

**Iconian\_English**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Iconian_English		
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## Chapter 1

# Iconian\_English

### 1.1 Iconian\_English.guide

Iconian V1.98β beta  
May 3, 1994

This document describes and explains Iconian V1.98 beta, an icon editor that supports OS3.x functions. It also supports AGA display modes, such as palette sharing and 256 colors.

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Disclaimer . . . . . Legal information.  
Copying & Registration Distribution rights, and registering.

Introduction . . . . . The purpose of this program.  
Features . . . . . Features in this program.  
Requirements . . . . . Equipment and software required.  
Installation/Running How to get this program running.

ToolTypes . . . . . List of available tooltype parameters.  
Menus . . . . . Description of menu functions.  
Gadgets . . . . . Description of gadget functions.  
KeyBoard . . . . . Keyboard commands.

Loading Images . . . . A very important feature.

Questions and Answers Q&A

### 1.2 Disclaimer

Disclaimer

I previously stated that I was not planning updates after 1.90. Well, as you can see, I did change my mind. I received some nice letters, and even some cash. Thanks to all those that registered and those that helped out!

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Iconian at this point is still BETA. This means that absolutely no responsibility is taken by the author. This program is provided AS IS. Please, as this program is beta, please only use unimportant data until such time that you are sure of Iconian's capabilities. You must be ready for this program to crash at ANY time, and therefore, do not use while important data is present. This means other programs, as well.

I've used this program for months, and I've got it to the point where 99% of the crashes that occur are brought about when doing one of the following:

- o Drawing with polygons, filled disks, and filling.  
(This should be fixed!)
- o Using patterned fills.  
(This is rarer, but has happened on occassion.)
- o Iconifying the program. (80% of the crashes in the past, and should now be 99% of ALL crashes from now on?)

If you try to avoid the above, you should have crash-free operation.

## 1.3 Copying and Registration

### Copying

This program is Shareware. You may not sell this program for a profit. You are allowed to make as many copies as you want, but only when no modifications are done. The archive should retain all original contents, in their original form.

Persons wishing to include this program on a "cover disk" or CD-ROM should contact me first. This excludes the AMINET CD-ROM or Fred Fish CD-ROM collections, which have my permission. (These sources are two of the main reasons why the Amiga is still around!)

### Registration

Registered users will receive an encoded ".keyfile". This file may be placed in "ENV:Iconian", "ENVARC:Iconian", "S:", or the current directory. This file contains the registered user's name, address, and status. Do not attempt to edit this file. There are several checksums done on it. If the file becomes invalid, Iconian will notify you of this and quit.

All future releases will contain full versions. Certain features will be unlocked by this file. So, keep a backup copy around! And don't pass it around to unknown people...

FYI: All icons saved with Iconian v1.97 or higher will be encoded with a flag specifying several things. First off, that it was saved with Iconian. Second, what version. And third, if the program was registered or not. This is mainly to satisfy my curiosity, but it could

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be used to trace "dark" activities, I suppose...

There are several ways you can register:

First off, send me a blank disk, a SASE (stamped envelope), a letter, and 10\$. I'll send the disk back with the .keyfile, and the newest working version.

Second. Just send me 10\$ and your E-Mail address. I'll send you a uuencoded text containing your .keyfile in .LHA form. I will not send a release, then nor in the future. (If you have E-Mail, then you probably have good access to ftp sites or BBS's...right?)

Third. Do some MAJOR bug reports or betatesting. I'll not guarantee you will be registered. Only major contributors will be added to my list and remain there. You will also receive more updates this way. All this will be done via E-Mail.

Fourth. Offer to send me a registered version of \*your\* program. Said program should be some major project. (No pictures, mods, hacks, or small utilities...) Said program should also be as valuable as Iconian. I'm interested right now mainly in text editors, but certain games would be nice.

Australian users may register via Continental Drift BBS

## 1.4 Introduction

### Introduction

Iconian was written over many weeks (I've lost count), in response to the demand for a good 3.x icon editor. As everyone should already know, IconEdit 3.0 is not the most capable of programs.

Iconian should do (almost) everything IconEdit can, and more. It is able to use all 256 colors, which has been a big request.

IFF brushes are also optionally remapped to the current Workbench screen colors. This is done with the new Palette Sharing functions under KickStart 3.x.

