

Set_Icon

COLLABORATORS

	<i>TITLE :</i> Set_Icon		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 22, 2024	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

Set_Icon

1.1 Set_Icon Information

```
Set_Icon
Icon Utility of the Gods!

Information
~Addition~Information
~Author~Info~
```

1.2 Set_Icon/Info

```
Set_Icon

© 1995 Silicon Based Life
```

If your like me and hate manipulating your .info files via the CLI and so on then this is the util for you!

The program has three ToolTypes these are as follows:

```
XPOS allows you to set the x position of the AppIcon.$\times$
YPOS allows you to set the y position of the AppIcon.$\times$
AUTO allows you to specify a default action for the program, this means
that it will only perform one type of action on icons dropped on it, this is a
time saving method i.e. the choice requester will not appear, the action is
automatic.
```

Values for this ToolType are as follows NONE, DEFAULT, IMAGE, TOOLTYPE, REMOVE and FILETYPE.

When run the program opens an AppIcon, drop your objects on this.

What the Buttons do:

```
[Default Icon]
This option creates a default icon for the object, if an icon already exists
then
```

tooltypes, stack, and so on is copied across to the new icon. Multiple icons can be processed at once by using the shift select method.

[Image]

This option copies the icon image from the first icon you selected to all the others, new icons will be created if they do not already exist.

[ToolTypes]

This option copies the icon tooltypes, tool and stacksize from the first icon you selected to all the others, new icons will be created if they do not already exist.

[Remove]

This option removes the icon file associated with the selected objects. Multiple icons can be processed at once by using the shift select method.

[File Type]

WB3.x only.
This option uses the datatype library to decide what type of file you have passed to it, it will then give the file the related icon. If the file is not recognised or the file is a system object nothing will be done.
To use this you will need to create the following icon files and put them with the other default icons in Prefs/Env-Archive/Sys/

This function looks firstly for the format def icon i.e. (def_GIF, def_JPEG) if this is not found it will look for the group def icon, which in this case would be def_Picture, if this is not found then nothing will be changed.

These are the DataType Groups.

```
def_Text.info
def_Document.info
def_Sound.info
def_Instrument.info
def_Music.info
def_Picture.info
def_Animation.info
def_Movie.info
```

[Abort]

This option aborts (stupid question really).

To quit double click on the AppIcon and select quit.

1.3 Set_Icon/Additional Information

Set_Icon

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This program is Free-Ware.

Feel free to send me a postcard.

This program will only work on WB 2.0 and above.

This program was written on an Amiga A1200 68882 6MB.

BUGS!!!!!!! None known at present.

1.4 Set_Icon/Author Information

Set_Icon

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Comments, complaints, desiderata are welcome.

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