Pallet Shop v1.1

Icons

Icons are a special type of bitmap file ending with an '.ico' extension measuring 32 pixels in height by 32 pixels in width. Icons can only be created or edited in an icon editor such as IconWorks and must be saved with the '.ico' extension.

Custom Pallet

Image Magician's icon pallets are simply bitmap images saved with an '.icp' extension. The easiest way to create an icon pallet is by using Pallet Shop in which you may load and arrange icons then save as a new custom pallet. You will find that Pallet Shop will create two files when you save your pallet, one with a '.bmp' extension and one with a '.icp' extension. The '.icp' pallet may be loaded directly into Image Magician, while the '.bmp' pallet may be loaded in PaintBrush for Windows for further editing if needed then saved with an '.icp' extension from PaintBrush so that you are able to load it into Image Magician.

About Pallet Shop

As is typical of most software developers the help system gets left to the last. The next quarterly upgrade I promise will include a much improved version for Pallet Shop.

Pallet Shop was designed to create custom icon pallets quickly and easily for use with Image Magician. By being able to create your own icon pallets you will be able to create pallets for specific uses such as, pointers for technical drawings and traffic signs for maps. You are limited only by your imagination.

You can even use IconWorks to create your own icons or edit existing ones to add to the pallets you create.

Creating a Pallet

      Start Pallet Shop, click [Open] on the toolbar, select one or more icons from the file list box then click the [Open] button. The imported icons can then be moved to the pallet by clicking on them one at a time to select, then clicking on the pallet at the position you wish to place the icon. After you have finished creating your pallet click [Save] on the toolbar. Give your pallet a meaningful name then then click the [Save] button. Note that you may also double click on the icon work space to bring up the open dialog window which will also cause the imported icons to begin loading into the work space at the point you had double clicked on.

Editing a Pallet

When Pallet Shop saves a pallet it not only creates a pallet with an '.icp' extension for loading directly in to Image Magician, it also creates a pallet with a '.bmp' extension which may be loaded into PaintBrush for Windows for further editing. After editing the pallet in PaintBrush simply save it with a '.icp' extension for loading into Image Magician. One thing to remember is that although you may create pallets containing 256 colors in this way you will probably experience a great deal of pallet shift when pasting to images in Image Magician unless unless the image uses Windows standard pallet. You can minimize this problem by selecting save as 16 color bitmap in PaintBrush.

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