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Commands

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Tools

The Icon Work Area is the big window where you edit the icon or cursor.   It is variable in size and is always larger than the actual icon.   Therefore, each pixel will be displayed as a square.

Glossary

Automatic Image Control
Automatic Image Control (AIC) simplifies some of the complexities of dealing with icons. Each icon can have multiple images, each image targeted to a specific display type. Most users only want to work with the icon image targeted for their display (most often 32 x 32 pixels, 16 colors).   This feature allows the user to view most icons as having only one image, even if more than one image type is physically present in the icon.

Cursor
A cursor is a pointing device used in Windows.   When you move the mouse, the cursor acts as a position indicator, constantly pointing to an area of the screen.   In Windows, cursors are always monochrome.

Dithered Colors
Windows supports a palette of 16 standard colors which it uses for icons.   Even if your display has more colors available, icons can only use these 16 colors.   Dithered colors are a technique of creating a pattern made up of individual pixels of various colors that gives the illusion of a different color.   Dithered colors are very handy when creating icons, and can also be used to create interesting patterned effects.   The major disadvantage of dithered colors is that they are not as "crisp" as the 16 solid colors.

File Type
Icon Creator supports three basic file types:

Icon Files (.ICO) are the normal files in which icons are stored.   Each file may only store a single icon (although that icon may have multiple images).   These files may be used to attach icons to applications in Program Manager, and also can be used by application developers.

Application / Library Files are standard Windows applications and specialized icon libraries that hold from one to many icons.   It is possible to change the icons in a Windows application, and have that application use the new icon when it is executed.

Cursor Files (.CUR) are the normal files in which cursors are stored.   You may use these files with Cursor Control (included with Icon Creator).

Icon
A graphical representation of various elements in Windows, such as disk drives, applications, and documents.

Image
In the context of icons, an image is a "icon" targeted to a specific display type.   For example, there is a 32x16 pixel monochrome image specifically for CGA displays, and the more common 32x32 pixel 16 color image for EGA and VGA color displays.   Each logical icon can be made up of several images.   Icons and their images are often confused.

Resource
In the context of Icon Creator, resources are icons and cursors.   There are many other resources used in Windows, but they are not relevant to Icon Creator.

Transparency
An icon is actually ALWAYS a square picture.   Transparency is a "color" used when

creating an icon that allows the screen color underneath to show through.   By using transparency, it is possible to create icons that don't look square, which makes them much more effective.   The two flavors of transparency are normal transparency (or the screen color below each pixel), and inverse transparency (or the opposite screen color below each pixel).

File Menu

The commands under the File Menu deal with the icon or cursor as a file.   This includes retrieving and saving files in various ways and displaying information about the file as well as exiting the program.

For more information, select the File Menu command name.

New Icon
New Cursor
Open
Open Next
Open Previous
Save
Save As
Save Into
Display Resource Statistics
Convert Icons To OS/2 Format
Exit

File | New Icon

Clears the Icon Work Area to allow for the creation of a new icon.

If selected while the Icon Work Area contains unsaved work   you will   be queried if you wish to save the changes.

If   Automatic Image Control is not active you will be prompted to choose an image type before proceeding.

File | New Cursor

Clears the Icon Work Area to allow for the creation of a new cursor.

If selected while the Icon Work Area contains unsaved work   you will   be queried if you wish to save the changes.

Note that because a cursor is always monochrome, the color choices will be limited to black, white, transparent, and inverse transparent.

File | Open

Allows an existing icon or cursor to be opened for the purpose of editing.

If selected while the Icon Work Area contains unsaved work   you will   be queried if you wish to save the changes.

When selecting a file to edit you may select from one of three File Types.   As you select each file name in the listbox, the available icon(s) or cursor(s) are displayed.   If   an Application / Library file contains more than one icon, a scroll bar will appear which allows you to select which icon you want to edit.

Shortcut: CTRL+O.   Also, it is possible to open an existing icon from an .ICO file or an existing cursor from a .CUR file by double-clicking on the desired file from within the Windows File Manager (or replacement).   This will automatically execute Icon Creator and load the desired icon or cursor.   Note that if Icon Creator is already running, another instance (copy) will be invoked.

File | Open Next

Allows   the next .ICO or .CUR file in the subdirectory, or the next icon within an Application/Library file, to be opened without having to use the File | Open dialog box.

If the .ICO or .CUR file is the last one listed in the subdirectory, or if the current icon is the last one within an application or library file, or if no file has been opened, this option is "grayed" (unavailable).

Shortcut: ALT+N

File | Open Previous

Allows the previous .ICO or .CUR file in the subdirectory, or the preceding icon within an application or library file, to be opened without having to use the File | Open dialog box.

