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For additional assistance, contact [Technical Support](#)



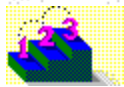
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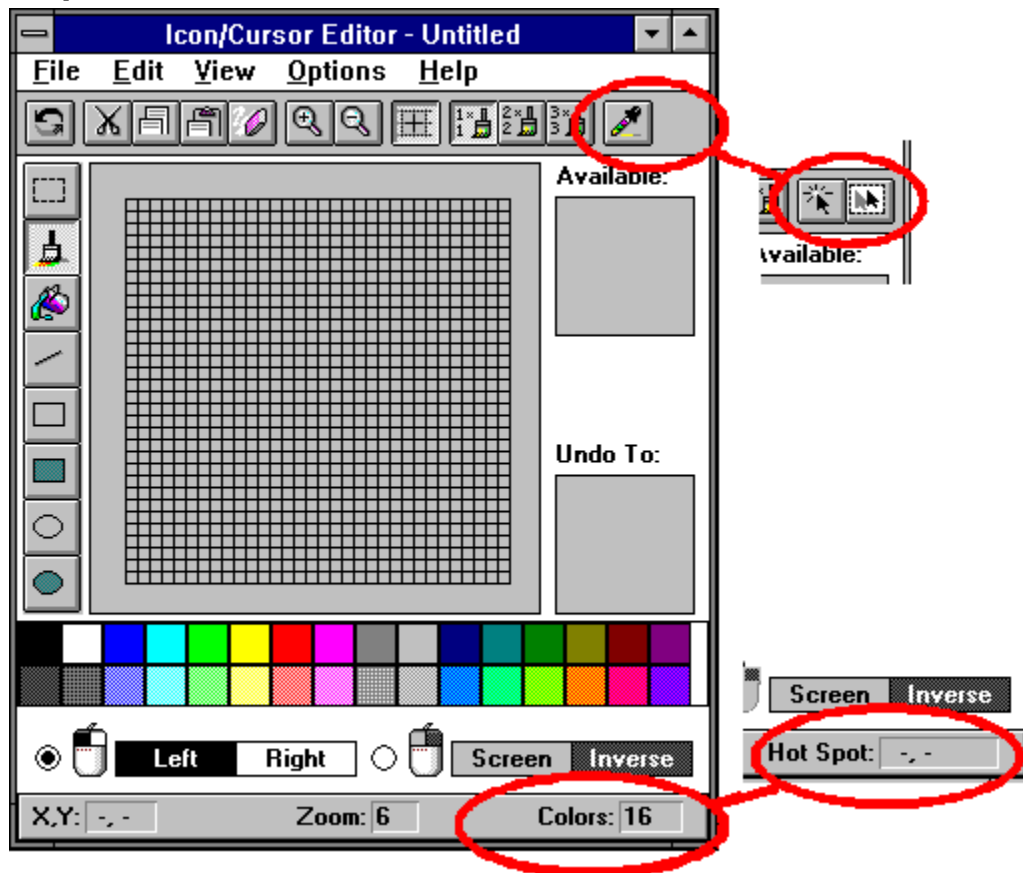
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Map of screen elements





Menu commands

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Menu commands

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- ▶ Edit menu
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Menu commands



File menu



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Options menu

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Creating icons and cursors

Step-by-step procedure

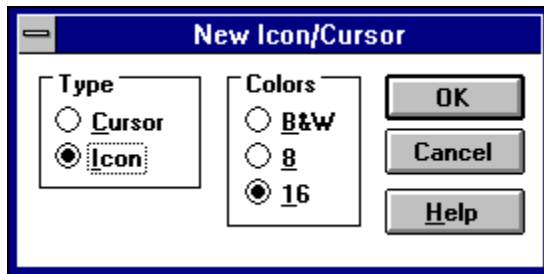
See also...

Icons and cursors are Windows resources that you can use in your ToolBook book. Using the Icon/Cursor editor, you can create new icons and cursors and modify existing ones.

To create an icon or cursor:

1. Open the Icon/Cursor editor.

The New Icon/Cursor dialog box appears.



2. Click Cursor or Icon to select the type of object you want to create, select the number of colors you want, and then click OK.

If you choose Cursor, the color selection is automatically set to black and white.

The Icon/Cursor editor window appears.

3. Use the drawing tools to draw the icon or cursor.
4. Save the icon or cursor.

You can save it to a book or to a file.

To edit an existing icon or cursor:

1. Open the Icon/Cursor editor.
2. From the File menu, choose Open From.
3. From the popup menu, choose the source of the icon or cursor.
 - If you choose File, the standard Windows Open File dialog box appears. Find the file, then click OK to open it.
 - If you choose Other Book, the Choose Book dialog box appears. When you choose a book, the Choose Cursor or Choose Icon dialog box appears. Select the cursor or icon you want, then click OK.
 - If you choose Current Book, the Choose Cursor or Choose Icon dialog box appears. Choose the cursor or icon you want, then click OK.

