

Set_Icon

COLLABORATORS

	<i>TITLE :</i> Set_Icon		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Set_Icon

1.1 Set_Icon Information

Set_Icon V2.0

Icon Utility of the Gods!

[Information](#)

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1.2 Set_Icon/Info

Set_Icon V2.0

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If your like me and hate manipulating your .info files via the CLI and so on then this is the util for you!

ToolTypes.

The program has the following ToolTypes:

ICONX :- allows you to set the x position of the AppIcon.×

ICONY :- allows you to set the y position of the AppIcon.×

APPTEXT :- allows you to set the text for the AppIcon / AppItem

DTPATH :- allows you to set the path to the directory you have stored you're datatype def_ icons. (default = ENV:Sys/)

IMODE :- allows you to specify which interface mode should be used (default = AppIcon). Either APPICON or APPITEM.

MODE :- allows you to force the program to always perform a certain action (default = NONE). Either NONE, DEFAULT, IMAGE, INFO, DELETE, DATATYPE.

Actions.

What the Buttons do:

[Default]

This option creates a default icon for the object, if an icon already exists then the tooltypes, stack, and so on is copied across to the new icon.

Multiple icons can be processed at once by using the shift select method.

[Image]

This option copies the icon image from the first icon you selected to all the others, new icons will be created if they do not already exist. Only the image data is changed.

[Info]

This option copies the tooltypes, tool and stack size from the first icon you selected to all the others, new icons will be created if they do not already exist.

[Delete]

This option removes the icon file associated with the selected objects.

Multiple icons can be processed at once by using the shift select method.

[DataType] (WB3.x only)

This option uses the datatype library to decide what types of file you have passed to it, it will then give the file the related icon.

To use this you will need to create icon files for each datatype you wish to affect, the path to this is specified with the DTPATH tooltype.

This function looks firstly for the format def icon i.e.(def_GIF.info, def_JPEG.info) if this is not found it will look for the group def icon, which in this case would be def_Picture.info, if this is not found then nothing will be changed.

These are the DataType Groups.

def_Text.info

def_Document.info

def_Sound.info

def_Instrument.info

def_Music.info

def_Picture.info

def_Animation.info

def_Movie.info

[Abort]

This option aborts (stupid question really).

Misc.

To quit double click on the AppIcon or select the AppItem with no selections and select quit.

This program can also be used from the CLI.

CLI parameters will override the ToolTypes.

TARGETS :- Files to affect (wildcards handled).

MODE :- Same as ToolType.

QUIET :- shhhhhhh....

APPTXT :- Same as ToolType.

ICONX :- Same as ToolType.

ICONY :- Same as ToolType.

DTPATH :- Same as ToolType.

IMODE :- Same as ToolType.

1.3 Set_Icon/Additional Information

Set_Icon V2.0

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This program is Free-Ware.

Feel free to send me a postcard.

This program will only work on WB 2.0 and above.

This program was written on an Amiga A1200 68882 6MB.

BUGS!!!!!! None known at present.

1.4 Set_Icon/Author Information

Set_Icon 2.0

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Comments, complaints, desiderata are welcome.

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Stuff at the end

Thanks to all those who have submitted ideas on improvements, hopefully this is the last version!

Cool Stuff:

The Sisters of Mercy * Bauhaus * Project Pitchfork * Front 242 * Ministry *

The Cure * Fields of the Nephilim * Front Line Assembly * Duran Duran * etc.

And most of all Earl Grey Tea.
