

IconUpdate Documentation

Gerri Körner

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COLLABORATORS

	<i>TITLE :</i> IconUpdate Documentation		
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WRITTEN BY	Gerri Körner	March 29, 2025	

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Chapter 1

IconUpdate Documentation

1.1 Welcome to IconUpdate

```
IconUpdate 2/4  
=====
```

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- Freely distributable -

if you like this program, please send me an e-mail

This application uses

MUI - MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

1. INTRODUCTION
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1.2 intro

1. INTRODUCTION

When copying an icon over another with the simple 'copy' command, the destination icon will be completely replaced by the source icon. No information will be preserved. That's the reason why we equipped MagicWB with this versatile and easy-to-use command.

IconUpdate provides you with a very comfortable way of only copying the images of one icon to another while preserving the information of the original icon. This information can be the STACK size, the TOOLTYPES, the DEFAULT TOOL, the original ICON POSITION and the original WINDOW POSITION of icon-types like Trashcan, Disk and Drawer.

With this command you won't need IconEdit anymore for tasks like converting an old icon to a new MagicWB-Icon. It will be faster by using this command and you won't have problems with bugs in IconEdit (like the IconEdit3.0 bug, when loading 'both images' from an icon and saving it, IconEdit saves the whole icon area, giving the icon the maximum border on the WB though the icon image may be much smaller).

As this version of IconUpdate is not tied to MagicWB anymore, you can use it for your own projects as well. See DISTRIBUTION for details.

Kickstart 2.x or higher required !!

1.3 Usage

2. USAGE via CLI

The command line for IconUpdate201 is:

```
ICONUPDATE <T|C|S|D|W> <FROM[.info]> <TO[.info]>
```

The flags mean:

<T> = Preserve TOOLTYPES of original icon
<C> = Preserve SNAPSHOT POSITION of original icon
<S> = Preserve STACK SIZE number of original icon
<D> = Preserve DEFAULT TOOL entry of original icon
<W> = Preserve WINDOW POSITION of original icon (drawer, disk, trashcan)

You may just use one flag or all flags, just at will. The order is also not important, which means you can mix the flags.

These two arguments are obligatory:

<FROM[.info]> = new Icon (you may or may not use the .info extension)
<TO[.info]> = old Icon (use of .info extension as you like)

Feature: IconUpdate201 is PURE. So you can make it RESIDENT.

The MUI version IconUpdate405 does not support any commandline arguments.

Example

1.4 example

Example:

```
IconUpdate ctd NewIcon.info OldIcon.info
```

This will copy the new icon image over the image of the old icon, preserving the position, the tooltypes and the default tool entry of the old icon. The stack size and the window position (only necessary if the destination icon is either a drawer, disk or trashcan icon) will not be preserved because the S- and W-Flag were not set. Thus the stack and window position information of the old icon will be replaced by those of the source (new) icon.

I think it should be rather clear now how to use this command.

1.5 Usage

3. USAGE via WB

You activate IconUpdate via the Workbench by clicking onto its icon 'IconUpdate40'. Read the section USAGE via CLI and you should be familiar with the possibilities presented by the GUI.

There are two ways to enter the Source/Target name:

- using the string gadget (they are coupled by the TAB key);
you don't need to type the full name anymore, ".info" is added automatically
- by clicking on the disk gadget, which opens a requester
- dropping an icon on the string-gadgets

The preserve flags can be set/unset by clicking on the checkmark next to them.

Click on the start button to invoke the update process.

Its really easy to use, isn't it ?

HINT:

- If you use the SOURCE and TARGET requester, it is not opened in the same ↵ directory.

This should it make easier to update multiple Icons in different drawers.

- All functions can be accessed by clicking on it as well as using the shortcuts

1.6 Credits

4. CREDITS

Martin Huttenloher (initiator, comments, bug reports, MagicWB)

Martin Korndörfer (additional programming help)

Jürgen & Markus Matern (beta testers, suggestions)

Stefan Stuntz (MUI)

I strongly suggest you to get the registered version for the real MUI-feeling !!
Read the ReadMe.mui file for further information

Matt Dillon (DICE)

1.7 Author

5. AUTHOR

If you have any bug reports, comments, suggestions or if you want to include IconUpdate in your own package, here is my adress:

E-Mail: s_koerner@rzmain.rz.uni-ulm.de
 or
 gerri.koerner@student.rz.uni-ulm.de

Snail-Mail: Gerri Körner
 Kulturenweg 6
 87642 Buching

 Germany

1.8 Distribution

6. DISTRIBUTION / WARRANTY

IconUpdate 2/4 is freely redistributable as far as all files in this package are kept together.

If you want to include IconUpdate in your own package, you must send me a short note.

I can and will not be held responsible for any damages which are caused directly or indirectly by IconUpdate. Use at your own risk !

1.9 History

7. HISTORY

v1.0 written 16-Sep-93 by Gerri Körner

v1.1 written 17-Sep-93:

- with or without .info extension possible

v1.2 written 18-Sep-93:

- cosmetic changes

v1.3 written 20-Sep-93:

- W flag added

v1.4 written 21-Sep-93:

- rearranged code (THANK YOU MaKo for your invaluable help)
- up to 200 tooltypes can be processed now

»»» separated development from Martin Huttenloher «««

v2.0 written 23-Sep-93:

- IU analyses if the signature already exists: If so, it won't add another signature to the tootype entries, thus avoiding multiple signatures in one icon (and saving space)
 - cosmetic changes
-

v2.1 written 24-Sep-93:

- WB/FileReq support
- Requester Mode added

v2.2 written 29-Sep-93:

- splitted into several Modules
- added / to current_dir (bug removed)

v3.0 written 29-Sep-93:

- GUI added
- Dice only

v4.0 written 23-Feb-94:

- MUI version
- fixed some icon_type misuse bugs

v4.05 written 25-Mar-94:

- drop objects added
- ".info" completion added

1.10 MUI

8.MUI - MagicUserInterface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US\$ 15.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY