

# IconInstaller

Tom Ekström

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> IconInstaller		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Contents

<b>1</b>	<b>IconInstaller</b>	<b>1</b>
1.1	CONTENTS	1
1.2	INTRODUCTION	1
1.3	REQUIREMENTS	2
1.4	INSTALLATION	2
1.5	USAGE	3
1.6	USAGE	3
1.7	USAGE	4
1.8	USAGE	5
1.9	USAGE	5
1.10	USAGE	6
1.11	REFERENCE	8
1.12	REFERENCE	8
1.13	WINDOW ELEMENTS	9
1.14	WINDOW ELEMENTS	9
1.15	WINDOW ELEMENTS	10
1.16	WINDOW ELEMENTS	10
1.17	WINDOW ELEMENTS	11
1.18	WINDOW ELEMENTS	11
1.19	WINDOW ELEMENTS	11
1.20	WINDOW ELEMENTS	12
1.21	WINDOW ELEMENTS	12
1.22	WINDOW ELEMENTS	13
1.23	WINDOW ELEMENTS	13
1.24	REFERENCE	13
1.25	MENUS	13
1.26	PROJECTMENU ITEMS	14
1.27	PROJECTMENU ITEMS	14
1.28	PROJECTMENU ITEMS	14
1.29	PROJECTMENU ITEMS	15

1.30 PROJECTMENU ITEMS . . . . .	15
1.31 PROJECTMENU ITEMS . . . . .	16
1.32 PROJECTMENU ITEMS . . . . .	16
1.33 MENUS . . . . .	16
1.34 SETTINGSMENU ITEMS . . . . .	17
1.35 SETTINGSMENU ITEMS . . . . .	18
1.36 SETTINGSMENU ITEMS . . . . .	19
1.37 SETTINGSMENU ITEMS . . . . .	20
1.38 SETTINGSMENU ITEMS . . . . .	21
1.39 SETTINGSMENU ITEMS . . . . .	21
1.40 SETTINGSMENU ITEMS . . . . .	22
1.41 SETTINGSMENU ITEMS . . . . .	22
1.42 SETTINGSMENU ITEMS . . . . .	23
1.43 REFERENCE . . . . .	23
1.44 TOOLTYPES . . . . .	24
1.45 TOOLTYPES . . . . .	25
1.46 TOOLTYPES . . . . .	26
1.47 TOOLTYPES . . . . .	27
1.48 TOOLTYPES . . . . .	28
1.49 TOOLTYPES . . . . .	28
1.50 TOOLTYPES . . . . .	29
1.51 TOOLTYPES . . . . .	29
1.52 TOOLTYPES . . . . .	30
1.53 TOOLTYPES . . . . .	30
1.54 TOOLTYPES . . . . .	31
1.55 TOOLTYPES . . . . .	31
1.56 TOOLTYPES . . . . .	31
1.57 TOOLTYPES . . . . .	32
1.58 TOOLTYPES . . . . .	32
1.59 REFERENCE . . . . .	33
1.60 SCRIPT KEYWORDS . . . . .	33
1.61 SCRIPT KEYWORDS . . . . .	34
1.62 SCRIPT KEYWORDS . . . . .	35
1.63 SCRIPT KEYWORDS . . . . .	35
1.64 SCRIPT KEYWORDS . . . . .	36
1.65 SCRIPT KEYWORDS . . . . .	36
1.66 SCRIPT KEYWORDS . . . . .	37
1.67 SCRIPT KEYWORDS . . . . .	37
1.68 SCRIPT KEYWORDS . . . . .	38

---

1.69 SCRIPT KEYWORDS . . . . . 39

1.70 SCRIPT KEYWORDS . . . . . 39

1.71 SCRIPT KEYWORDS . . . . . 40

1.72 SCRIPT KEYWORDS . . . . . 41

1.73 SCRIPT KEYWORDS . . . . . 42

1.74 SCRIPT KEYWORDS . . . . . 42

1.75 SCRIPT KEYWORDS . . . . . 43

1.76 MISCELLANEOUS . . . . . 43

1.77 MISCELLANEOUS . . . . . 44

1.78 MISCELLANEOUS . . . . . 45

1.79 MISCELLANEOUS . . . . . 45

1.80 MISCELLANEOUS . . . . . 46

1.81 MISCELLANEOUS . . . . . 47

1.82 MISCELLANEOUS . . . . . 47

# Chapter 1

## IconInstaller

### 1.1 CONTENTS

ICONINSTALLER 3.1

Icon Installation/Management Tool

Freely Distributable

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~1.~~~INTRODUCTION~~~~~	IconInstaller described
~1.1.~Requirements~~~~~	What is needed to use this program
~1.2.~Installation~~~~~	What to put where
~2.~~~USAGE~~~~~	About IconInstaller operation
~2.1.~Basic~Usage~~~~~	Installing icons manually
~2.2.~Directory~Mode~~~	Installing whole drawers of icons
~2.3.~Script~Mode~~~~~	Using prewritten scripts
~2.4.~Configuration~~~~	Changing the settings
2.5. Writing Scripts	Writing IconInstaller scripts
~3.~~~REFERENCE~~~~~	Detailed description
~3.1.~Window~~~~~	The user interface window
~3.2.~Menus~~~~~	About the menus
~3.3.~ToolTypes~~~~~	The default settings
~3.4.~Script~Commands~~	Writing your own scripts
~4.~~~MISCELLANEOUS~~~~	Legal issues and tidbits
~4.1.~Copyright~~~~~	Distribution
~4.2.~Disclaimer~~~~~	Read this at your own risk
~4.3.~History~~~~~	About different versions
~4.4.~Future~~~~~	Is this not ready yet?
4.5. NewIcon Info	To those unfamiliar with NewIcons
~4.6.~Author~~~~~	How to contact me

### 1.2 INTRODUCTION

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## 1. INTRODUCTION

IconInstaller is a tool to aid in icon management. The basic operation of IconInstaller is to copy the imagery from one icon to another. Both standard icons and NewIcons are supported, including conversion from standard icons to NewIcons, and vice versa. IconInstaller can also be used to copy other attributes (such as tooltypes, position, default tool etc.) in addition to, or instead of, the imagery.

IconInstaller has a mouse-driven graphical user interface, where icons can be selected with simple dragging and dropping, or alternatively using standard ASL file requesters. Unique to IconInstaller is a script mode, where icons are selected for installation according to a script. IconInstaller can also be used to easily install whole drawers of icons with a single command.

IconInstaller requires at least AmigaDOS release 2.04. For more info, there is a detailed list of requirements.

For legal information, read the sections about copyright and disclaimer.

## 1.3 REQUIREMENTS

### 1.1. REQUIREMENTS

IconInstaller requires at least AmigaDOS version 2.04. Specifically, the following libraries are needed:

```
asl.library  
dos.library  
exec.library  
gadtools.library  
graphics.library  
icon.library  
intuition.library  
layers.library  
workbench.library
```

Additionally, `newicon.library` is used for NewIcon support. However, `newicon.library` is not required to run IconInstaller.

IconInstaller takes up about 50 KBytes of disk space. At least about 100 KBytes of free RAM is required to run IconInstaller. If the subdirectory mode is used with many nested levels of directories, more memory is consumed.

## 1.4 INSTALLATION

### 1.2. INSTALLATION

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There is no special installation procedure for IconInstaller. Simply drag the program wherever you want it. For example, The 'Tools' drawer on your Workbench disk is a good place.

## 1.5 USAGE

### 2. USAGE

IconInstaller is a very versatile tool, and can be used in many different ways. There is a normal mode for installing icons one by one, a directory mode for installing whole drawers of icons, and a script mode for selecting icons for installation according to a script.

In its basic configuration, IconInstaller will copy the image from one icon to another, but also other icon attributes, such as default tool, icon type, position, etc., can be selected for installation. NewIcon users can also change the configuration to copy NewIcon images, and convert between standard icons and NewIcons.

~2.1.~Basic~Usage~~~~~~	Installing and deleting icons manually
~2.2.~Directory~Mode~~~~	Installing to drawers
~2.3.~Script~Mode~~~~~~	Using a script to install icons
~2.4.~Configuration~~~~~	Changing the settings
~2.5.~Writing~Scripts~~~	Making your own scripts

## 1.6 USAGE

### 2.1. BASIC USAGE

Start IconInstaller with a double click on its icon.

If you are using the NewIcons system, a requester may appear asking you to select from some image installation options.

IconInstaller will start as 'empty', with no icons selected. To install the image from one icon to another, you'll need to open a source icon and a destination icon. The easiest way to open an icon is to drag and drop it into the IconInstaller window. Source icons can be dropped in the box labeled New Image, destination icons in the box labeled Original Image. You can also open icons using a file requester. Select Open Source Icon... and Open Destination Icon..., respectively, from the 'Project' menu. Finally, the destination icon can also be opened by typing its name into the gadget labeled Destination Icon.

When both source and destination icons are opened, you can click on the Install gadget to replace the original image of the destination icon with the new one from the source. If you prefer using menus, you can also select Install Icon from the 'Project' menu.

---

IconInstaller can also be used to delete icons from files, leaving the file associated with the icon intact. To delete an icon, open it as the destination icon as described above. Then, select Delete icon... from the 'Project' menu. IconInstaller will display a requester asking you to confirm this action.

IconInstaller is also able to install multiple icons in one go, either a whole directory at once, or according to a script.

Furthermore, you can configure the installation by selecting other icon attributes to install from one icon to another, in addition to (or instead of) the imagery, as well as change some other options.

## 1.7 USAGE

### 2.2. DIRECTORY MODE

Please read first the section describing basic~usage of IconInstaller, where opening source and destination icons is explained, before proceeding with this section.