All common drawing tools are present, including cool Bevel boxes.

In designing this program, I looked at 3.x systems as a target. Knowing that not all displays are 640x200, I wanted sizable windows. This posed a problem with the gadgets, but I believe they came out pretty well.

## 1.5 Neat things, and why you should use this program.

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## Features of Iconian v1.85

Support for sizable windows and custom fonts.  
Multiple undos  
Appwindows  
Custom magnification levels  
Upto 256 colors  
3.x palette sharing  
RGB color editing  
Integer scaling of oversized brushes  
Optional remapping of IFFs to screen colors  
Can save 8 plane icons which stay "normal" regardless of screen depth.  
Full range of drawing tools including beveled boxes  
Recolors 1.3 icons  
Clipboard support  
Extensive keyboard support  
Ability to cut and paste brushes  
Drawing with text, including selectable font and styles  
100% system supported, no reqtools/explode/iff/powerpacker required

## Planned for the Future...

Allow saving of source code. (I just found IconEdit can do this...)  
Add an AREXX port  
Editing icon attributes, including tooltypes, window size, x/y coords  
More customization via tooltypes.  
Nicer GUI, more resilient to resizing.  
Better text and error messages all around.  
A dithered fill or filled rectangle ala MagicWB.

"Fuzzy" 256 color icons. (You'll see...)

A complete rewrite to allow a more "project" oriented environment.  
This will mean multiple icons, brushes, and image buffers. Maybe even multiple magnify windows.

## Undecided plans, suggestions welcome

More drawing tools?  
Maybe a MUI version?  
More professional presentation?  
Custom write, in ASM, a faster magnification routine?

## Future projects under consideration

A modular (multi-module) screen blanker.  
Screens/appicons program.  
Better palette program to edit/lock/free pens and colors.  
Multitasking AGA action/platform game. Need artists.  
Euro style AGA GFX demo. Need musicians/artists.  
Animated icons task and editor? (Yea, right)

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^Email [crandall@garnet.msen.com](mailto:crandall@garnet.msen.com) with suggestions/help/offers.

## 1.6 Requirements

### Requirements

Minimum setup requires Kickstart 3.0 and Workbench 3.0.

A better setup would include an AGA machine and a 68020.

Recommended setup would include a 68030 and true FAST memory.

"asl.library" is required.

At least 350k of free memory is recommended to edit 16 color icons, with 8 levels of undo. Note this requirement gets larger with bigger icons, more undo buffers, or more colors. The amount of RAM consumed can approach two (2) megs of memory or more. (This is with 16 undo buffers and 320x200x256 images.)

A fast processor is recommended. The program was written and tested on a 68030, and seemed more than fast. It might seem a tad slow on refreshes/magnification on anything less? (Hey. A 68030 is quite a few years old... SO UPGRADE. Get a '40 if possible, as it's only 5 years old. :)

## 1.7 Installation and Running

### Installation and Running

This program requires no external files and may be placed anywhere.

Optional preference files may be located in the directories ENV:Iconian and/or ENVARC:Iconian.

To run:

Just double-click the icon, or "run" it from CLI.

You may pass one icon as a file; Click once on Iconian, hold the SHIFT key, and double click on the icon you wish to edit.

## 1.8 Tooltypes

### Tooltype descriptions

There are some supported tooltype parameters.

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**MAXIWIDTH**

This sets the horizontal size of the image workspaces. The minimum is 32 and the maximum is 1024. (Demo versions may restrict sizes.)

**MAXIHEIGHT**

This sets the vertical size of the image workspaces. The minimum is 32 and the maximum is 1024. (Demo versions may restrict sizes.)

**UNDOLEVEL**

This specifies how many undo buffers are to be allocated. These are located in FAST memory. (Demo versions may restrict number of undos.)

**PUBSCREEN**

Names a public screen to open on. Use "Workbench" to force opening on the Workbench screen.

**DEPTH**

Iconian will open it's own screen with (depth) number of planes. So you will get  $2^{\text{depth}}$  colors. If depth=8, then you will get 256. The maximum supported depth is 8.

**DEFTYPE**

Specifies which default type of the untitled icons. Supported parameters include WBDISK, WBDRAWER, WBTOOL, WBPROJECT, WBGARBAGE, WBTRASHCAN, WBDEVICE, WBKICK, WBAPPICON.