If the icon is the first .ICO or .CUR   file in the subdirectory or if the icon is the first one within an application or library file, or if no file has been opened, this option is "grayed" (unavailable).

Shortcut: ALT+P

File | Save

Allows you to save your icons and cursors.

If you created the icon "from scratch" or used the File | New Icon   or the   File | New Cursor command to start working on the icon, your work will be named "(Untitled)."   In this case, the Save dialog box will appear asking you to provide the File Name and specify the Directory to which the file will be saved. Refer to File | Save As for more details. If you have already saved your work under a specified file name, or if you opened an existing icon, your work will automatically be saved into the file name specified on the Windows title bar without having to use the Save dialog box.   If you do not wish the icon in that file to be overwritten, use the File | Save As   command.

Shortcut: CTRL+S

File | Save As

Allows you to specify an alternate file name for modifications made to an icon or cursor.

Selecting this command will bring up a dialog box.   Here you will note that the current file name appears in the top line of the box (if the file is not "(Untitled)").   By typing in the new name (or selecting a file from the list box) and clicking the Save button you will save your modifications into another file. If you type a file name without an extension, the .ICO or .CUR extension will be automatically added, depending upon the type of resource currently being edited. If the file name entered   is identical to an existing file in the same directory, you will be asked if you want to overwrite the file.

Note that if you want to save into an Application / Library file, you must use the <u>File | Save Into</u> command.

File | Save Into

Allows you to replace an existing icon in an Application/Library file.

Selecting this command will bring up a dialog box.   Use the Directories and Files boxes to locate the desired file.   The image that is displayed in the Icon box in the lower right corner is the one that will be replaced, so be sure to use the scroll bar to select the appropriate position.

A backup file is created if the file type is an .EXE or .DLL, and if a backup doesn't already exist,.   It will have the extension ".EX~" or ".DL~ ".   This backup copy will allow you to return the application to it's original state if required.

There are a number of restrictions when saving an icon into Application / Library files. The most important is that the image type(s) must match the icon being saved.   In other words, you can not save a color icon into an application file that only has icons with monochrome images.   For more information, please refer to the Icon Creator User's Guide.

File | Display Resource Statistics

Provides important information about the resource (icon or cursor) you are working with.

This information will include the file name, the number of icons (for Application/Library files), the number of images in the current icon, details of the current image (width, height, number of colors) and whether or not the image has been saved since it was last modified.

File | Convert Icons to OS/2 Format

Allows you to convert your Windows icons for use in OS/2.

This option allows you to convert Windows icons for use under OS/2 Presentation Manager.   Support is provided for OS/2 Versions 1.2 and above.

 This option permanently converts the file format of the icon and cannot be reversed. Always work on backup copies of icons so that you will still have the Windows icons available. A dialog box   is displayed where you may select Windows icons to be converted to OS/2 Presentation Manager Icons.   This command allows multiple file selections,   permitting many files to be converted at once.   After you have selected the files, clicking Convert will begin the process. Before actually converting the files, Icon Creator presents a warning screen which reminds you to work on backup copies of your icons and asks if you wish to proceed.

File | Exit

Allows you to quit Icon Creator and return to Windows.

If you have not saved your current work, a dialog box will appear asking if you wish to save the changes you have made to the current file.

Shortcut: ALT+F4

Edit Menu

The Edit menu includes commands that enable you to move text to and from the clipboard, to delete text, and to undo a previous editing operation.

For more information, select the Edit menu command name.

Undo
Redo
Capture
Cut
Copy
Paste
Clear
Restore Icon

Edit | Undo

Allows you to "take back" the last command (or commands) performed in the Icon Work area.

When working with an icon or cursor, it may be necessary to "undo" or "take back" changes you have made. By executing this command, the last change to your icon or cursor will be removed.   Executing the command again will undo the second to the last change.   You may set the "levels" or number of operations which may be undone in the ICREATOR.INI file. Eight is the default. Also, see the Option | Undo from Selected tool section for additional undo   information.

Shortcut: ALT+Backspace

Edit | Redo

Allows you to restore a command that was "undone" by the Undo command.

If you decide to undo a command and wish to restore it, execute Redo.   Like Undo, Redo will restore several levels which have been "undone."   This command is available after an Undo (or series of Undo's) until you make additional changes to the icon or cursor.

This feature also works with the Option | Undo from Selected tool command.   See this section for more information.

Shortcut: CTRL+Backspace

Edit | Capture

Allows you to "take a picture" of another portion of the Windows screen and incorporate it into an icon or cursor.