Step-by-step

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ToolBook User Manual

[ToolBook User Manual](#) Chapter 14

Using the drawing tools

Step-by-step procedure

See also...

The Icon/Cursor editor drawing tools work the same as those in ToolBook: you select a tool, click where you want one end or corner of the object to be, and then drag the cursor to create the object.

Step-by-step

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Selecting colors for drawing

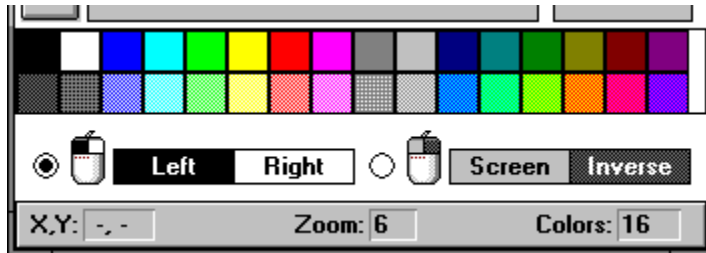
Step-by-step procedure

See also...

You can select colors from the palette or from an area of the drawing. You can assign one color to the left mouse button and another to the right mouse button.

To assign colors from the palette:

1. Click the word Left at the bottom of the editor window.



2. With the left mouse button, click the palette color you want to assign to the left mouse button.
The Left box changes to the color you select.
3. With the right mouse button, click the palette color you want to assign to the right mouse button.
The Right box changes to the color you select.

To use the color assigned to the left button, hold down the left button and drag the drawing tool. To use the color assigned to the right button, hold down that button and drag.

To pick up colors from the drawing:

1. Click the Pick Up Color button on the tool bar.



The cursor changes to an eye dropper.

2. Move the tip of the eye dropper to an area that uses the color you want to pick up.
3. To assign the color to the left mouse button, click with that button; to assign it to the right mouse button, click with that button.

You can also pick up colors when you are using the brush tool by pointing to the color you want and holding down the shift key while you click the left or right mouse button.

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Using screen colors

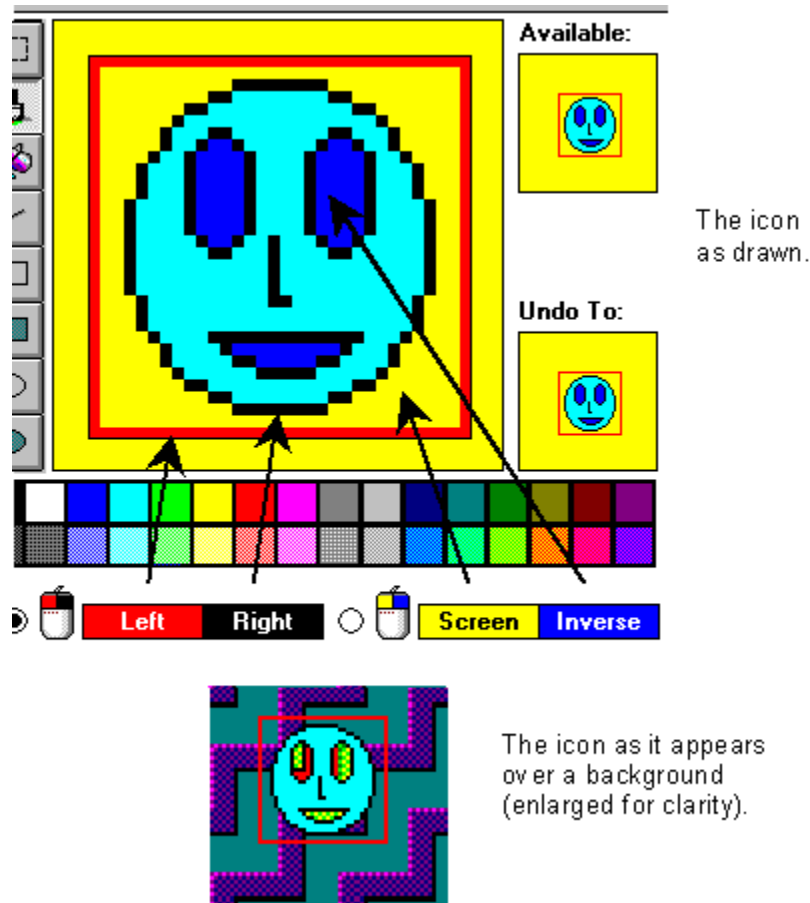
Step-by-step procedure

See also...