**SLEEPICON**

Allows an optional appicon for when the program iconifies. The parameter is a filename without the ".info" extension.

**ADDBORDER**

Adjusts the size of the bottom scroll gadget in the regular and selected windows. This is done in a hack fashion (as far as I can tell), so use with care.

**HIRESPOINTER**

This will use an alternate crosshair image. The alternate images is twice as high as wide. This is for use with PatchPointer or LacePointer.

**NOSAFEREQ**

This surpresses all "saftey" requesters. This is for expert users, only. Was suggested by Luke.

**SELECTSELECT**

Will use the selected image for any icon dropped into the selected window. If set to NO, then the normal image is used. Default is NO.

**FORCEICONIFY**

EXPERT USERS ONLY. Will allow iconify to work. DANGEROUS. BUGGY. PROCEED WITH CARE. YOUR LOSS.

CLI arguments are supported, also.

**FILE/A**

This is the icon to be edited. (A bug due to my programming

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requires that this option be present in order to activate the other arguments.)

PUBSCREEN=PS/K

Iconian will open on the named screen. Use "Workbench" to force opening on Workbench.

SCREENDEPTH=DEPTH/N

Iconian will attempt to open a public screen named "Iconian". This screen will be cloned from Workbench, but will have  $2^{(\text{depth})}$  number of colors. If the opening fails, then Iconian will open on the default screen.

MAXIWIDTH=MW/N

This is the working images' widths. A filename must be present at this point to allow this to work. (The filename can be anything...)

MAXIHEIGHT=MH/N

This is the height for the working images. A filename must also be present at this point. (See MAXIWIDTH)

UNDOLEVEL=UL/N

Number of undo buffers allocated. A filename is required to allow this to work.

ADDBORDER=AB/N

Similar to the tooltype: ADDBORDER

HIRESPOINTER=D/S

Similar to the tooltype: HIRESPOINTER

DEBUG=D/S

Does nothing, and is only present for \*me\*.

## 1.9 Menu descriptions

### Menu Descriptions

Project	Major file operations and general program control.
Edit	Undo, clipboard support, and erase.
Images	Image loading and tools.
Brush	Brush operations.
Color	Palette manipulation.
Paint	Drawing tools and settings.
Settings	Saving preferences.

## 1.10 The Project menu

Project

New

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Asks to erase all edited imagery, and default back to "untitled.info"

Open

Loads an icon image from disk and makes it the current project.

Restore

Reloads the current project from disk.

Save

Saves the icon back to disk, there are no backups made.

Save As...

Saves the icon to disk under a name different from the project name. The current project then becomes this file.

Highlight->

Complement

Backfill

Selects the complemented/backfill highlighting method. Note that only the normal image is saved, unlike IconEdit 3.x. This may cause problems when loading an Iconian saved complement icon into IconEdit, as only the normal image will be present. Iconian follows the 2.x RKMs, IconEdit 3.x does not.

Image

Selects the alternate image as the highlight method. This is the best way (IMHO) to save any icon, and Iconian will usually default to this method.

Icon Type->

Disk

Drawer

Tool

Project

Trashcan

Device

Kick

AppIcon

Selects the type of icon that is saved. "Device" and "AppIcon" will probably NEVER be used by ANYONE. They are present only to be complete.

Icon Save Mode->

Strip Planes

This will only save important planes. Icon format is similar to Current Depth, but may contain fewer planes.

Current Depth

This will save the icon to match the current screen depth. If you are using Workbenches top four colors, then the icon will not appear correctly under a different depth.

Force Eight

This saves eight planes, always. This will allow the icon to look correctly when the screen contains more planes. This is the way MagicWB icons are saved. Very memory/storage inefficient, but much more stable.

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#### Full Size

No clipping is done before saving the icon. So the saved icon size will be the same as the MAXIWIDTH and MAXIHEIGHT parameters. This is usefull for those of you who want extra border sizes.

#### Test

Opens and closes the test window. Similar to the same named gadget.

#### Iconify

Closes all windows and displays an AppIcon on the Workbench screen. To restore the program, double click on this icon. (This feature is VERY buggy when screen modes/public screen changes are made, and should be AVOIDED at this point!)

THIS OPTION IS DISABLED DUE TO BUGS.

#### About

Displays some information about the program. The second window contains memory usage stats, for those interested.

#### Quit

Asks to leave the program.

## 1.11 The Edit menu

#### Edit

#### Undo

Undos the last graphic operation. Not all operations are undoable. Some actions cancle the undo, such as selecting a new tool. Also any operation that effects both images is undoable, such as recolor.

#### Redo

Redos the last undo. Undo and Redo are only available for one image. If a change is made to the other image, all undo buffers are lost. (Make sure everything is kosher with the current image before deciding to edit the other image.)

#### Cut

Saves the current image to the clipboard as a brush. The entire image is saved, no trimming is done. The image is then erased.

If the draw mode "Cut Brush" or "Paste Brush" is selected, then the current brush will be cut to the clipboard, and \*not\* the current image. Sorry if this is confusing...

#### Copy

Similar to "Cut" except the image is not erased after saving.

#### Paste

Opens the clipboard and attempts to load any image found there. The colors are remapped to the public (Workbench) screen. This may be turned off.

If the drawing mode is "Cut Brush" or "Paste Brush" is selected,

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then the image will be loaded into the brush buffer, and not the image buffer! Beware...

Paste from Other

Copys the other image into the current one. Note: This is the opposite direction of IconEdit's Images->Copy.

Erase

The current image is erased. This is undoable.

Exchange

Swaps the current and selected images.

## 1.12 The Images menu

Images

Load->

Image

This will attempt to load a file as a graphic datatype. Please see special notes on this feature, located in Loading Images.

Normal Image

This loads the normal imagery from an .info file.

Selected Image

Similar to Load->Normal, except the selected image is loaded.

Both Images

Similar also to Load->Normal, except both images, normal and selected images, are loaded.

Default Images

This attempts to load the default imagery for the selected icon type. This may be from ROM, or a user defined image in ENV:SYS.

Save Image

Saves the image as an IFF file. The entire image is saved. No clipping is done. The brush size will be as large as the workspace.

Move Image

Auto Topleft

Move the icon so it's in the upper-left hand corner.

Up

Down

Left

Right

Moves the image one pixel in the specified direction. (Use CTRL-cursor keys for faster, larger movements!)

Flip Image

Horizontal

Vertical

Does what it says. The entire workspace will be flipped, so the

image may end up in the lower right-hand corner.

Scale Image

Half X

Half Y

Half Both

Double X

Double Y

Double Both

Also does just what it says.

Remap Pictures?

If set, any datatypes that are loaded will be remapped to screen colors. If "Scale" is available and choosen, then remapping will be forced and automatic. If you want dithering, use ADPro, ImageFX, or Imagemaster.

## 1.13 The Brush menu

Brush

Load Brush

This will attempt to load a file as a graphic datatype. Please see special notes on this feature, located in Loading Images.

Save Brush

Saves the brush as an IFF file.

Enter Text String

Brings up a window to enable entering a text string. This text string will be treated like a brush, after you press return. This text brush is not a real brush, so you can not save it, resize it, or flip it.

Select Font

Brings up a font requester. Use this requester to choose a font, style, and alternate color (field color). Three styles present are not system standard, but are unique to Iconian:

Outline Text is drawn with pen color and outlined with the alternate font color.

Shadow Text is drawn with pen color and a shadow is cast using the alternate font color.

Bevel Emboss Text is drawn using pen 0, hilighted with the current pen color, and shadowed with the alternate pen color.

Flip Brush

Horizontal

Vertical

The current brush (not text brush) will be flipped.

Scale Brush

Half X

Half Y

Half Both

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The current brush will be scaled to 50% in the specified direction(s).

Double X  
Double Y  
Double Both

These menu options are not attached, and will do nothing, yet.  
(Sorry if I confused you.)

Brush Mode

Matte

This will place the brush thru a mask of pen 0. Similar to DPaint.

Color

The brush will be drawn using the current pen color.

Replicate

The entire brush will be drawn so the affected area is rectangular.

Brush Handle

Center

Top Left

Top Right

Bottom Left

Bottom Right

Will choose where the brush is "handled" by the mouse pointer.

## 1.14 The Color menu

Color

Load Palette

This will load a palette from a normal IFF file. If a "LOCK" hunk is present, pens will be locked and or freed.