To use this feature, make sure that the icon, image, or text you wish to capture is displayed on the Windows screen.   When you start the capture, the Icon Creator window will be minimized and the cursor turns to crosshairs.   By clicking   on a corner of the image you wish to capture, dragging to the opposite corner, and releasing the mouse, you send a copy of the selected portion of the screen to the Windows clipboard.   This area is indicated by a dashed rectangle.   Once the mouse button is released, the Icon Creator window is restored, and the Paste Manager is displayed (unless you captured an area that exactly matches the size of the selected area).   The Paste Manager allows you to position, crop, or scale the image to suit your tastes.   See the Edit | Paste section below for more information about the Paste Manager.

The Capture command is useful for creating icons or cursors from pictures displayed on the Windows screen by other applications.   Also, a common use is to incorporate text or a part of a picture into an existing icon or cursor.

The Paste Manager (see description under Edit | Paste) will paste the captured area to the currently selected area.   If you are creating a new icon or cursor, let the selected area default to the current image size.   If you are capturing a piece of text (or other small area), first select the area you wish to paste into by using the Scissors tool.

Shortcuts: There are no keyboard shortcuts to execute the Edit/Capture command. However, there are some keyboard combinations that make using the Capture command much easier.   If you hold the SHIFT key down while you are dragging on the image you wish to capture, your capture area will be restricted to a perfect square.   Pressing the CTRL key will give you a rectangle that is exactly the size of the selected area (icon-sized by default), in addition to allowing you to move the origin of the rectangle around the screen.

Edit | Cut

Allows selected areas of your screen to be copied to the Windows clipboard while deleting the selected area.

The Cut command makes it easy to transfer icon images, or portions of images to different sections of the same icons, different icon files, and even to other Windows applications.

You may use the Scissors tool (from the Tool Bar) to first select a portion of the image you wish to cut.   The default selection is the entire image.

The area that is cut will be filled-in with the currently selected background color.

Shortcut: Shift+Del (the Delete key)

Edit | Copy

Allows selected areas of your screen to be copied to the Windows clipboard.

The Cut command makes it easy to transfer icon images, or portions of images to different sections of the same icons, different icon files, and even to other Windows applications.

You may use the Scissors tool   (from the Tool Bar) to first select a portion of the image you wish to cut.   The default selection is the entire image.

Shortcut: CTRL+Ins (the Insert key)

Edit | Paste

Allows images from the Windows clipboard to be copied to the Icon Work area.

In order to effectively allow various types of bitmaps to be incorporated into icons and cursors, Icon Creator uses a Paste Manager.   Not only will the Paste Manager copy bitmaps   from the Windows Clipboard into the icon image, but you can actually control how the bitmap is to be pasted.

If you are pasting a bitmap to a selected area that is the same size as the area that you cut or copied, simply select this command and the image will appear.

If the size of the bitmap you wish to paste differs from the size of the "paste" area you have selected with the <u>Scissors tool</u>, you will be given three choices:

1) Cropping the image,
2) Stretching or shrinking the image to fit the area you have selected, or
3) Using Icon Creator's Viewport to select the desired section of the image to be displayed.

This allows for plenty of flexibility in trying to make bitmaps "fit" into the constraints of an icon image.   When using the Paste Manager, a dialog box will appear, offering these three options:

For more details, please refer to the Icon Creator User's Guide.

Shortcut: Shift+Ins (the Insert key)

Edit | Clear

Allows a fast way to completely erase the Icon Work area.

Selecting this command will "wipe clean" any work that is displayed on the selected portion of the Icon Work area.   This blanked icon area will be filled with the currently selected background color (the "transparent" color is the default).   If you accidentally Clear the work are, simply select Edit | Undo.

Since the default selection area is the entire image, this command is a excellent way to clear the icon and change the background color.

Shortcut: Del (Delete key)

Edit | Restore Icon

Allows you to revert to the last saved version of the icon you are currently working on.

This command serves as a shortcut to return the icon to the same condition as it was when last saved on disk.   Restore is one of the few commands that can NOT be undone.

Shortcut: Ins (Insert key)

View Menu

The View Menu   controls settings which modify the display and include commands to help you perform detailed work on an icon or cursor.

For more information, select the View Menu command name.

Show Cursor Position
Show Drawing Dimensions
Show Grid
Show Shadowing
Change Icon Preview Background
Zoom Icon Work Area

View | Show Cursor Position

Toggles the display of the cursor position indicators on or off.

When enabled, the cursor position indicators show the current location of the mouse pointer while it is inside the Icon Work Area.   This is useful for detailed work.

A checkmark will appear next to the command if this feature is presently enabled.

View | Show Drawing Dimensions

Toggles the Drawing Dimensions window on or off.

