

**IconToolBox.**

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	TITLE : IconToolBox.		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 29, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>IconToolBox.</b>	<b>1</b>
1.1	IconToolBox . . . . .	1
1.2	Introduction . . . . .	2
1.3	System Requirements . . . . .	3
1.4	Installation . . . . .	3
1.5	User Interface. . . . .	3
1.6	Brush-Mode . . . . .	3
1.7	Archive-Mode . . . . .	4
1.8	Depth-Mode . . . . .	4
1.9	Open . . . . .	5
1.10	SaveAs . . . . .	5
1.11	normal . . . . .	5
1.12	selected . . . . .	5
1.13	archive . . . . .	5
1.14	savedepth . . . . .	5
1.15	Copyright/Disclaimer . . . . .	6
1.16	Author . . . . .	6

## Chapter 1

# IconToolBox.

### 1.1 IconToolBox

IconToolBox  
Version 0.40B  
Copyright © 1994/95 Martin Hauner  
Documentation  
  
- Freeware -

#### Introduction:

~Introduction~~~~~	What for?
~System~Requirements~~~	OS 2.0+, MUI.
~Installation~~~~~	Just copy.

#### IconToolBox-Window, Modes:

~User~Interface~~~~~	What's shown.
~Brush~Mode~~~~~	New brush-pics.
~Archive~Mode~~~~~	New pics from archive.
~Depth~Mode~~~~~	Change colordepth.

#### Menu:

~Open~~~~~	Load icon.
~SaveAs~~~~~	Save icon with new name.

#### Tooltypes:

~normal~~~~~	Name for normal picture.
~selected~~~~~	Name for selected picture.
~archive~~~~~	Path to Icon-Archive.
~savedepth~~~~~	Initial value for 'Save # Planes'.

#### Misc:

~Copyright/Disclaimer~~	NO WARRANTY.
~Author~~~~~	Bugs? Problems? Ideas?

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## 1.2 Introduction

What for?

I prefer a painting program for drawing icons. To get the pictures into the icon i have to save the pics as brushes, load them one by one into the icon-editor and save back the icon.

Apart from the problems loading brushes into the 3.0 icon-editor, this procedure gets too fussy and boring in the long run.

Using IconToolBox, it gets very easy: I choose the icon and save the pics from the painting program as brushes. That's all! Loading the brushes and saving the icon is done automatically.

Brush-Mode.

Besides this, i needed a program which was helpful on replacing pics from an icon, and was offering the possibility to choose a pair of pics from an icon-archive.

With IconToolBox this is possible too. First select the desired archive-icon, then the icon, ready! Saving is done automatically.

Archive-Mode.

Problems occur, if icons with less planes (but more than 2) than the Workbench are used. The Workbench is not capable of displaying these icons correctly. Why?

The Workbench is always using the first 4 and last 4 color entries. Is the Workbench, for example, using 4 planes (= 16 color entries), it covers color entries 0-3 & 12-15. If the icons have only 3 planes, color entries 0-7 are used to display the icons. Because of the 4 planes Workbench, color entries 4-7 are not containing the corecct color values. Result is: the icons are displayed with wrong colors.

There are 2 possibilities to solve this problem.

1. One occupies the needed color entries (here: 4-7) and copies the color values from the last 4 color entries.
2. One adapts the plane number of the icons to the Workbenchs number of planes.

With IconToolBox it is possible to adapt the plane number: Choose the number of planes to save, then select the icon. Saving is done automatically.

Depth-Mode.

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## 1.3 System Requirements

OS 2.0+, MUI.

You will need OS 2.0 or better and MUI 2.0 or better.

## 1.4 Installation

Just copy.

Just copy IconToolBox to where you want it and adjust the 'archive'-tooltype if you will use the 'Archive' - Mode.

## 1.5 User Interface.

What is displayed?

In the 'Icon Attribute'- field IconToolBox shows information about the current icon. Type ( tool, drawer, project etc), drawmode (image etc), name with path and number of planes. Normal and selected pic are displayed in the 2 'Image-Windows'.

With 'Save # Planes' you adjust the number of planes IconToolBox will save.

In the 'Mode'- field you select the mode. 'Brush', 'Archive' or 'Depth'.

In the 'Options'- field you select ('AutoSave Icon') if automatic saving is enabled or disabled. With 'Save Icon' you can save the icon at every time.

## 1.6 Brush-Mode

New brush-pics.

How do i use brush-mode?

1.

Select Icon. Either by menu project 'Open', or by dropping the icon into the IconToolBox-window. Multiple selection (SHIFT-key) is ignored.

2.

Activate 'AutoLoad'. (At the moment, brushes are loaded only automatically.)

3.

Save the brushes under the names listed in the tooltypes 'normal' and 'selected'. Presets are ram:unnamed1.bsh & ram:unnamed2.bsh. Is a brush

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saved, it will be loaded automatically and shown in the corresponding image-window.

If both brushes are saved the icon will be automatically saved with the pair of new pics, so far as options - 'AutoSave Icon' is activated. If not, you can save the icon with options - 'SaveIcon' or by menu Project - 'SaveAs'.

## 1.7 Archive-Mode

New pics from icon-archive.

How do I use the archive-mode?

1.

Select an archive-icon from the list.

2.

Select the icon for the new pics. Either by menu Project - 'Open', or by dropping the icon into the IconToolBox-window. Multiple selection is supported.

The icon will be saved automatically so far as option - 'AutoSave Icon' is activated. If not, you can save the icon with options - 'SaveIcon' or by menu Project - 'SaveAs'.

If you turn from 'Brush'- Mode to 'Archiv'- Mode and select no archive-icon, the visible pics are taken.

How is the icon-archive structured?

All archive-icons are tool-icons stored in a normal directory-tree. So you can view all archive-icons from the Workbench without any problems.

To filter some .info files, which would be useless in the list (drawer.info's), they are marked with a file comment beginning with 'd'.

## 1.8 Depth-Mode

How do I use the Depth-Mode?

1.

Use 'Save # Planes' to enter number of planes to save. (tooltype: 'savedepth')

2.

---

Select the icon. Either by menu Project - 'Open', or by dropping the icon into the IconToolBox-window. Multiple selection is supported.

Icon will be saved automatically.

## 1.9 Open

Load icon.

The icon name must end `_with_ '.info'`.

## 1.10 SaveAs

Save icon with new name.

The icon name must be given `_without_ '.info'`.

## 1.11 normal

This tooltype specifies the brush name for the 'normal'- pic, IconToolbox loads automatically.

Preset: ram:unnamed1.bsh.

## 1.12 selected

This tooltype specifies the brush name for the 'selected'- pic, IconToolbox loads automatically.

Preset: ram:unnamed2.bsh.

## 1.13 archive

This tooltype specifies the path to the icon archive. Specify the complete path. Either absolut, or relativ to PROGDIR:.

## 1.14 savedepth

This tooltype specifies the initial value for 'Save # Planes'. Values: 1, 2, 3, 4, 5, 6, 7, 8.



## 1.15 Copyright/Disclaimer

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## 1.16 Author

Bugs? Ideas? Comments? Bad English?

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