To start directory installation, open both source and destination icons. Then, click on the Dir gadget. A requester will appear, asking for the directory (drawer) where the installation should take place. By default, this is the directory where the destination icon is located.

IconInstaller will read the icons in the directory, one by one, and open each icon in its turn as the destination icon. For each icon, you can select to install the image from the source icon, or skip the icon and move on to the next one. Click on Install or Skip to make your choice. This process is repeated for all icons in the directory.

You can instruct IconInstaller to complete the directory without further interaction by clicking on the All gadget. A requester will appear, asking you to confirm this option.

You can also click on the Quit gadget at any point, to abort the directory installation.

The 'Settings' menu contains options to change the behaviour of directory installation. The options can be changed by setting and clearing subitems for the Directory menuitem. The options available are 'Match Type', 'Create Icons' and 'Enter Directories'.

Match Type will accept for installation only those icons that are of the same type as the source icon.

Create Icons will give you the option to create icons for files that don't have icons.

Enter Directories means that the installation will proceed not only in this directory, but all its subdirectories as well.

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## 1.8 USAGE

### 2.3. SCRIPT MODE

Using IconInstaller in script mode is actually the easiest way to use it. You don't even have to open icons for installation, as they are selected automatically by the script.

You start a script by double clicking on the script's icon.

If you are using the NewIcons system, a requester may appear asking you to select from some options relating to the imagery installation.

The IconInstaller window will be opened as usual. IconInstaller will start to open source and destination icons according to the script, presenting you the new image from the source icon, and the original image of the destination icon, side by side, before the installation. You can click on these images to see the alternate imagery, if there is any.

For each icon you can select if you want to install the new image to the destination icon, or keep the original image. Click on Install or Skip, respectively, to make your choice. IconInstaller will then open the next source and destination icons according to the script. This process is repeated for each pair of icons, until the script is complete.

As in the directory-mode, you can instruct IconInstaller to complete the script without further interaction, by clicking on the All gadget. A requester will appear asking you to confirm that you really want to do this. You can also click on the Quit gadget at any point, to abort the script and reset IconInstaller to basic-usage.

Depending on the script, you may also be presented with messages and requesters either to give you information, or prompt you to select from some available options.

An IconInstaller script is a standard ASCII text file, that can be created with any text editor, such as 'Ed' or 'Emacs'. For icon authors wanting to distribute IconInstaller with their releases, or other users wishing to automate the installation of a large number of icons, there is a section about writing your own scripts, as well as a reference section with all commands and options available.

## 1.9 USAGE

### 2.4. CONFIGURATION

In its default configuration, IconInstaller will copy the imagery from one icon to another, while retaining the other attributes of the destination icon, such as tooltypes, default tool, position, and so on. If you have the NewIcons patch running, the default action is to copy the NewIcon image, while keeping the standard image as it is.

---

The default configuration can be changed with tooltypes in the IconInstaller icon, so that every time you start IconInstaller, your preferred configuration is active. To change the default configuration for a script, tooltypes in the script's icon should be set instead.

While using IconInstaller, the configuration can be changed from the Settings menu.

The menu contains options for manipulating the Image, the NewIcon imagery, Icon Type, Default Tool, Tool Types, Position and Stack.

All of these attribute settings contain at least two options, 'Keep Original' and 'Copy From Source'. The former means that the attribute in the destination icon is not changed, the latter means that the attribute is copied from the source icon to the destination icon.

The 'Image' and NewIcon settings also contain options to convert imagery from the standard to NewIcon format, and vice versa. The 'Icon Type' and 'Default Tool' settings contain many options to set the attribute explicitly.

In addition to the attribute settings, the 'Settings' menu also includes directory options to affect the behaviour of directory installation. Finally, there is an option to quickly install icons with dragging and dropping.

## 1.10 USAGE

### 2.5. WRITING ICONINSTALLER SCRIPTS

An IconInstaller script is a standard ASCII text file, that can be created with any half-decent text editor, such as the 'Ed' editor supplied with AmigaDOS.

An icon has to be created for the script, as currently the only way to start a script is to double click on the script icon on Workbench. The script icon type must be 'Project', and the default tool must be 'IconInstaller'. The script icon can be conveniently created with IconInstaller itself, for example.

IconInstaller will identify a script by examining the first line. The first line has to start with the keyword

```
ICONINSTALLER
```

so that IconInstaller will know that this file is meant as a script.

Optionally, a version number may be included after the ICONINSTALLER keyword. This guarantees that the script will not be executed with an older version of IconInstaller. If you are using script commands that are not available in early versions of IconInstaller, it could be worthwhile to specify the version number. Version 3.0 can be assumed as the lowest possible version number.

Empty lines and lines starting with a semi-colon (;) are ignored by IconInstaller. This way, comments and extra spaces can be included

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for better readability.

The command to install the imagery from one icon to another takes always the following form:

```
FROM <Source Icon> TO <Destination Icon> [OPTIONS]
```

If an icon name contains blank spaces, the name must be included in quotes. The trailing .info extension for an icon file name may be included, but it is not necessary.

For example, the command

```
FROM Icon_1 TO "Icon 2"
```

Will copy the imagery from Icon\_1 to Icon 2.

There are seven options available for icon installation commands. The options can be used alone or in any combination. Not all combinations are very useful, though. The options are

ICONTYPE	Specify the type for the destination icon
QUIET	Suppress any 'Please insert volume...' requesters
FORCE	Create the destination icon if it doesn't exist
MATCHTYPE	Skip the destination icon if its type doesn't match the source
DIRECTORY	Install to all icons in a directory (drawer)
RAMSCRIPT	Offer to append a Ram Disk icon script to S:User-Startup
CHECKSYS	Look around the SYS: disk for the destination icon

In addition to the icon installation command, there are three more commands available.

The level of automation can be specified with the SCRIPTMODE command. The format for this command is

```
SCRIPTMODE <AUTOMATIC|SKIP|MANUAL>
```

SKIP is the default mode, and provides good manual control. The AUTOMATIC mode will install everything without any confirmation. It is NOT recommended to set the AUTOMATIC mode for scripts that are distributed with icon collections to the general public. The MANUAL mode gives the user the best manual control, as even skipping of icons that are not found must be confirmed.

It is also possible to display messages to the user. This is done with the MESSAGE command. The format for this command is

```
MESSAGE "<Show this text>"
```

A requester will be displayed, containing the text and a single 'OK' gadget. If the text to be displayed contains any blank spaces, include it in quotes. The special character combination ('\n') can be used to split the text in the requester on several lines.

Some icons require a custom Workbench palette to make sure that the icons appear correctly. This is because normal Amiga icons don't contain any colour data, and depend on the Workbench palette for their looks. It is

---

possible to install a palette from within a script with the `INSTALLPALETTE` command. The format for this command is

```
INSTALLPALETTE "Palette file"
```

The argument is the name of the file that contains the palette to be installed. A requester will be displayed, offering the user the option to install the palette.

Two additional options, `IFNEWICONS` and `IFNOTNEWICONS`, can be used in combination with the `SCRIPTMODE`, `MESSAGE` and `INSTALLPALETTE` commands. If the `IFNEWICONS` option is used, the command will be executed only if the NewIcons patch is installed on the user's system. The `IFNOTNEWICONS` option has the opposite effect, causing the command to be executed only if the NewIcons patch is NOT present.

If you are reading this documentation from the original IconInstaller archive, there is a fully commented example script called 'Install\_Icons' included. [Click here](#) to take a look at the example script.

If you intend to distribute a script with an icon collection for the general public, it is recommended that the `NOSETTINGS` and `ASKNEWICONS` tooltypes are set in the script's icon, but not any other tooltype. This will guarantee that only the imagery will be installed, and that the user will not be able to modify the settings in the middle of a script. Read the copyright section for more distribution information.

## 1.11 REFERENCE

### 3. REFERENCE

This chapter contains reference information for the IconInstaller window, the menus, the tooltypes and the script commands. For each section, a brief overview will first be presented, with more detailed description for every item available by selecting from the overview list.

- |                      |   |
|----------------------|---|
| 3.1. WINDOW          | The elements in the IconInstaller window      |
| 3.2. MENUS           | The menuitems and subitems in the menus       |
| 3.3. TOOLTYPES       | All available tooltypes and their options     |
| 3.4. SCRIPT COMMANDS | All keywords and options available in scripts |

## 1.12 REFERENCE

### 3.1. WINDOW

This is a brief list of all elements in the IconInstaller main window. This includes all gadgets and areas for icon dragging and dropping. For a more complete description for each element, click on any item on the list below.

---

SOURCE ICON BOX	Displays the new icon image
DESTINATION ICON BOX	Displays the original icon image
INSTALL GADGET	Install the imagery to the destination icon
DIR GADGET	Install to all icons in a directory
ALL GADGET	Install rest of script/directory automatically
SKIP GADGET	Skip the destination icon in script/directory mode
QUIT GADGET	Quit IconInstaller (Abort script/directory)
DESTINATION ICON GADGET	Displays the name of the destination icon
CLOSEGADGET	Quit IconInstaller
ZOOMGADGET	Shrink the IconInstaller window
DEPTHGADGET	Put IconInstaller behind/in front of other windows

Many of the gadgets have also an equivalent menu item in the Project menu.

## 1.13 WINDOW ELEMENTS

### 3.1.1. SOURCE ICON BOX

The source icon box is the left one of the two 'recessed' areas in the IconInstaller window. The box is labeled 'New Image'.

The box shows what the destination icon will look like on the Workbench after the installation.

Usually, this is the imagery of the source icon. If no source icon is opened, the box will be empty. Depending on the settings, the source icon box may also display something else than the source icon image. For example, if the Image option in the 'Settings' menu is set to 'Keep Original', the destination icon image will be shown instead. This is because in this case, the imagery will not be changed.

On computers with the NewIcons system installed, the box will usually display the NewIcon image of the source icon, but this also depends both on the 'Image' and NewIcon settings, and there are even more options than without NewIcons.

Dragging and dropping icons into the source icon box is a convenient way to open them as source icons. Source icons can also be opened with a file requester, selecting Open Source Icon... from the 'Project' menu.

Clicking on the icon image in the source icon box will display the alternate image, if there is any. This is the image that is displayed when the icon is selected on Workbench.

## 1.14 WINDOW ELEMENTS

### 3.1.2. DESTINATION ICON BOX

The destination icon box is the right one of the two 'recessed' areas in

---

the IconInstaller window. The box is labeled 'Original Image'.

The destination icon box displays the original imagery for the destination icon. In other words, this is how the destination icon looks like on Workbench before the installation. If the box is empty, there is no destination icon opened.

If the NewIcons patch is installed, and the destination icon contains NewIcon imagery, this will be displayed instead of the standard image.

Destination icons can be opened by dragging and dropping them into the destination icon box. Other ways to open a destination icon is by typing its name into the Destination Icon gadget, or with a file requester by selecting Open Destination Icon... from the 'Project' menu.

Clicking on the image in the destination icon box will show the alternate image, if the destination icon contains any.

## 1.15 WINDOW ELEMENTS

### 3.1.3. INSTALL GADGET

Clicking on the 'Install' gadget is used to perform the actual installation. Usually, this means that the original imagery of the destination icon will be replaced with the one from the source.

Depending on the settings, also other attributes in addition to (or instead of) the imagery can be selected for installation. The other attributes are icon type, default tool, tooltypes, position and stack size. On computers using the NewIcon system, this includes also the NewIcon imagery.

This gadget is enabled only when both source and destination icons are opened.

The 'I' key on the keyboard can be used as a shortcut key for this gadget.

Also, the Install Icon menuitem in the 'Project' menu can be used to perform the same action.

## 1.16 WINDOW ELEMENTS

### 3.1.4. DIR GADGET

The 'Dir' gadget is used to invoke the directory mode, making the installation to a whole directory of icons at once, instead of just a single icon.

A requester will be displayed, asking for the name of the destination directory. By default, this is the directory where the destination icon

---



is located.

This gadget will be disabled if IconInstaller is already in directory mode, or in the middle of a script. The gadget is disabled also if either the source or the destination icon is not opened.

The Directory menuitem in the 'Settings' menu contains some options to affect the behaviour of directory installation.

The 'D' key on the keyboard can be used as the shortcut key for the 'Dir' gadget.

The Install Directory... menuitem in the 'Project' menu can also be used to perform the same action.

## 1.17 WINDOW ELEMENTS

### 3.1.5. ALL GADGET

The 'All' gadget is available only when IconInstaller is in directory or script mode. By selecting this gadget, the rest of the icons in the script or the directory are installed automatically, without further interaction with the user.

A requester will be displayed, asking the user to confirm this action.

The 'A' key on the keyboard can be used as a shortcut for this gadget.

## 1.18 WINDOW ELEMENTS

### 3.1.6. SKIP GADGET

The 'Skip' gadget is available only in directory or script mode, where multiple destination icons are automatically opened for installation, one after another.

The 'Skip' gadget is used when the user decides not to install the presented icon, and instead move on to the next one. In that case, the destination icon will not be changed at all.

In basic mode, when installing icons manually, this gadget is disabled.

The 'S' key on the keyboard can be used as a shortcut key for this gadget.

## 1.19 WINDOW ELEMENTS

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### 3.1.7. QUIT GADGET

The 'Quit' gadget is used to quit IconInstaller. A requester will be displayed, asking you to confirm the quitting.

Clicking this gadget will reset IconInstaller to an empty state with no icons opened. The configuration will be reset to the initial values. Thus, this gadget can also be used to abort a script or a directory installation.

The 'Q' key on the keyboard can be used as a shortcut key for this gadget.

The Close gadget and the Quit... option in the 'Project' menu perform similar functions. Their function is different from the 'Quit' gadget in that they don't reset IconInstaller.

## 1.20 WINDOW ELEMENTS

### 3.1.8. DESTINATION ICON GADGET

The destination icon gadget displays the name of the destination icon. If no destination icon is opened, this gadget is empty.

This gadget can be used to open the destination icon, by typing its name into this gadget. Other ways to open a destination icon are to drag it into the destination icon box, or using a file requester by selecting Open Destination Icon... from the 'Project' menu.

If this gadget is active (ie. if a square cursor is in this gadget) the name will be displayed in full, including the directory path. If the gadget is not active, only the filename part will be displayed.

If IconInstaller is currently reading a the next icon in a script or a directory, the text 'reading...' will be displayed.

The shortcut key 'N' can be used to activate this gadget. The gadget can also be activated by clicking in it with the mouse.

## 1.21 WINDOW ELEMENTS

### 3.1.9. CLOSE GADGET

This is a standard Workbench gadget in the upper left corner of the window.

This gadget is used to quit IconInstaller. A requester will be displayed, asking the user to confirm this action.

---

This gadget has similar function to the Quit gadget and the Quit... menuitem in the 'Project' menu.

## 1.22 WINDOW ELEMENTS

### 3.1.10. ZOOM GADGET

This is the left one of the two gadgets in the upper right corner of the IconInstaller window. This is a standard Workbench gadget.

Clicking on this gadget will shrink the IconInstaller window to just a narrow strip displaying only the window's title bar and the Close, 'Zoom', and Depth gadgets. The rest of the GUI will be hidden from view, but the menus will still be available.

This gadget can be used to temporarily hide the IconInstaller window if the Workbench screen is very cluttered.

## 1.23 WINDOW ELEMENTS

### 3.1.11. DEPTH GADGET

This is a standard Workbench gadget, the right one of the two gadgets in the upper right corner of the IconInstaller window.

With this gadget, you can arrange the visibility of the IconInstaller window relative to other windows on the Workbench screen, by moving IconInstaller in front of or behind the other windows.

## 1.24 REFERENCE

### 3.2. MENUS

IconInstaller has two menus, 'Project' and 'Settings'. Items in the 'Project' menu are used to perform the different actions of IconInstaller. The 'Settings' menu can be used to affect how these actions are performed.

PROJECT	The available actions
SETTINGS	The configuration options

## 1.25 MENUS

---

### 3.2.1. PROJECT MENU

Below is a list of all items in the 'Project' menu, with a brief description of each. You can click on any menuitem for more details.

```

~Open~Source~Icon...~~~~~ Open the icon containing the image to be installed
Open~Destination~Icon...~ Open the icon that will receive the new imagery
-----
~Install~Icon~~~~~ ~ Install the destination icon back to disk
~Install~Directory...~~~~ Install a whole drawer of icons at once
-----
~Delete~Icon...~~~ ~~~~~ Delete the destination icon
-----
~About~~~~~ ~ Display information about IconInstaller
-----
~Quit...~~~~~ ~ Quit IconInstaller

```

## 1.26 PROJECTMENU ITEMS

### 3.2.1.1. OPEN SOURCE ICON MENUITEM

The 'Open Source Icon...' is used to open the source icon using a file requester. The file requester will only display icon files and directories.

An alternative way to open the source icon is to drag and drop it into the source icon box.

This menuitem can also be selected with the [Right Amiga]-S hotkey.

## 1.27 PROJECTMENU ITEMS

### 3.2.1.2. OPEN DESTINATION ICON MENUITEM

The 'Open Destination Icon...' menuitem is used to open the destination icon with a file requester. The file requester will only display icon files and directories.

An alternative way to open the destination icon is to drag and drop it into the destination icon box, or by typing its name into the Destination Icon gadget.

This menuitem can also be selected with the [Right Amiga]-D hotkey.

## 1.28 PROJECTMENU ITEMS

---

### 3.2.1.3. INSTALL ICON MENUITEM

The 'Install Icon' menuitem is used to install the destination icon to disk.

With the default IconInstaller configuration, this means that the original imagery of the destination icon will be replaced by the imagery from the source icon.

This menuitem is enabled only when both source and destination icons are opened.

The [Right Amiga]-I key on the keyboard can be used as a hotkey for this menuitem.

The Install gadget performs the same action.

## 1.29 PROJECTMENU ITEMS

### 3.2.1.4. INSTALL DIRECTORY MENUITEM

The 'Install Directory' menuitem can be used to start the directory mode, making the installation to a whole directory of icons at once, instead of just a single icon.

A requester will be displayed, asking for the name of the destination directory. By default, this is the directory where the destination icon is located.

This menuitem is disabled if IconInstaller is already in directory mode or in the middle of a script. The gadget is disabled also if either the source or the destination icon is not opened.

The Directory menuitem in the 'Settings' menu contains some options to affect the behaviour of directory installation.

The Dir gadget can be used to perform the same action.

## 1.30 PROJECTMENU ITEMS

### 3.2.1.5. DELETE ICON MENUITEM

This menuitem is used to delete icons. If there is a file associated with the icon, it will remain as it is.

To delete an icon, it must be opened as the destination icon. This can be done, for example, by dragging and dropping it into the destination icon box.

---

When this menuitem is selected, a requester will be displayed asking to confirm the deletion.

This menuitem is disabled if the destination icon is not openend.

The [Right Amiga]-E key on the keyboard can be used as a hotkey for this menuitem.