Save Palette

This will save the palette to a IFF palette file. A "LOCK" hunk will be created. This hunk will remember which pens were locked at the time the palette was saved. Remember that only locked pens should be used by icons. Otherwise these might be changed by visiting programs.

Recolor

1.3 to 2.0

Swaps colors 1 and 2 for both images. In essence, converts 1.3 icons to 2.x+ icons and vice-versa.

3 to 8 Planes

Recolors the highest 4 colors to pen numbers 4-7 and vice versa.

Use 2 Planes

Remaps both images to use only pens 0-3. Not undoable.

Obey Locks?

If set, not editing of colors locked by other programs will take place. This affects ALL changes, including loading of palettes,

spreading, and RGB sliders.

## 1.15 The Paint menu

Paint

Drawing Mode

Plot

Draw

Line

Bevel Box

Rectangle

Filled Rectangle

Oval

Filled Oval

Fill

Filled Polygon

Cut Brush

Paste Brush

Stretch Brush

NOP

The standard drawing tools.

Notes on "Stretch Brush": After a brush has been cut, use this to resize it. The brush will be drawn to the buffer, but can be picked up, then select undo to erase it. The stretched brush may not be extended past the buffer borders, nor will it be flipped. This is a crude implementation, mostly to fill a empty gadget.

Notes on "NOP": NOP stands for "No Operation" in assembly. And this is what the button does. NOTHING. If you have an idea, EMail me! I'll try and implement your drawing tool idea for future releases.

Bevelbox Type

Single

Single lined bevelbox. I did not see this documented anywhere, so I don't know if it'll work under newer OS's. It works under KS 39.29.

Button

A standard button image. Can not be drawn very small.

Ridge

A text frame image.

Dropbox

The OS3.x dropbox image.

Recessed?

Setting this will draw bevelboxes in recessed mode.

Filled?

All bevelboxes will draw a filled rectangle underneath in the current pen color.

Immediate Drawing?

Magnify Drawing Only?

Crosshairs?

Relative Coordinates?

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Lock to Grid?

Set Lock to Grid

These two options are barely functional. I'm still working on them...

## 1.16 Settings menu

Settings

Save Settings

Saves current options "Obey Locks?, Crosshairs?" to ENV: and ENVARC:. Next time Iconian runs, these options will be restored.

Snapshot Windows

Remembers where all 5 windows (including the Test window) are located, and their sizes. These values will be restored when Iconian runs at a later date.

## 1.17 Gadget descriptions

Gadget descriptions

Most gadgets are pretty much self explanatory. Those with questionable functions will be described here.

"Switch" a button located in the Palette window.

This is a color swap button. The first color selected, and the second color selected will be remapped to each other. EX. If you selected color 3, pressed "Switch", then selected color 4. All dots drawn in color 3 will be changed to pen 4 and vice versa. The actual RGB values will not be affected, only the current selected image buffer. This is undoable

"blank" This button is a small square. It's a virtual window scroller type device. (Like MUI). Press and hold the button on it. Now move the mouse around to scroll some in any direction. It lags behind, and may take some time to get used to.

"Other" This button switches the current active icon image. This is equivalent to pressing the SPACE bar.

## 1.18 Palette Sharing on public screens

Palette Sharing on public screens

OS3.x contains new semi-retargetable graphics routines. The most important one that affects most users right now is Palette Sharing.

Each pen color may be in one of three states:

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#### Free

This means that the pen is open to all screen visitors, and may be changed at any time.

#### Locked and public

This states that a pen color is locked, but any program is free to draw using the pen. The RGB values are owned by one program, and may not be changed. Workbench usually has eight (8) of these colors. The pen numbers are 0-3 and  $(2^{\text{depth}-4}) - (2^{\text{depth}-1})$ .

#### Locked and private

Any pen in this mode is off limits to programs other than the owner. Iconian will avoid these when remapping IFF's, but you are still free to draw with these. Be warned that the RGB values of these might change at any time.

Iconian allows you to select which state a pen is in.

#### Free

Any program may lock, change, or obtain this pen. The state of this pen can change at any minute.

#### Lock

Iconian has placed a lock on the pen. This is not an exclusive, but sharable. Any program may also place a lock on the pen. Although you should not change the RGB values of a locked pen, it is possible. Be aware that if another program has locked a locked pen, and you attempt to free it, the state of the pen may change to olock.