The screen color is the color of the background on which the cursor or icon appears.

Because users can choose their own screen color settings, you can't control what the actual background color will be.

Within the 32-pixel by 32-pixel image, the background color shows through any area that uses the screen color. Any area that uses the inverse of the screen color allows the complement of the background to show through.



When you're creating or editing the icon or cursor, you can use any screen color you want; the effect will be the same when the icon or cursor is used in a book.

To select a screen color:

1. Click the word Screen at the bottom of the Icon/Cursor editor window.
2. With the left mouse button, click the color you want to use for the screen color.
The inverse of that color is automatically assigned to the right mouse button.

Step-by-step
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Saving icons and cursors

Step-by-step procedure

You can save an icon or cursor to a ToolBook book or to a separate file.

To save an icon or cursor:

1. From the File menu, choose Save As.
2. From the popup menu, choose where you want to save the icon or cursor.

Step-by-step
Using screen colors

Copy

Keyboard shortcut: **Press Ctrl+C**

Places a copy of the selection on the Windows Clipboard, replacing the previous contents of the Clipboard.

Cut

Keyboard shortcut: **Press Ctrl+X**

Removes the selection and places it on the Windows Clipboard, replacing the previous contents of the Clipboard.

Undo

Keyboard shortcut: **Press Ctrl+Z**

Returns the icon in the Image Edit window to the state displayed in the Undo To window. The Undo To window is updated every time a new tool is selected.

Paste

Keyboard shortcut: **Press Ctrl+V**

Pastes the contents of the Windows Clipboard into the upper-left corner of the selection bounding box. If the pasted image is bigger than the bounding box, it is cropped to fit.

Clear

Keyboard shortcut: **Press Del**

Deletes the current selection without placing it on the Windows Clipboard. If nothing is selected, the command is dimmed on the menu.

Zoom in

Magnifies the view in steps from 1:1 to 15:1. (Ctrl+click the Zoom In button for maximum magnification.)

Zoom out

Reduces the view in steps from 1:1 to 15:1. (Ctrl+click the Zoom Out button for minimum magnification.)

Grid

Shows and hides the line grid, which displays a thin black line around each pixel.

Brush size

Sets the brush to the small (1 pixel x 1 pixel), medium (2 pixels x 2 pixels), or large (3 pixels x 3 pixels) size. The paintbrush cursor changes to reflect your choice.

Press Ctrl while in medium or large brush mode to return temporarily to the small brush.

Pick up color

(Available only in icon-editing mode.)

Enables you to select a color in the icon and assign it to the left or right mouse button.

See also:

[Selecting colors for drawing](#)

Test cursor

In cursor mode, changes your system's cursor to the one you are creating. You can move the cursor around on screen to see how it looks over various backgrounds. When you click the mouse button again anywhere, your cursor changes back to the system cursor.

Selection tool

Selects part of the icon or cursor so you can cut, copy, or clear it. Drag the tool to select a small area of the image, or double-click the tool to select the entire image area.

Brush tool

Paints 1, 2, or 3 pixels at a time. To set the brush size, click one of the [brush size](#) buttons on the tool bar. Ctrl+click this tool to use the small brush (1 pixel x 1 pixel).

Fill tool

Changes contiguous pixels of one color to another color.

Line tool

Draws straight lines. Choose the width of the line by clicking the 1-, 2-, or 3-pixel [brush size](#) button.

To constrain the line to 45-degree angles, press Ctrl while dragging.

Rectangle tool

Draws a rectangle outline. Choose the width of the line by clicking the 1- 2- or 3-pixel [brush size](#) button.

To constrain the rectangle to a square, press Ctrl while dragging.

Filled rectangle tool

Draws a rectangle filled with the color assigned to the left or right mouse button, whichever you press while drawing.

To draw a filled rectangle with a frame, press Shift while dragging. The frame is the color assigned to the mouse button you press while drawing; the fill color is the color assigned to the other mouse button.

To constrain the rectangle to a square, press Ctrl while dragging.

Ellipse tool

Draws an ellipse outline.

To constrain the ellipse to a circle, press Ctrl while dragging.

Filled ellipse tool

Draws an ellipse filled with the color assigned to the left or right mouse button, whichever you press while drawing.

To draw a filled ellipse with a frame, press Shift while dragging. The frame is the color assigned to the mouse button you press while drawing; the fill color is the color assigned to the other mouse button.

To constrain the ellipse to a circle, press Ctrl while dragging.

Image Edit window

The area that displays the image you're working on. The image can be shown at any magnification from 1:1 to 15:1.

Image Preview window

The image as it appears in actual size.