## 1.31 PROJECTMENU ITEMS

### 3.2.1.6. ABOUT MENUITEM

Selecting this menuitem will display a small message containing the current IconInstaller version number, as well as brief information about the author, copyright, and distribution.

## 1.32 PROJECTMENU ITEMS

### 3.2.1.7. QUIT MENUITEM

This menuitem is used to quit IconInstaller. A requester will be displayed, asking the user to confirm this action.

This menuitem has similar function to the Quit and Close gadgets.

## 1.33 MENUS

### 3.2.2. SETTINGS MENU

The 'Settings' menu contains options for selecting what will happen to the different attributes of the destination icon when it is installed. Changes made to the 'Settings' menu will be lost when IconInstaller is quit. To change the default settings, include tooltypes in the IconInstaller icon (or in the case of scripts, the script icon).

In addition to the attribute settings, the menu contains also options for directory installation and quick icon installation.

Below is a list of all items in the 'Settings' menu, with a brief description of each. You can click on any menuitem for more details.

~Image~~~~~	Options for selecting the new imagery
~NewIcon~~~~~	Options for the NewIcon imagery
~Icon~Type~~~~~	Options for setting the icon type
~Default~Tool~~~~~	Options for selecting a default tool
~Tool Types~~~~~	Options to change or keep the tooltypes

```

~Position~~~~~ Options for the destination icon position
~Stack~~~~~ Options for the destination icon stack
-----
~Directory~~~~~ Settings to affect the directory mode
~Drag~&~Drop~~~~~ Option for quick installation

```

A special tooltype, `NOSETTINGS`, can be set to disable the 'Settings' menu. This can be used as a safety measure to prevent inexperienced users from accidentally changing the settings to undesirable values.

## 1.34 SETTINGSMENU ITEMS

### 3.2.2.1. IMAGE MENUITEM

The 'Image' menuitem is used to control what will happen to the imagery of the destination icon when it is installed.

There are four available options.

#### Keep Original

The original imagery of the destination icon will not be changed.

#### Copy Source Image

The imagery of the destination icon is replaced by imagery from the source icon.

#### Copy Source NewIcon

The NewIcon imagery from the source icon is copied as the standard imagery of the destination icon. The image will be remapped to the current Workbench colours and depth. The colour information will be lost in the conversion, as the standard icon imagery depends on the Workbench palette for its colours. If the source icon does not contain any NewIcon image, the standard image from the source icon will be copied instead. This option is disabled if `newicon.library` is not found in the LIBS: directory.

#### Make Dot

The imagery of the destination icon is replaced with a small dot. This is probably useful only for icons that contain both standard and NewIcon imagery, since in that case the original image will not be shown anyway. As the icon (.info) file will be much smaller, this can save quite a bit of disk space. However, this setting is recommended only for those who use the NewIcons patch all the time. As with the 'Copy NewIcon' option, if `newicon.library` is not found, this option will be disabled.

The default setting is to 'Copy Source Image'. The default setting can be

changed with the IMAGE tooltype.

Notes to NewIcon users: This menuitem always controls the standard imagery of the icon. The NewIcon settings are specified with the NewIcon menuitem. If the NewIcons patch is installed, the default setting for the Image attribute will be set to 'Keep Original Image'.

## 1.35 SETTINGSMENU ITEMS

### 3.2.2.2. NEWICON MENUITEM

The 'NewIcon' menuitem is used to control what will happen to the NewIcon imagery of the destination icon when the icon is installed. The settings for the standard icon imagery are set separately with the Image menuitem.

This menuitem is disabled if the newicon.library is not found in the LIBS: directory. Note that only the library is required, the NewIcons patch itself does not have to be installed. However, if the patch is not installed, these settings will not affect the imagery shown in the box labeled New Image. This is because the box always shows what the destination icon will look like on the Workbench screen after the installation, and if the patch is not installed, any NewIcon imagery in the icon will be hidden.

There are five options available.

#### Keep Original

The NewIcon imagery of the destination icon will not be changed.

#### Copy Source NewIcon

The NewIcon imagery from the source icon will be copied as the destination icon's NewIcon imagery.  
If the source icon does not contain any NewIcon imagery, the standard imagery from the source icon will be copied instead. The action will be as in the 'Copy Source Image' option below.

#### Copy Source Image

The standard imagery from the source icon will be copied as the NewIcon imagery of the destination icon.  
The converted NewIcon image will be an exact match of the standard icon image as it is displayed on the Workbench. However, only those colours that are actually used in the imagery are included in the NewIcon, making the icon files small. The resulting NewIcon image will contain colour information and look good independently of the Workbench palette. Images up to 85 x 85 pixels are supported, larger images are cropped to the maximum size.

#### Remap Original Image

The destination icon's own standard imagery will be copied as the



icon's NewIcon imagery.

#### Erase

Any NewIcon imagery in the destination icon will be deleted.

If the NewIcons patch is installed, the default setting is to 'Copy Source NewIcon'. Otherwise, default is to 'Keep Original'. The default setting can be changed with the NEWICON tooltype.

## 1.36 SETTINGSMENU ITEMS

### 3.2.2.3. ICON TYPE MENUITEM

The 'Icon Type' menuitem is used to determine what the type of the destination icon will be when it is installed. This option is the most likely cause of problems for novice users, so it is advisable to change this setting only if you know what you are doing.

There are eight possible alternatives.

#### Keep Original

The type of the destination icon will not be changed.

#### Copy From Source

The destination icon type will be copied from the source icon.

#### Disk

The type of the destination will be set to 'Disk'. This is the type of all disk icons on the Workbench screen, be it floppy disks, hard disks or Ram disks.

#### Drawer

The type of the destination will be set to 'Drawer'. This is the type of all directory icons.

#### Tool

The type of the destination will be set to 'Tool'. All applications and programs should have their icons of this type.

#### Project

The type of the destination will be set to 'Project'. All data files created with an applications program are set to this type.

#### Trashcan

The type of the destination will be set to 'Trashcan'. The only icons

---

of this type are the trashcan drawers on each disks. It is probably not worthwhile to use this type for any other icon.

#### Kick

The type of the destination will be set to 'Kick'. This is the type of any inserted disk that is not recognized by AmigaDOS. This includes Kickstart disks. This type is probably useful only for the 'ENVARC:Sys/def\_kick.info' icon, that Workbench will display for any unrecognized disk that is inserted.

The default setting is to 'Keep Original' type, unless the ICONTYPE tooltype is set to something else.

## 1.37 SETTINGSMENU ITEMS

### 3.2.2.4. DEFAULT TOOL MENUITEM

The 'DefaultTool' menuitem in the 'Settings' menu is used to control what will happen to the default tool of the destination icon when the icon is installed.

This menuitem is disabled if the IconType settings are set to something else than 'Project', 'Keep Original' or 'Copy From Source'.

There are seven options available.

#### Keep Original

The default tool of the destination icon is not changed.

#### Copy From Source

The default tool of the destination icon is replaced by the default tool from the source icon.

#### MultiView

The default tool for the destination icon will be set to 'MultiView'. 'MultiView' can be replaced with some other preferred tool by setting the tooltype TOOL1.

#### AmigaGuide

The default tool for the destination icon will be set to 'AmigaGuide'. 'AmigaGuide' can be replaced with some other preferred tool by setting the tooltype TOOL2.

#### Display

The default tool for the destination icon will be set to 'Display'. 'Display' can be replaced with some other preferred tool by setting the tooltype TOOL3.

---

More

The default tool for the destination icon will be set to 'More'. 'More' can be replaced with some other preferred tool by setting the tooltype TOOL4.

Other Tool...

A requester with a string gadget will be displayed, asking the user to specify a default tool for the destination icon. The default string to be used can be specified by setting the tooltype OTHERTOOL.

The default setting is to 'Keep Original' default tool, unless the DEFTOOL tooltype is set to something else.

## 1.38 SETTINGSMENU ITEMS

### 3.2.2.5. TOOL TYPES MENUITEM

The 'Tool Types' menuitem in the 'Settings' menu control what will happen to the destination icon tooltypes when the icon is installed.

Two choices are available.

Keep Original

The tooltypes are kept as they are in the destination icon.

Copy from Source

The tooltypes from the source icon are copied to the destination icon.

The default setting is to 'Keep Original' tooltypes, unless the TOOLTYPES tooltype is set to something else.

## 1.39 SETTINGSMENU ITEMS

### 3.2.2.6. POSITION MENUITEM

The position for the destination icon can be controlled with options under the 'Position' menuitem in the 'Settings' menu. The position of an icon on Workbench is related to the upper left corner of the window where the icon is located.

There are three available options.

Keep Original

---

The position for the destination icon will not be changed.

#### Copy From Source

The position for the destination icon will be copied from the source icon.

#### Free

The destination icon position will be cleared, which means that it is left up to the Workbench to find a suitable position for the icon. This has the same effect as selecting 'UnSnapshot' for an icon from the Workbench 'Icons' menu.

The default setting is to 'Keep Original' position, unless the POSITION tooltype is set to something else.

## 1.40 SETTINGSMENU ITEMS

### 3.2.2.7. STACK MENUITEM

The options under the 'Stack' menuitem control what is done to the stack size in the destination icon when the icon is installed.

There are two options.

#### Keep Original

The stack size is kept as it is in the destination icon. This is the default setting, unless the STACK tooltype is set in the IconInstaller icon to something else.

#### Copy From Source

The stack size is copied from the source icon.

The default setting is to 'Keep Original' stack size, unless the STACK tooltype is set to something else.

