

Click anywhere above to get help on that item.



Icon Thief was programmed by Dale C. Fritchen from Stockton California. Dale was born (9/11/59) in Fort Benning Georgia and was raised in Kuna Idaho. He holds a Bachelors degree in Business Administration and a Masters degree in Counseling Psychology. He has one nine year old son, Zachary, who loves computers as much as his father. Icon Thief was programmed in Visual Basic for Windows. Dale can be reached at the following addresses: **Dale C. Fritchen, P.O. Box 25, Stockton, CA 95201-0025**, or **DFritchen** on AOL, or **DFritchen@aol.com** on the Internet, or **73150,2575** on Compuserv.

This box will display helpful hints as you move the mouse over the different parts of the window.

This box is used to select which drive you want to work with.

With this box you can select which directory you want to work in.

This is the name of the file that is selected in the File Selection Box. The first Icon in this file (if any) and the number of Icons in this file is displayed below.

This is the total number of Icons located in the file selected.

You can use this scroll bar to move through the several Icons in a file. It will not be available if there is only one Icon or less in a file.



This is the number of this Icon in the file.

This is the currently selected Icon.

Select this button to save the above icon to an ICO file.

When you select this button the above displayed Icon is saved to a file called `SAVED.ICO`. It is then loaded into your selected Icon edit program.

This button will display 32 Icons at a time from the selected file.

This button will save all the Icons in the file to separate ICO files. The files will be named by using numbers like this... 1.ICO, 2.ICO.....99.ICO and so on.

This button will save all the Icons located in the above directory to a file called  
ICONTHEF.DLL.

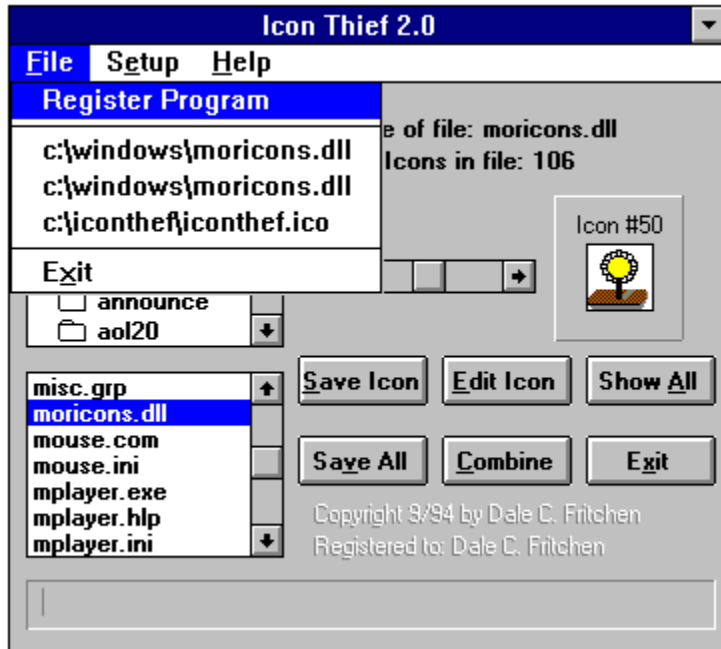
Use this button to exit the program.



In this area it will indicate the name of the person who is registered to the program. It will show "Unregistered" if the program has not been registered. Please support the Shareware concept by registering the program.

Icon Thief title bar. This bar will indicate the current version of Icon Thief that you are using.

A single click with the left mouse button here will check that file for Icons and display the first Icon located in the file and the total number of Icons in that file. A single click with the right mouse button will allow you to delete the selected file. BEWARE! Make sure you know what you are doing if you delete any DLL files. Some DLL files are used by Windows.



Click [here](#) in order to bring up the screen to register the program. You must have a registration code from the author. Please make sure to enter the registration information exactly as provided by the author.

These are the last three files that you looked at. Click on any one to jump to that file.

Click on this to exit the program.

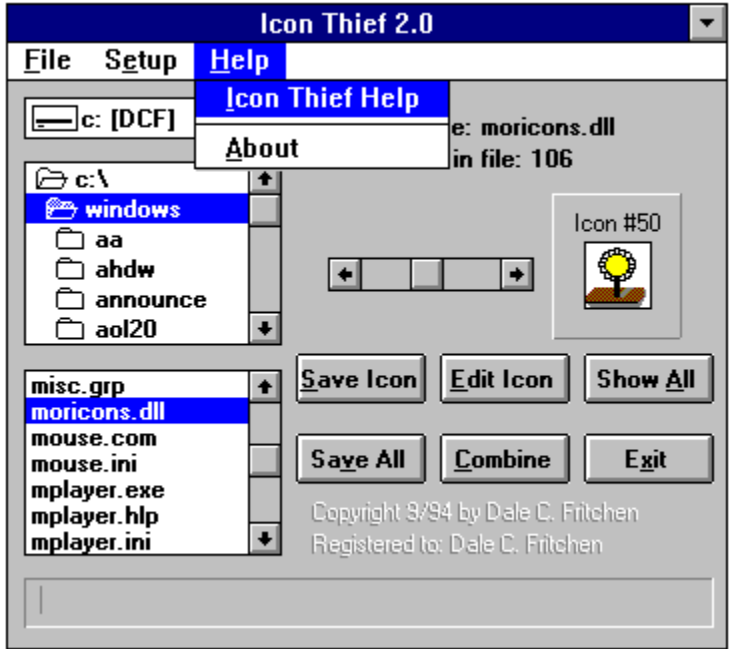




By selecting this option you can select which Icon editor you would like to use when you press the EDIT button in Icon Thief. When you select this choice, a box will come up that lets you select which Icon editor you would like to use. Icon Thief comes with a, slightly modified, public domain, version of ICONWORKS but you can use any Icon editor that you choose. The programmer in no way guarantees or supports ICONWORKS in any way. It is a public domain program written by Microsoft Corp. It is provided with the program as a service to you. The author is in no way associated with Microsoft Corp. If you use your own Icon editor, make sure it is able to load files from the command line.

This is the currently selected Icon editor.

Click on what type of files you want to display in the file box. You can choose ICO, DLL, EXE, or ALL files.



You are here, so you should know what this choice is for.

This brings up About Icon Thief box.