Image Undo window

The image you will revert to if you choose Undo. Every time you choose a new tool, the Undo window is updated to be the same as the preview window, and you cannot undo that image.

Color palette

The colors that are available for drawing your image.

Drawing color selections

The colors that are assigned to the left and right mouse buttons for drawing.

See also:

[Selecting colors for drawing](#)

Screen color selections

The selected screen color and its inverse, which are assigned to the left and right mouse buttons, respectively.

See also:

[Using screen colors](#)

Cursor coordinates

The location of the cursor in the 32-pixel by 32-pixel image area. The upper-left corner of the area is 0,0.

Zoom factor

The degree of magnification of the image, from 1 (actual size) to 15 (15 times actual size).

Number of display colors

The number of colors that can be displayed (8 or 16), selected in the New Icon/Cursor dialog box. VGA displays can show 8 colors; SVGA displays can show 16 colors.

New

Keyboard shortcut: **Press Ctrl+N**

Clears the present icon or cursor and creates a new one. You are prompted to save your work if you have not already done so. The New Icon/Cursor dialog box appears. When you make your selections and click OK, the Image Edit window is cleared.

Open From

Opens an existing icon or cursor for editing. If you are working on an icon or cursor, you are prompted to save it if you have not already done so.

Save

Keyboard shortcut: **Press Ctrl+S**

Saves the icon or cursor you're working on to the book or file where it has previously been saved. If the image has not yet been saved, the Save As dialog box appears.

Save As

Saves the icon or cursor you're working on for the first time or as a new file in a new location. The Save As dialog box appears.

Exit

Keyboard shortcut: **Press Alt+F4**

Closes the Icon/Cursor editor. If the image you're working on has changed since the last time it was saved, you are prompted to save it.

Select All

Selects the entire image so you can cut, copy, or clear it .

Tool Bar

Displays or hides the tool bar.

Status Bar

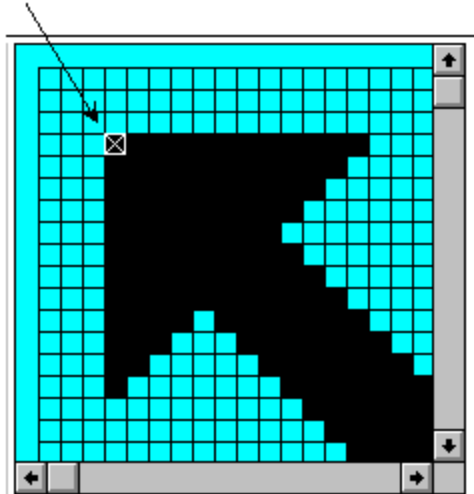
Displays or hides the status bar (the area at the bottom of the screen that shows the cursor coordinates, zoom factor, and number of colors).

Set Hot Spot

(Available only in cursor-editing mode.)

Places an X in the one-pixel hot spot on the cursor.

Cursor hot spot



Windows tracks the location of the hot spot. When the user clicks a mouse button, Windows takes whatever action is appropriate for the location of the hotspot. Choose a point on the cursor that is easy to see (such as the tip of the arrowhead).

Hot spot coordinates

The location of the cursor hot spot measured in grid squares from the upper-left corner of the grid, which is square 0,0. For example, the coordinates 2,3 indicate that the hot spot is in the third square from the left and the fourth square from the top of the grid.

Technical support contact information

Telephone support

Contact Asymetrix at the telephone numbers listed below for information on telephone support contracts.

Australia/Asia Pacific	(61+3) 5255471
Europe (except France and Germany), Middle East, Africa, Russia	44-923-208-433
UK	0800-716-957 (freephone)
France	05-90-83-19 (freephone)
Germany	01-30-81-27-07 (freephone)
USA and rest of world	206-637-1600

Online services

Asymetrix provides complimentary support via fax, Asymetrix BBS, CompuServe, America Online, and Internet to registered users. Technical support responds to online queries within 48 hours (Monday to Friday).

Technical support fax

- * Australia/Asia Pacific (61+3) 5255-482
- * Europe 44-923-208-419
- * USA 206-454-0672

Asymetrix BBS

- * Line 1 (1200-2400 baud/9600 baud, 206-451-1173
US Robotics HST mode)
- * Line 2 (9600-14,400 baud v.32bis) 206-451-8290

America Online

- * Find Asymetrix in the Industry Connection, a subset of the Computing and Software area.

CompuServe

- ▼ Windows Third Party Developer A forum, section 1 *go asymetrix or go winapa*
- ▼ Multimedia Vendors forum, Section 15 *go multiven*
- ▼ IBM Ultimedia Tools A forum, Section 5 *go ultiatools*

Internet

- ▼ techsup@asymetrix.com
- ▼ support@asymetrix.com

