert from the list box. It will appear in the Icon View Window.
2.) Press the Copy Button to copy it to the clipboard.
3.) Now select the icon that represents the format you wish to convert the icon to.
4.) Press the paste button and you will see your selected icon re-appear in the Icon View Window in its new format.

For clarity a tutorial will help if you are a little unclear about this process.
IconTamer comes with 4 sample icons in the formats listed above.
Copy these into the directory where you have installed IconTamer.

1.) Choose the 16Color.ico from the list box.
2.) Press the Copy Button.
3.) Choose the Mono.ico from the list box.
4.) Press the Paste Button
5.) You will see the 16Color.ico re-displayed in the Icon View Window, in monochrome format. To save this as a new icon press the Save button and enter a new icon name.
You can convert an icon to any of the available formats by following the steps outlined above.

NOTE: The changes made to the icon are NOT permanent until you actually save the icon to disk. This will let you experiment with different formats without physically altering the icon.

Technical Support

We will gladly provide technical support to all registered users of IconTamer. If you need support and are not a registered user you are entitled to one support phone call, if you intend to register the program once your question has been answered. You can call us at (602) 375-9502 Monday - Friday 9:00 am - 4:00 pm Mountain Standard Time (Year Round In AZ).

Registration Information

Phone and Mail Orders
The registration fee for IconTamer is $15.95 plus $1.50 shipping. You can place a Visa or Master Card order by phone. Call (602) 375-9502 to place your order. The order hours are the same as those listed under the technical support section. If you want to place an order by mail please use the registration form enclosed. The file name is REGISTER.FRM please remember to include the shipping charge in your order. Mail the registration to:

Moon Valley Software Inc.
107 East Paradise Lane
Phoenix, AZ 85022 USA

Bulletin Board Orders
You can place a credit card order on our BBS at (602) 375-0531 24 hours a day. If you place an order on the BBS you will receive your registration number immediately and also have access to the entire BBS. We have 40MB of quality shareware available for downloading.

Thank you for taking the time to evaluate IconTamer. We hope that you will find the program of value and choose to register it. With the price of commercial Windows programs rising all the time shareware is becoming a very viable and cost effective alternative.