## 1.41 SETTINGSMENU ITEMS

### 3.2.2.8. DIRECTORY MENUITEM

The options related to directory installation can be found under the 'Directory' menuitem in the 'Settings' menu. These options can be used in any combination.

---

There are three available options.

#### Match Type?

The icons in the destination directory are compared with the source icon. If the types of the icons are the same, the destination icon is accepted for installation. If they are different, the destination icon will be skipped and IconInstaller will move on to the next icon. If the Icon Type setting is set to something else than 'Keep Original' or 'Copy From Source', the type of the destination icon will be matched against the specified type instead of the source icon's type. This option can be used to install new imagery only to project icons in a drawer, for example. This option is enabled by default.

#### Create Icons?

If files are encountered that don't have icons, IconInstaller will give you the option to create icons for them. In a case like this, a suitable default icon is used for those attributes that are not copied from the source icon. This option is initially disabled.

#### Enter Directories?

Normally, new imagery is installed only to icons in the specified directory. When this option is set, IconInstaller will also enter all subdirectories that it encounters, installing icons in a whole hierarchy of directory levels in one go. Use this option carefully, as it is very easy to mess up a lot of icons this way. This option is disabled by default.

## 1.42 SETTINGSMENU ITEMS

### 3.2.2.9. DRAG & DROP MENUITEM

There is one option to affect the dragging and dropping of icons into the IconInstaller window.

#### Quick Install?

When this option is set, the destination icon will be installed as soon as it is dropped into the destination icon box, without having to click on the Install gadget. This makes the installation a bit faster, especially if many icons have to be installed to get the same attributes. This option is disabled by default.

## 1.43 REFERENCE

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### 3.3. TOOLTYPES

In its default configuration, IconInstaller will only copy the imagery from the source icon to the destination icon, leaving the icon position, default tool etc. unchanged. You can change the default configuration by including tooltypes in IconInstaller's icon, so that your preferred settings are active every time you start IconInstaller.

If you start IconInstaller with an accompanying script, the tooltypes are read from the icon of the script instead of IconInstaller's icon. This way, each script can have its own, preferred settings, too.

Below is a brief listing of all available tooltypes for IconInstaller. More complete description of each tooltype is available by clicking on the name of the tooltype.

```
~IMAGE~~~~~ Options for installing the icon imagery
~NEWICON~~~~~ Options for installing the newicon imagery
~ICONTYPE~~~~~ Options for installing the type of the icon
~DEFTOOL~~~~~ Options for installing the icon's default tool
~TOOLTYPES~~~~~ Options for installing the icon tooltypes
~POSITION~~~~~ Options for installing the icon position
~STACK~~~~~ Options for installing the stack size in the icon

TOOL1          Specify an alternative for 'MultiView'
TOOL2          Specify an alternative for 'AmigaGuide'
TOOL3          Specify an alternative for 'Display'
TOOL4          Specify an alternative for 'More'
OTHERTOOL      Specify an alternative default tool

~ASKNEWICONS~~~ Display a requester asking for some newicon options
~SIMPLEREFRESH~ Open the IconInstaller GUI as a simplerefresh window
~NOSETTINGS~~~ Disable the 'Settings' menu
```

## 1.44 TOOLTYPES

### 3.3.1. IMAGE TOOLTYPE

With the IMAGE tooltype you can specify the default setting for what happens to the destination icon's image.

There are four possible options to this tooltype. More detailed information for each option is available for the corresponding Image menuitem.

KEEP

The destination icon's imagery is kept as it is.

COPY

The imagery from the source icon is copied over to the destination icon.

## NEWICON

The NewIcon image from the source icon is copied as the standard icon image for the destination icon. If newicon.library is not found in the LIBS: directory, the default setting will be used instead.

## DOT

The imagery of the destination icon is replaced with a small dot. As with the NEWICON option, if newicon.library is not found, the default setting will be used.

If the IMAGE tooltype is not included at all, the default setting is to COPY the image from the source icon. If the NewIcons patch is installed, the default setting is to KEEP the standard image. This is because in this case, the NewIcon imagery will be copied instead by default.

Example:

IMAGE=NEWICON

## 1.45 TOOLTYPES

### 3.3.2. NEWICON TOOLTYPE

With the NEWICON tooltype you can specify the default setting for what happens to the destination icon's NewIcon image. Note that this is separate from the standard icon image.

If the newicon.library is not installed in the LIBS: directory, this tooltype is ignored. Note that the NewIcons patch itself does not have to be installed.

There are five possible options to this tooltype. More detailed information for each option is available for the corresponding NewIcon menuitem.

## KEEP

The NewIcon image is not changed.

## COPY

The NewIcon image is copied from the source icon. If the source icon contains no NewIcon image, the standard image from the source icon is copied instead, as in the IMAGE option below.

## IMAGE

The standard image from the source icon is copied as the destination icon's NewIcon image.

## REMAP

---

The destination icon's own standard image is copied as the NewIcon image.

ERASE

Any NewIcon image in the destination icon is erased.

If the NewIcons patch is installed, and the NEWICON tooltype is not set, the default setting is to COPY the NewIcon image. Otherwise, default is KEEP.

Example:

NEWICON=REMAP

## 1.46 TOOLTYPES

### 3.3.3. ICTYPE TOOLTYPE

With the ICTYPE tooltype you can change the default setting for the type of the destination icon when the icon is installed.

These settings can be changed while using IconInstaller with the corresponding Icon Type menuitem.

There are eight possible options to this tooltype.

KEEP

The destination icon type will be kept as it is.

COPY

The type for the destination icon will be copied from the source icon.

DISK

The destination icon type will be set to 'Disk'.

DRAWER

The destination icon type will be set to 'Drawer'.

TOOL

The destination icon type will be set to 'Tool'.

PROJECT

The destination icon type will be set to 'Project'.

TRASHCAN

The destination icon type will be set to 'Trashcan'.

---



KICK

The destination icon type will be set to 'Kick'.

If the ICTYPE tooltip is not included at all, the default setting is to KEEP the original icon type.

Example:

ICONTYPE=PROJECT

## 1.47 TOOLTYPES

### 3.3.4. DEFTOOL TOOLTYPE

The DEFTOOL tooltip is used to change the default setting for what happens to the default tool of the destination icon.

These settings can be changed while using IconInstaller with the corresponding Default Tool menuitem.

There are seven possible options to this tooltip.

KEEP

The default tool in the destination icon is not changed.

COPY

The default tool is copied from the source icon.

TOOL1

Sets the default tool to 'MultiView'. Using the additional TOOL1 tooltip, 'MultiView' can be changed to some other preferred tool.

TOOL2

Sets the default tool to 'AmigaGuide'. Using the additional TOOL2 tooltip, 'AmigaGuide' can be changed to some other preferred tool.

TOOL3

Sets the default tool to 'Display'. Using the additional TOOL3 tooltip, 'Display' can be changed to some other preferred tool.

TOOL4

Sets the default tool to 'More'. Using the additional TOOL4 tooltip, 'More' can be changed to some other preferred tool.

OTHERTOOL

---

Sets the default tool to the tool specified by the OTHERTOOL tooltype.

The default setting is to KEEP the original default tool, if the DEFTOOL tooltype is not specified.

Example:

```
DEFTOOL=OTHERTOOL
```

## 1.48 TOOLTYPES

### 3.3.5. TOOLTYPES TOOLTYPE

With the TOOLTYPES tooltype you can change the default setting for what will happen to the tooltypes of the destination icon.

These settings can be changed while using IconInstaller with the corresponding Tool Types menuitem.

There are two possible options to this tooltype.

KEEP

The destination icon tooltypes are kept intact.

COPY

The tooltypes are copied from the source icon.

If the TOOLTYPES tooltype is not set, the default setting is to KEEP the original tooltypes.

Example:

```
TOOLTYPES=KEEP
```

## 1.49 TOOLTYPES

### 3.3.6. POSITION TOOLTYPE

With the POSITION tooltype you can change the default setting for the position of the destination icon when it is installed.

The settings can be changed while using IconInstaller, by accessing the Position menuitem in the 'Settings' menu, where the options are described in detail.

There are three possible options to this tooltype.

---

#### KEEP

The destination icon position is kept unchanged.

#### COPY

The icon position is copied from the source icon.

#### FREE

The destination icon position will be set free.

If the POSITION tooltype is not set, the default setting is to KEEP the original icon position.

Example:

POSITION=FREE

## 1.50 TOOLTYPES

### 3.3.7. STACK TOOLTYPE

With the STACK tooltype you can change the default setting for what will happen to the stack size in the destination icon.

These settings can be changed while using IconInstaller with the corresponding Stack menuitem in the 'Settings' menu.

#### KEEP

The stack size is kept as it is in the destination icon.

#### COPY

The stack size is copied from the source icon.

If the STACK tooltype is not set, the default setting is to KEEP the original stack size.

Example:

STACK=KEEP

## 1.51 TOOLTYPES

### 3.3.8. TOOL1 TOOLTYPE

---

The TOOL1 tooltype can be used to specify an alternative name instead of 'MultiView' as the first preset default tool.

If the DEFTOOL tooltype is set to TOOL1, this tool is used as the default default tool.

If this tooltype is set, the name given will be shown instead of 'MultiView' as an option under the Default Tool menuitem in the 'Settings' menu.

Example:

```
TOOL1="IconInstaller"
```

## 1.52 TOOLTYPES

### 3.3.9. TOOL2 TOOLTYPE

The TOOL2 tooltype can be used to specify an alternative name instead of 'AmigaGuide' as the second preset default tool.

If the DEFTOOL tooltype is set to TOOL2, this tool is used as the default default tool.

