Icon Maker 2.0
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Icon Maker is a desk accessory that allows the user to make an icon from a portion of the screen. Icons can be made from anything that can be displayed on the screen, such as text, MacPaint documents, or pictures in the Scrapbook. Icon Maker can generate ICN# resources, ICON resources, and hexadecimal descriptions of icons. Icon Maker creates a file to hold the output. Another program, such as ResEdit or a resource compiler, is needed to use a new icon with an application.

Use the Font/DA Mover to install Icon Maker. If it is to be used with MacPaint, for example, put it in the System file on the same disk as MacPaint. If there is no System file on MacPaint's disk, put Icon Maker on the startup disk used with MacPaint.

When Icon Maker is started, the cursor will be replaced with the outline of a square. Move the outline so it surrounds the portion of the screen that should be made into an icon. The border of the square will not be included in the icon.

When the selection square is visible, press "h", "H", or "?" to display information about Icon Maker and a summary of its commands. Pressing any other key will cancel Icon Maker.

When the desired portion of the screen is in the square, click the mouse to make an ICN# resource. Hold the ⌘ key down and click the mouse to make an ICON resource. Hold the Option key down and click the mouse to make a hexadecimal description of the icon suitable for use with a resource compiler. Icon Maker will prompt for the name of the file to hold the icon. Resources can be put in any existing file or in a new file. Text descriptions can be appended to any text file or can be put in a new file.

Consult documentation for ResEdit or your resource compiler to learn how to link icons made by Icon Maker to applications.

Icon Maker is shareware. It is copyrighted, but it can be shared with others as long as it remains intact. Icon Maker cannot, however, be sold or distributed as part of a for-profit deal. Icon Maker has no warranty, express or implied. Use it at your own risk.

Please remember that the availability of future enhancements depends on the amount of user support for this program. Future versions of Icon Maker, for instance, might make it possible to use icons without first using ResEdit. Users who support this program will be notified by mail when new versions are available. Money sent for one version of Icon Maker covers all future versions as well.

If you like Icon Maker and plan to use it, please send what you think it is worth to:

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