#### OLock

Another program has locked the pen. It may be exclusive or sharable. You are able to use it to draw, but remember that another program may change the RGB values if it is exclusive. You are not allowed change the RGB values of a OLock pen. Although, this limitation may be overridden by the "Ignore Locks" preference option. Only experience persons should do this.

## 1.19 Included drawing tools

### Drawing Tools

There are currently nine (16) drawing tools:

#### Plot (A series of dots)

This will draw a series of unconnected pixels.

#### Draw (Curved line)

This will draw a series of lines, connected end to end.

#### Line (Diagonal line)

This will draw a rubberband line while the left mouse button is pressed down. Once release, a permanent line is placed.

#### Vertical/horizontal (2 straight lines)

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Box (Empty, one color box)

This tool will draw a rubberband frame while the left mouse button is pressed down. Once released, a one color rectangle will be placed.

Filled Box (Filled, one color box)

Used like the Box. Once the mouse button is released, a filled box is drawn instead.

Circle (Circle)

Draws a circle.

Disk (Filled circle shape)

Draws a polygon shaped like a circle. (buggy?)

Bevel Box (Raised, beveled box)

This tool is also drawn similar to the box. Except a two color box is drawn using the Bright Edges and Dark Edges colors specified in the Workbench Palette Preferences.

Fill (Arrow pointing at line)

This will fill the color pointed at by the mouse with the current color. (buggy?)

Filled freehand (Blobby shape)

This draws a freehand polygon. (buggy?)

Cut Brush (4 cornered box)

This tool allows you to cut a rectangular square for use as a brush. Once the image is cut, Paste Brush becomes the active tool. Note that no masking is done to the brush, (yet).

Paste Brush (A black rubber stamper)

This will paste a Cut Brush image once the left mouse button is released. Please note that no masking is done, so only rectangular images may be move. This is a quick and crude implementation, subject to change.

If a text string has been entered, the Cut Brush shape will be lost, and this option will draw text instead.

## 1.20 Opps.

KNOWN BUGS as of 9:19pm April 9th, 1994 (V1.97 beta)

Hmm, yea there are bugs. Otherwise I'd be selling the stupid thing! :)

The palette window is majorly FUCKED up under Kickstart 3.1. I've tried quite a few different ways, but it still dies. Try resizing it to a point where the gadgets look find, and snapshot the window. I'm sorry, but I don't have 3.1, and will have to wait until C= offers it. Sigh.

Some memory loss seems apparent when handling some fatal errors. The leaks are quite small, only 70-250 bytes. I'll look into it.

Lock to grid does not actually lock to grid. It's off a bit. I could

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not get it to work exactly right, and gave up for now. I would not suggest using it...

Double Brush is not programmed yet.

There is a NOP button, and it does not do anything. EMail me with paint tool suggestions.

I found out IconEdit 3.0 has the ability to save icons in C source code format. Expect this (plus E/asm) in a future release. Just to be complete.

## 1.21 node\_betatesters

Please, as this program is not tested very well by me (I never could "bang" my own programs.), don't use it for anything real important.

Test everything first, and once it seems ok, then you can use it for real.

As this is my first MAJOR program, and my first MAJOR program in 'E', as well, there are bound to be MAJOR bugs. The code is definatly spaghetti.

## 1.22 Keyboard equivalents

### Keyboard commands

'a'	Brings up the about window
'b'	Cut brush mode
'B'	Recall (gfx) brush
'd'	Plot drawing
'e'	Oval (Ellipse)
'E'	Filled oval (Ellipse)
'D','F'	Filled polygon
'f','p'	Fill drawing
'g'	Toggles "lock to grid" (don't use)
'G'	Set lock to grid
'j'	Other buffer (Jump)
'l','v'	Line drawing
'm'	Zooms in, and centers on mouse
'n'	Centers on mouse
'r'	Box drawing mode
'R'	Filled Box drawing mode
's'	Draw
'S'	Stretch brush
't'	Enter text
'T'	Select font
'u'	Undo
'U'	Redo
'v'	Line

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'V'      Bevelbox
'w'      Toggle test window

'SPACE'  Toggles normal image/selected image
',,'     Grabs color under mouse cursor
',.'     Plot
'<'      Decreases magnification
'>'      Increases magnification
'['      Decreases current pen number
']'      Increases current pen number
'-'      Lock current color
'+'      Unlock current color
'RETURN' Recall text brush