If this tooltype is set, the name given will be shown instead of 'AmigaGuide' as an option under the Default Tool menuitem in the 'Settings' menu.

Example:

```
TOOL2="GRAPHICS:FastJPEG"
```

## 1.53 TOOLTYPES

### 3.3.10. TOOL3 TOOLTYPE

The TOOL3 tooltype can be used to specify an alternative name instead of 'Display' as the first preset default tool.

If the DEFTOOL tooltype is set to TOOL3, this tool is used as the default default tool.

If this tooltype is set, the name given will be shown instead of 'Display' as an option under the Default Tool menuitem in the 'Settings' menu.

Example:

```
TOOL3=Visage
```

---

## 1.54 TOOLTYPES

### 3.3.11. TOOL4 TOOLTYPE

The TOOL4 tooltype can be used to specify an alternative name instead of 'More' as the first preset default tool.

If the DEFTOOL tooltype is set to TOOL4, this tool is used as the default default tool.

If this tooltype is set, the name given will be shown instead of 'More' as an option under the Default Tool menuitem in the 'Settings' menu.

Example:

```
TOOL4="PPMore"
```

## 1.55 TOOLTYPES

### 3.3.12. OTHERTOOL TOOLTYPE

The OTHERTOOL tooltype can be used to specify an alternative preset default tool. The difference between the OTHERTOOL default tool and other preset default tools is that this one can be changed with a requester while using IconInstaller. This is done by accessing the 'Other Tool...' option under the Default Tool setting in the 'Settings' menu.

Setting this tooltype will provide an initial default tool to be used in the requester. If this tooltype is not set, an empty string will be used initially.

If the DEFTOOL tooltype is set to OTHERTOOL, this tool is used as the default default tool.

Example:

```
OTHERTOOL="This Tool Can Be Changed While Using IconInstaller"
```

## 1.56 TOOLTYPES

### 3.3.13. ASKNEWICONS TOOLTYPE

This tooltype is used to facilitate the setting of the Image and NewIcon options, if the NewIcons patch is present. This tooltype is especially useful in combination with the NOSETTINGS tooltype, as it gives the user some control over the imagery installation even if the 'Settings' menu is disabled.

A requester will be displayed when starting IconInstaller, asking the user

---

how the imagery should be installed. There are three options, 'NewIcon', 'Dot' and 'Standard'.

'NewIcon' means that the NewIcon image is copied from the source icon to the destination icon, while the standard imagery is not changed.

'Dot' is the same as 'NewIcon', except the standard image is replaced with a small dot.

Finally, 'Standard' means that the standard imagery is copied, and any NewIcon imagery in the destination icon is erased.

If the NewIcons patch is not installed, this tooltype is ignored.

Example:

```
ASKNEWICONS
```

## 1.57 TOOLTYPES

### 3.3.14. SIMPLEREFRESH TOOLTYPE

By default, IconInstaller will open its window in smart refresh mode. This means that the user interface will always be up to date. Setting this tooltype will save some memory when running IconInstaller, but updating the window will be a bit less efficient.

Example:

```
SIMPLEREFRESH
```

## 1.58 TOOLTYPES

### 3.3.15. NOSETTINGS TOOLTYPE

The NOSETTINGS tooltype is used to disable the Settings menu. This effectively means that the user cannot change the configuration while using IconInstaller.

This is useful as a safety measure, to prevent novice users from accidentally changing the settings, as some of the options could have quite undesirable results. It is recommended to include this tooltype with scripts that are included with distributed icon collections, to guarantee that only the icon images will be changed by the script.

A useful companion to this tooltype is the ASKNEWICONS tooltype. Using this combination gives the NewIcon user some control over the imagery installation, even if the 'Settings' menu is disabled.

Example:

```
NOSETTINGS
```

---

## 1.59 REFERENCE

### 3.4. SCRIPT COMMANDS

This is a list of all keywords available when writing IconInstaller scripts. As this section is intended for reference, it is advisable to read first the introductory section about writing~scripts.

The list on this page is only a brief overview; more detailed information for each keyword is available by clicking on its name.

The keywords used for icon installation commands

```
~FROM~~~~~ Specify the name of the source icon
~TO~~~~~ Specify the name of the destination icon
```

The options available for icon installation commands

```
~ICONTYPE~~ ~~~ Explicitely set the type for the destination icon
~QUIET~~~~ ~~~ Skip the destination icon if volume is not mounted
~FORCE~~~~ ~~~ Create the destination icon if it doesn't exist
~MATCHTYPE~ ~~~ Compare source an destination icons for same type
~DIRECTORY~ ~~~ Install to a whole directory instead of a single icon
~RAMSCRIPT~ ~~~ Offer to write the Ram icon script to S:User-Startup
~CHECKSYS~~ ~~~ Search some default directories for the destination icon
```

The general commands

```
~MESSAGE~~~~~ Display a message to the user
~INSTALLPALETTE~ Offer to install the specified palette to Workbench
~SCRIPTMODE~~~~ Set the level of automation for the script
```

The options available for the general commands

```
~IFNOTNEWICONS~ Execute the command only if NewIcons is not installed
~IFNEWICONS~~~~ Execute the command only if NewIcons is installed
```

The remaining keywords and identifiers

```
~ICONINSTALLER~~~ The script identifier on the first line
~;~~~~~ The first character of a comment line
```

## 1.60 SCRIPT KEYWORDS

### 3.4.1. INSTALLATION COMMAND : FROM KEYWORD

The FROM keyword is used to specify the source icon for an icon installation command. The source icon is the icon that contains the imagery to be installed. The FROM keyword must always be used together with the TO keyword, that specifies the destination icon.

---

A number of options may be used in icon installation commands, to affect the installation procedure. The options are as follows.

```
ICONTYPE
QUIET
FORCE
MATCHTYPE
DIRECTORY
RAMSCRIPT
CHECKSYS
```

Examples:

```
FROM SourceIcon TO DestinationIcon
```

```
FROM SourceIcon TO DestinationDrawer/ DIRECTORY MATCHTYPE
```

## 1.61 SCRIPT KEYWORDS

### 3.4.2. INSTALLATION COMMAND : TO KEYWORD

The TO keyword is used to specify the destination icon for the installation command. The destination icon is the icon that will receive the new imagery from the source icon, as specified by the FROM keyword. The FROM and TO keywords must always be used in combination.

A number of options may be used in icon installation commands, to affect the installation procedure. The options are as follows.

```
ICONTYPE
QUIET
FORCE
MATCHTYPE
DIRECTORY
RAMSCRIPT
CHECKSYS
```

If the DIRECTORY keyword is included in the command, the argument for the TO keyword will be interpreted as a destination directory instead of a destination icon.

Examples:

```
FROM SourceIcon TO DestinationIcon
```

```
FROM SourceIcon TO DestinationDrawer/ DIRECTORY MATCHTYPE
```



## 1.62 SCRIPT KEYWORDS

### 3.4.3. ICONTYPE OPTION

With the ICONTYPE option, it is possible to change the type for the destination icon. The type is given as the argument for the ICONTYPE keyword. There are eight options:

```
KEEP
COPY
DISK
DRAWER
TOOL
PROJECT
KICK
TRASHCAN
```

KEEP means that the type is kept as it is in the destination icon, COPY means that the type is copied from the source icon. The other options set the type for the destination icon explicitly.

This option applies only to the single icon installation command it is included with. If the ICONTYPE keyword is not included in a command, the default type will be used. Normally, the default type is KEEP, but it can be changed by setting the ICONTYPE tooltype in the script's icon.

Examples:

```
FROM Icons/Disk TO SYS:Disk ICONTYPE DISK
```

```
FROM Icons/DrawerIcon TO ENVARC:Sys/def_drawer ICONTYPE=DRAWER FORCE
```

## 1.63 SCRIPT KEYWORDS

### 3.4.4. QUIET OPTION

Normally, if the destination icon (as specified with the TO keyword) is on a volume or device that is not mounted, the usual 'Please insert volume...' requester is displayed. If the QUIET keyword is included in the command, the requester will be suppressed and the installation command is simply skipped.

This is useful, for example, when installing new imagery to the hard disk icons. Since it is often impossible to know beforehand how many hard disks the user has, or indeed if they are mounted as HD0:, or DH0:, or whatever, non-existing volumes are conveniently skipped.

The QUIET keyword overrides the FORCE keyword. Non-existing volumes are skipped even if the SCRIPTMODE is set to MANUAL.

Examples:

---

```
FROM HardDiskIcon TO HD0:Disk QUIET FORCE TYPE=DISK
```

```
FROM MusicHD TO MUSICHHD:Disk QUIET
```

## 1.64 SCRIPT KEYWORDS

### 3.4.5. FORCE OPTION

Normally, if the destination icon cannot be found in an installation command, the command is simply skipped. If the FORCE option is included, IconInstaller will try to create the new icon from scratch. In this case, an appropriate default icon will be used for those attributes that are not copied from the source icon. If an accompanying file exists for the icon to be created, it is taken into account when selecting what type of default icon to use.

If a certain type of the icon is preferred, the ICONTYPE keyword can be included as well to explicitly set the icon type.

Examples:

```
FROM Icons/HardDisk TO HD0:Disk FORCE QUIET ICONTYPE=DISK
```

```
FROM Icons/Icon TO SYS:ThisIconWillBeCreated FORCE
```

## 1.65 SCRIPT KEYWORDS

### 3.4.6. MATCHTYPE OPTION

The MATCHTYPE option is used when it must be certain that the source icon and the destination icon are of the same type.

This keyword is especially useful in combination with the DIRECTORY keyword, if the imagery from the source icon should only be installed to certain types of icons in the destination directory, and it is possible that the directory may contain many types of icons. Of course, the MATCHTYPE keyword can be used without the DIRECTORY keyword, too.

