Animated Icon Editor

ICMEdit can be used to edit or create both non-animated and animated icons.

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Opening Icons and Animations

To open an existing icon or animation:
- o   Choose Open... from the File menu.
- o   Choose the file you want to open.   ICMEdit can open .ICO (Windows icon), .ICM (IconMotion animations), .BMP (Windows bitmaps), and other files that contain icons, such as .EXE, .DLL, .MVE, or .NIL files.   Bitmaps are loaded as one frame of animation.   Files with multiple icons will be loaded as one icon per frame.

Note: You may be asked to save your current icon if it has been modified.

Note: Since ICMEdit cannot save icons into .EXE, .DLL, .MVE, or other similar icon libraries, a new, unnamed animation will be created when opening these files.

Saving Icons and Animations

To save an animation sequence:
- o   Choose Save... from the File menu.   You can use Save As... if you want to save the animation using a different name.
- o   If you are saving the animation under a new name, choose IconMotion animation as the file type. Press OK.   All frames of animation will be saved into the new file.

To export the current frame of animation as an icon or bitmap:
- o   Choose Save As... from the File menu.
- o   Choose Icon (ICO) or Bitmap (BMP) as the file type.   Press OK.   The current frame of animation will be exported using the given format.

Note: ICMEdit does not support transparency or inversion in icons.   If you open an ICO file and save it, the transparent regions will be changed to opaque white and the inverted regions will be changed to black.

Using the Drawing Tools

Choosing colors:
- o   To choose the primary color, click on the desired color with the left mouse button.   The primary color is used for most drawing tools when you draw using the left mouse button.
- o   To choose the fill color, click on the desired color with the right mouse button.   The fill color is used to fill filled shapes.

   Note: The preview rectangle will indicate the currently selected primary and fill colors.

To draw lines:
- o   Select the line tool.
- o   Click where you want the line to begin, and drag the mouse until the line has the desired size and position.   Use the left mouse button to draw the line using the primary color, or the right mouse button to use the fill color.

To draw freeform points:
- o   Select the point tool.
- o   Click anywhere with the left mouse button to draw freeform points using the primary color.   Use the right mouse button to draw fill-colored points.

To fill a region with another color:
- o   Select the fill tool.
- o   Click anywhere in the desired region with the left mouse button to fill the region with the primary color.   Use the right mouse button to fill the region with the fill color.

To draw a hollow shape:
- o   Select the desired hollow shape (ellipse or rectangle).
- o   Click and drag until the shape has the desired size.   Use the left mouse button to draw the shape using the primary color, or the right mouse button to use the fill color.

To draw a filled shape:
- o   Select the desired filled shape (ellipse or rectangle).
- o   Click and drag until the shape has the desired size.   Use the left mouse button to draw the shape using the primary color filled with the color, or the right mouse button to reverse these colors.

Navigating Animations

To change the currently visible frame:
- o   Use the scroll bar to scroll until the desired frame is visible.

  or...

- o   If the desired frame is visible in the preview filmstrip, click on the frame here.

To zoom in and out:
- o   Choose   Larger or Smaller from the View menu.

  Note: You can use the + and - keys to zoom in and out as well.   Zooming does not change the size of the image.

Editing Animations

To insert a new frame of animation:
- o   Choose Insert from the Edit menu.   The current frame will be duplicated, inserting a new frame of animation.

Note: You can use the Ins key to insert a new frame of animation as well.

To delete the current frame of animation:
- o   Choose Delete from the Edit menu.   The current frame will be deleted

Note: You can use the Del key to delete the current frame of animation as well.

To cut the current frame of animation:
- o   Choose Cut from the Edit menu.   The current frame will be deleted and placed on the clipboard.

Note: You can use Ctrl-X to cut the current frame of animation as well.

To copy the current frame to the clipboard:
- o   Select the selection tool.
- o   Drag the selection rectangle around the portion of the current frame you want to copy to the clipboard.
- o   Choose Copy from the Edit menu.   The selected region will be copied to the clipboard.

Note: You can use Ctrl-C to copy as well.

To paste the contents of the clipboard on the current frame:
- o   Choose Paste from the Edit menu.   If you have selected a portion of the current frame, as described above, the bitmap on the clipboard will be pasted into the selected region.   Otherwise, it will be pasted over the entire frame.

Note: You can use Ctrl-V to paste as well.

To resize the animation:
- o   Click and drag the resize button (by the lower-right corner of the drawing area) until the desired size is indicated.

Note: All frames will be resized to the new size.