'F1'     Matte brush mode
'F2'     Color brush mode
'F3'     Replicate brush mode
'F6'     Selects 1x magnification
'F7'     Selects 2x magnification
'F8'     Selects 4x magnification
'F9'     Selects 8x magnification
'F10'    Selects 16x magnification

UP       Scrolls the view area up
+Shift   Scrolls the view area up by 10
+Ctrl    Shifts the current image up
DOWN     Scrolls the view area down
+Shift   Scrolls the view area down by 10
+Ctrl    Shifts the current image down
LEFT     Scrolls the view area left
+Shift   Scrolls the view area left by 10
+Ctrl    Shifts the current image left
RIGHT    Scrolls the view area right
+Shift   Scrolls the view area right by 10
+Ctrl    Shifts the current image right

```

Note that some keys may not be listed.

## 1.23 Loading of datatypes

This operation will call the `datatype.library` to load a picture class. There are several ways to control how an image is loaded.

No remap

The brush will be loaded straight into the image buffer. If the image uses pen 1, then a dot will be drawn with pen 1. This is not recommended, as datatypes contain their own color maps, which 95% of the time are totally different than the screen's.

Remap using "Clip" or "Quick Scale".

Iconian will call `FindColor()` to find a free or sharable pen matching closely to that of the datatype image.

Remap using "BitScale".

This will call BitMapScale() on the source bitmap. If the source has more planes than the current screen, it will not come out right. Also, this is not an integer scale, but will fill the entire image buffer. (This may be a nicer solution for 256 color pics on a 256 color Workbench.) This was hacked in one night in an hour, so use at your own discretion.

Remap using "Scale"

A group of pixels will be quantized to find an average RGB value. This value will be passed to FindColor() to find a suitable match. This is a bit slower than normal remapping.

## 1.24 Questions and Answers

### Questions and Answers

Iconian refuses to start at all.

- o Check to see that you have OS 3.0 (Kickstart 39) or higher.
- o Iconian needs at least a 150k chunk of free memory.
- o "asl.library" must be present in your "LIBS:" directory.
- o Does the icon have a matching executable?
- o Is Workbench opened?

Iconian complains about my .keyfile.

- o Your .keyfile may have been tampered with or mangled.  
Solutions: Restore this file from an archive.  
Email me for a replacement.  
Register to receive a valid file.

I don't seem to have enough CHIP memory.

- o Try making the buffer sizes smaller.  
Solutions: Change the MAXIWIDTH/MAXIHEIGHT tooltypes.  
Pass MW=n or MH=n if running from CLI.

I don't seem to have enough memory.

- o The number of undolevels is too high.
  - o The image size is too large.
  - o You don't have a large enough free memory block.
  - o Another program has used too much memory. (AdPro!)  
Solutions: Change the UNDOLEVEL tooltype.  
Pass UL=n if running from CLI.  
Change the MAXIWIDTH and/or MAXIHEIGHT tooltypes.  
Pass MW=n or MH=n if running from CLI.  
Reboot your machine and try again.
-

I can't edit icons larger than 150x100.

- o You are using a demo version.
- o Your .keyfile was not found at all.  
Solutions: Check you .keyfile to make sure it was not deleted.  
Register the program. It's only 10\$ (US).

There is on screen garbage.

- o You are using a gfx board which does not have 100% compatibility.
- o You may be running out of CHIP memory.
- o Iconian may have  
Solutions: Try running Iconian in a native screen mode to see if it really is your gfx board. If it is, check for updates to your emulation software.

Saved icons don't look correct.

- o You are using a gfx board which does not have 100% compatibility.  
Solutions: Pass the CHUNKYMODE tooltype or CHUNKY CLI argument.
- o The icon save modes are not set properly.  
Solutions: Change the highlight from "Complement" to "Image".  
Change the save mode from "Force Eight" to "Strip Planes".  
Change the save mode from "Strip Planes" to "Force Eight".

## 1.25 Continental Drift BBS Registration Service

Australian users may wish to register Iconian through:

Continental Drift BBS Registration Service

Continental Drift BBS  
Shareware Registrations  
PO BOX 259 Newport NSW  
2106 Australia  
PH: +612 949 4256 FIDO: 3:714/911

Registration fee is AUD \$15.00

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