In addition, if the type for the destination icon is specified with the ICONTYPE keyword, the type(s) of the existing destination icon(s) are matched against that type, instead of the type of the source icon.

This option can be used, for example, to change the imagery for drawer icons only in a given directory, even if the directory would contain other types of icons as well.

Examples:

```
FROM Icons/DrawerIcon TO SYS: DIRECTORY MATCHTYPE
```

---

```
FROM Icons/ProjectIcon TO SYS:FooBar ICONTYPE=PROJECT MATCHTYPE
```

## 1.66 SCRIPT KEYWORDS

### 3.4.7. DIRECTORY OPTION

The DIRECTORY option is used when the same imagery is meant to be installed to all icons in a given directory, but it is not possible to know in advance what these icons will be, or even how many they will be.

For example, icons in the SYS:Prefs/Presets/ drawer, the DataType or DOSDriver icons, or perhaps icons in some Graphics/Pictures/ drawer are good candidates for the use of this option.

In this case, the argument for the TO keyword is interpreted as the destination directory instead of a single icon. The imagery from the source icon will be installed to all icons in this directory.

This keyword can be used in combination with the FORCE keyword, if new icons should be created even for files that don't have any accompanying icon (.info) file. The MATCHTYPE keyword can also be used to automatically discard those icons in the destination drawer whose type doesn't match that of the source icon.

A shorter version DIR is also available as a synonym for DIRECTORY.

Examples:

```
FROM Icons/PresetIcon TO SYS:Prefs/Presets/ DIR FORCE TYPE=PROJECT MATCH
```

```
FROM Icons/DevsIcons/DataType TO DEVS:DataTypes DIRECTORY QUIET
```

## 1.67 SCRIPT KEYWORDS

### 3.4.8. RAMSCRIPT OPTION

The RAMSCRIPT keyword is a handy option when installing a new icon for the Ram Disk. As the Ram Disk is created from scratch after every reboot, the new icon must be created as well.

For this purpose, a copy of the icon must be saved to the user's system disk, from where it can be copied to the Ram Disk every time the computer is powered up. The copying process can be made automatic by appending a small script to the 'S:User-Startup' file (that is executed automatically at every reboot).

This option applies only to the single icon installation command it is included with. Furthermore, this option is ignored if the user decides to skip this icon.

---

If the user decides to install the new icon for the Ram Disk, a requester will be displayed, explaining the special case with the Ram Disk icon, and offering to perform the actions described above to make the new icon appear automatically after every reboot. The user can select from 'OK' or 'Cancel'.

If the SCRIPTMODE is set to AUTOMATIC, the requester will not be displayed. Instead, IconInstaller will try to perform the installation automatically.

It is recommended to use the RAMSCRIPT option in combination with the FORCE and ICTYPE=DISK options, as this will guarantee that the icon will really be created, and that it will actually be a disk type icon.

The shorter RAM keyword can be used instead of RAMSCRIPT.

Examples:

```
FROM Icons/RamDisk TO RAM:Disk RAM FORCE ICTYPE=DISK
```

```
FROM Icons/Disks/Ram TO RAM:Disk RAMSCRIPT
```

Technical details:

A duplicate icon for the Ram Disk will be created as 'ENVARC:Sys/def\_ramdisk.info'. Then, the following script will be appended to the 'S:User-Startup' file.

```
;BEGIN IconInstaller
If EXISTS ENVARC:Sys/def_ramdisk.info
    Copy ENVARC:Sys/def_ramdisk.info RAM:Disk.info
EndIf
;END IconInstaller
```

IconInstaller will detect if the script has already been included in the 'S:User-Startup' file, in which case the script will not be appended a second time.

## 1.68 SCRIPT KEYWORDS

### 3.4.9. CHECKSYS OPTION

The CHECKSYS option can be included with icon installation commands to search some default directories on the SYS: volume for the destination icon. This is especially useful when installing icons for standard Workbench files, that may have been moved to somewhere else from their original location.

For example, if the user has moved the RexxMast program from the SYS:System drawer to the SYS:WBStartUp drawer, the script will still find it with the command

```
FROM Icons/RexxMast TO SYS:System/RexxMast CHECKSYS
```

---

First, IconInstaller will try to find the icon in the specified directory for the destination icon. If the icon is not found there, it will also look in the following directories (in this order)

```
SYS:
SYS:WBStartUp
SYS:System
SYS:Tools
SYS:Utilities
```

Example:

```
FROM Icons/System/Shell TO SYS:DOSTools/Shell CHECKSYS
```

```
FROM Icons/Tools/Commodities/Blanker TO SYS:Blanker CHECKSYS
```

## 1.69 SCRIPT KEYWORDS

### 3.4.10. MESSAGE COMMAND

The MESSAGE command is used to display messages for the user. The actual text to be displayed must be included, in quotes, after the keyword itself. Messages up to about 500 characters are supported. The special character combination '\n' is interpreted as a newline character.

A requester will be displayed, containing the message, with a single 'OK' gadget.

The IFNEWICONS and IFNOTNEWICONS keywords can be used in combination with this command.

Examples:

```
MESSAGE "This will be all on the same line."
```

```
MESSAGE "This text\nwill be split\non three lines."
```

## 1.70 SCRIPT KEYWORDS

### 3.4.11. INSTALLPALETTE COMMAND

As standard Amiga icon files don't contain any colour data, they will often need a specific palette for the Workbench screen to make the icons appear correctly. This is especially true with eight colour icons. The INSTALLPALETTE command is used for this purpose.

The INSTALLPALETTE keyword must be followed with the name of the

---

palette file to be installed. The file can be either an IFF ILBM file with a CMAP chunk or an IFF PREF palette file. The former is created by most Amiga paint programs when you save a palette, the latter is created with the Palette preferences editor, by selecting the 'Save As...' menuitem.

A requester will be displayed, informing the user that the set of icons to be installed requires a custom palette to make the icon colours appear correctly. The requester prompts the user to select from three options; 'Save', 'Use' and 'Cancel'.

'Save' means that the new palette will be installed, and will be retained even if the computer is powered down.

'Use' means that the palette will be installed, but after the next reboot, the original palette will be restored again.

'Cancel' means that the palette is not changed at all.

If the SCRIPTMODE is set to AUTOMATIC, the requester will not be displayed at all. Instead, the 'Save' option will be selected automatically.

The IFNEWICONS and IFNOTNEWICONS keywords can be used in combination with this command.

The PALETTE keyword can be used as a synonym for INSTALLPALETTE.

Examples:

```
INSTALLPALETTE IGfx_Palette
```

```
PALETTE "My Icon Palette"
```

Technical details:

This command will try to execute the SYS:Prefs/Palette program (or the PREFS:Palette program, if the former isn't found), giving the specified palette file and the selected action (ACTION=SAVE or ACTION=USE) as arguments. If neither PPREFS:Palette or or SYS:Prefs/Palette are found, an error message will be displayed.

## 1.71 SCRIPT KEYWORDS

### 3.4.12. SCRIPTMODE COMMAND

This command is used to specify the level of automation for the script.

There are three possible options for this command:

AUTOMATIC

As the name implies, every action is made as automatic as possible. All icon installation commands (FROM .. TO) are executed automatically. If the destination icon (as specified by the TO keyword) is not found, the command is simply skipped. If the RAMSCRIPT keyword is encountered as part of an installation

---

command, IconInstaller will try to append a small script for Ram Disk icon creation to the S:\User-Startup file without displaying any requester.

If the INSTALLPALETTE command is encountered, no requester will be displayed, and the 'Save' option will be selected automatically. Of course, any IFNEWICONS or IFNOTNEWICONS keyword is also taken into account.

Messages invoked by the MESSAGE command and disk based error messages will be displayed as usual.

## SKIP

This is the default mode used by default, if SCRIPTMODE is not specified at all. In this mode, the user has to confirm all icon installation (FROM .. TO) commands, before the script can proceed, either by installing or skipping the icon. However, if the destination icon (as specified by the TO keyword) is not found, the command will be skipped as in the AUTOMATIC mode.

The RAMSCRIPT and INSTALLPALETTE requesters will be displayed as usual, forcing the user to make the choice manually in each case.

All other messages are displayed as well.

## MANUAL

This mode gives the user the best manual control. The only difference from the SKIP mode is that even those icon installation (FROM .. TO) commands where the destination icon is not found have to be confirmed by the user. This gives the user the option to open the destination icon manually, or confirm the skip and proceed with the script. This mode could be handy for icon collections where the author wants the script to display every icon but can't know in advance where the destination icons will be located.

The SCRIPTMODE keyword can be included many times within a script, changing the level of automation in the middle of a script.

The IFNEWICONS and IFNOTNEWICONS keywords can be used in combination with this command.

You can also use the shorter version MODE as a synonym for SCRIPTMODE.

Examples:

```
MODE AUTOMATIC
```

```
SCRIPTMODE=MANUAL
```

## 1.72 SCRIPT KEYWORDS

### 3.4.13. IFNOTNEWICONS OPTION

The IFNOTNEWICONS keyword, (like its counterpart, IFNEWICONS) is a simple way to control the execution of the MESSAGE, INSTALLPALETTE,

---

and SCRIPTMODE  
patch is installed on the user's computer or not.

If this keyword is present, the command will be executed if (and only if) the NewIcons patch is NOT installed. If the NewIcons patch is installed, the command is ignored. The command will also be executed if the NewIcon configuration is set to 'Erase', even if the NewIcons patch is installed.

This is useful, for example, to display different messages to NewIcon users, or to skip the palette installation.

This keyword cannot be used with an icon installation (FROM .. TO) command.

Examples:

```
INSTALLPALETTE "IGfx_Palette" IFNOTNEWICONS
```

```
IFNOTNEWICONS MESSAGE "Hmmm...\n I see you are not using NewIcons!"
```

## 1.73 SCRIPT KEYWORDS

### 3.4.14. IFNEWICONS OPTION

The IFNEWICONS keyword (like the IFNOTNEWICONS keyword), is used as a simple way to control the execution of the MESSAGE, INSTALLPALETTE, and SCRIPTMODE commands depending on if the script is executed on systems with the NewIcons patch installed or not.

If this keyword is included, the actual command is executed if (and only if) the NewIcons patch IS installed. IF the patch is NOT installed, the command will be skipped.

One use of this command could be to display display certain messages only to NewIcon users.

This keyword cannot be used with the icon installation (FROM .. TO) commands.

Examples:

```
IFNEWICONS MESSAGE "You are using the NewIcons system."
```

```
MESSAGE "Can be after the command keyword too" IFNEWICONS
```

## 1.74 SCRIPT KEYWORDS

### 3.4.15. ICONINSTALLER KEYWORD – SCRIPT IDENTIFIER

The first line of each script has to start with the keyword

---



ICONINSTALLER

so that IconInstaller will know that this text file is meant as a script. If you try to start a script and get the error message 'File '...' is not a valid IconInstaller script', this keyword is missing from the first line.

Optionally, a version number may be added after the keyword. This guarantees that the script is only executed on a version of IconInstaller that supports all commands that are used in the script. If someone tries to execute the script on an older version, an error message is displayed. If no version number is given, any IconInstaller version will do. Version 3.0 can be assumed to be the minimum version possible.

Examples (each must be the first line of a script):

ICONINSTALLER

ICONINSTALLER 3.1

## 1.75 SCRIPT KEYWORDS

### 3.4.16. SCRIPT COMMENT CHARACTER

The semi-colon (';') is used as a comment identifier in IconInstaller scripts. The semi-colon must be the first character on the line. IconInstaller does not currently support comments starting from the middle of a line. Commands and comments must be on separate lines.

Lines that start with the semi-colon are ignored by IconInstaller. Empty lines are ignored as well, and can be used for extra spacing to improve script readability.

Examples:

;This line is a comment

;This line will produce an error message

## 1.76 MISCELLANEOUS

### 4. MISCELLANEOUS

This section contains legal information, description about previous IconInstaller versions, plans for future versions, some information about NewIcons, and about the author, too.

#### 4.1. Copyright

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- 4.2. Disclaimer
- 4.3. History
- 4.4. Future
- 4.5. NewIcon Information
- 4.6. Author

## 1.77 MISCELLANEOUS

### 4.1. COPYRIGHT

IconInstaller is freely distributable and copyright © 1995 by Tom Ekström. There is no charge for using this software. This is generally known as FreeWare.

IconInstaller can be distributed in two ways:

1. As the complete IconInstaller archive.

The original archive must be distributed in its entirety, without additions, deletions or modifications of any kind. The original archive contains the following files:

IconInstaller	IconInstaller.info
IconInstaller.guide	IconInstaller.guide.info
Install_Icons	Install_Icons.info
Icons.info	Icons/def_harddisk.info
Icons/def_preset.info	Icons/def_ramdisk.info
Icons/IGfx_Palette	Icons/IGfx_Palette.info
Icons/PrefsDrawer	Icons/PresetDrawer
Icons/Font.info	Icons/IControl.info
Icons/Input.info	Icons/Locale.info
Icons/Overscan.info	Icons/Palette.info
Icons/Pointer.info	Icons/Printer.info
Icons/PrinterGfx.info	Icons/PrinterPS.info
Icons/ScreenMode.info	Icons/Serial.info
Icons/Sound.info	Icons/Time.info
Icons/WBPattern.info	Redistribution.info
Redistribution/IconInstaller.guide	
Redistribution/IconInstaller.guide.info	

2. As an installation tool with icon collections.

Icon authors may include IconInstaller with their freely distributable icon collections. In this case, the following files must be included:

IconInstaller	IconInstaller.guide
IconInstaller.info	IconInstaller.guide.info

It is recommended to include the 'light' version of IconInstaller.guide from the 'Redistribution' drawer instead of the full version as most users don't need the script writing and the reference sections anyway. Optionally, the icon for the script ('Install\_Icons.info') may be included as well. Tooltypes in the icon files may be changed, otherwise the files may not be altered in any way.

IconInstaller may not be distributed separately from its documentation (IconInstaller.guide or Redistribution/IconInstaller.guide) under any circumstances.

In addition, the following two conditions must be met:

No profit may be made for distributing IconInstaller. A reasonable handling and copying charge is acceptable.

No part of IconInstaller may be included in a commercial product without my prior written consent. No prior permission is required to distribute IconInstaller on Internet/FTP (ie. Aminet), public access BBS's, FidoNet, and the Aminet, Fish series and other CD-ROMs containing only freely distributable software. IconInstaller can also be included on a magazine coverdisk, provided that a copy of that particular issue is sent to me.

If you want to send any feedback, complaints, bug reports etc., feel free to send me a note.

## 1.78 MISCELLANEOUS

### 4.2. DISCLAIMER

THE AUTHOR MAKES NO WARRANTIES, EITHER EXPRESSED OR IMPLIED, WITH RESPECT TO THE PROGRAM DESCRIBED IN THIS DOCUMENTATION, ITS QUALITY, PERFORMANCE OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM IS DISTRIBUTED "AS IS". THE ENTIRE RISK AS TO ITS QUALITY AND PERFORMANCE IS WITH THE USER. IN NO EVENT WILL THE AUTHOR BE LIABLE OF DIRECT, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGE TO OR LOSS OF DATA OR EQUIPMENT RESULTING FROM THE USE OF THIS PROGRAM.

## 1.79 MISCELLANEOUS

### 4.3. VERSION HISTORY

Version 3.1 - September 7, 1995

- First stand-alone release
  - Corrected bug with INSTALLPALETTE script command  
'Instert volume PREFS:' was displayed if SYS:Prefs/Palette wasn't found and PREFS: wasn't mounted
  - Corrected bug with MutualExclude menuitems  
Would clear even non-existing menuitems
  - Corrected bug when opening NewIcons  
Tried to RemapChunkyImage() even when there was no chunky image
  - Corrected bug with script version checking  
New version more robust, revisions now handled correctly
  - Corrected nasty bug when checking current DOS version  
Horrors! Did not work at all. Probably crashed the program
-

on all AmigaDOS versions previous to 3.0.

Version 3.0 - August 22, 1995

- Full NewIcons support:
  - NewIcon options in the 'Settings' menu
  - Conversion from standard icons to newicons, and vice versa
  - NEWICON and ASKNEWICONS tooltypes
  - IFNEWICONS and IFNOTNEWICONS script keywords
- Position settings and tooltypes
- new SCRIPTMODE script command
- MESSAGE script command extended to 500 characters
- Configuration for a script is now read from the script's icon tooltypes instead of IconInstaller's icon
- Blocking requesters, for WB 3.0+ with busy pointers
- TOOL1, TOOL2, TOOL3 and TOOL4 tooltypes
- Other Tool is can now be requested using the 'Settings' menu
- 'Smart' filename handling in the destination icon gadget

Version 2.1 - June 13, 1995

- Released with Iconographics 1.1 and 1.2
- Corrected bug with the FORCE keyword in scripts
  - Icons were not really created (eg. Ram Disk and def\_xxx icons)

Version 2.0 - May 26, 1995

- Released with Iconographics 1.0
- Rewritten in Modula-2
- Fixed (hopefully) a nasty NewLookMenus bug that made the menu text invisible on Workbench 2.x systems.
- Fixed bug with QUIET (MUTEVOLUME) script keyword that appeared in combination with directory installation
- New 'Settings' menu
- Default configuration in icon tooltypes

Version 1.0 - 1994

- Released with IconPack 1.0 as Iconizer
- Coded in assembler

## 1.80 MISCELLANEOUS

### 4.4. FUTURE

Here's a list of some improvements that I've thought of, but haven't had the time to implement yet (in no particular order):

- Import imagery from an IFF brush
- Optional custom palette for NewIcon conversion instead of screen palette
- Resizable GUI
- CLI interace
- ReqTools.library support (making Asl optional)

If you think of something else that you would find useful, let me know. Don't ask for an icon editor though, as there already exist other tools for that purpose. And I think it's much easier to design icons in a paint

---

program anyway.

## 1.81 MISCELLANEOUS

### 4.5. NEWICON INFORMATION

NewIcons is a new standard of icon (.info) files that makes icons look good independently of the Workbench palette. This is accomplished by including new icon imagery with colour data in the icon tooltypes, and using a system patch to read this NewIcon imagery and display it instead of the standard icon image. When the patch is in use, the NewIcon image information is also hidden from the icon tooltypes.

In other words, NewIcons contain both standard and NewIcon imagery. When the patch is not in use, the standard imagery is displayed as usual.

Because the NewIcon images contain colour information, they are remapped to the current Workbench screen colours, and will therefore look good on a screen with any palette.

To be able to use NewIcons, you'll need the NewIcons patch and the accompanying newicon.library. These are included in the NewIcons package. The package is not included with IconInstaller, but can be obtained from eg. Aminet (pix/icon/NewIcons.lha), as well as good PD/Shareware suppliers.

The NewIcons standard is developed by Nicola Salmoria.

## 1.82 MISCELLANEOUS

### 4.6. AUTHOR

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