When enabled, the Drawing Dimensions window shows detailed drawing information which is particularly useful when drawing with the rectangle, ellipse, polygon, or scissors tools.

A checkmark will appear next to the command if this feature is presently enabled.

View | Show Grid

Toggles the Grid on or off.

When enabled, the grid will overlay a pixel-by-pixel grid on top of the Icon Work Area. This is valuable for detailed design work.

A checkmark will appear next to the command if this feature is presently enabled.

View | Show Shadowing

Toggles the Shadowing feature on or off.

By default the Icon Work Area and Icon Preview Area have thick black borders on two sides, which gives a three-dimensional shadowing effect.   This is for esthetic purposes only and may be disabled if you wish.

A checkmark will appear next to the command if this feature is presently enabled.

View | Change Icon Preview Background

Changes the background color of the Icon Preview Area.

This command is helpful for determining how a particular icon will look when set against varying background colors.   This makes it easy to see if your icon will look "washed out" when different background colors are selected for your Windows desktop.

The ability to cycle through background colors is also available by single-clicking the mouse cursor in the Icon Preview Area.   If you hold it down, the cycling will continue. Pressing the left or right mouse button will alternate the direction of cycling.

View | Zoom Icon Work Area

Displays an enlarged view of the Icon Work Area.

This command makes it easier to perform detailed pixel-by-pixel editing.   After selecting this command, you will notice the Icon Work Area is "blown up" to a larger size, giving you a closer look at the pixels that form the icon.   You will also notice that the color palettes and the Tool Bar are removed.   This means that you should select the tool and colors you wish to use before executing this command.   You can even make your screen bigger by clicking on the Maximize button on the Windows Title bar.   This command toggles on and off, so to get your Tool Bar and color palettes back, simply select the command again.

A checkmark will appear next to the command if this feature is presently enabled.

Shortcut: ALT+Z

Brush Menu

The Brush Menu   controls the selection of brush width used by the various drawing tools.

For more information, select the Brush Menu command name.

Small
Medium
Large
Huge

Brush | Small

Selects the smallest brush (1 by 1 pixel), which is the default.

Brush | Medium

Selects the medium brush, which is 2 by 2 pixels.

Brush | Large

Selects the large brush, which is 3 by 3 pixels.

Brush | Huge

Selects the huge brush, which is 4 by 4 pixels.

Options Menu

Icon Creator features many powerful options that make the task of creating icons and cursors easier and more effective.

For more information, select the Options Menu command name.

Test Icon
Border Flood Fills
Smooth Pen Drawing
Tools Squaring
Undo From Last Selected Tool
Automatic Image Control
Edit Dithered Colors
Save Dithered Palette
Load Dithered Palette
Set Cursor Hotspot
Set Preferences

Options | Test Icon

Places a sample of the current icon on the Windows desktop (Toggles on or off).

This command actually allows you to see what your icon will look like on the Windows desktop without having to save it, quit Icon Creator, and install it with a program.   When you execute this command, the Icon Creator window is minimized, and a copy of the icon you are working on is placed on your desktop.   You may then move the icon around to see how it looks against different backgrounds.

If you return to Icon Creator and leave the Test Icon on the desktop, you may return to it at any time (by Alt-Tabbing, etc.).   Whenever you click on the Test Icon it will be updated with the most current version of the icon.

You may close the Test Icon by a) closing the window, b) selecting the Test Icon command again, or 3) exiting Icon Creator.

Note that if you move the Test Icon onto an open window, such as Program Manager, etc., you will see a square "hole" in the window that goes to the Windows desktop.   This is a normal function of Windows.

Shortcut: ALT+T (toggles the Test Icon on or off)

Options | Border Flood Fills

Allows the Paint Roller tool to fill to a defined border color. (Toggles on or off)

Normally, the Paint Roller tool will fill a region specified by a given color.   Border Flood Fill allows the fill operation to proceed until a defined border color is reached.   This is particularly useful for filling areas composed of dithered patterns.

Once you have selected the command, you will notice a small B appear on the Paint Roller tool button.   Next, select the color you would like to fill an area with by clicking the primary mouse button over that color in the palette.   Next, select the color that Icon Creator will use as the border color by clicking the secondary mouse button on that color. Now, position your cursor over the area you want to fill and click the primary mouse button.

For this tool to function properly, the area in question MUST be surrounded by a solid color not contained within the area.   The flood fill will treat the background color as the border and the foreground color as the replacement color.

If you do not get what you expected, simply select the Edit | Undo **command.**

Shortcut: ALT+B (toggles on or off)

Options | Smooth Pen Drawing

Toggles Smooth Pen Drawing (contiguous mode) on or off

 When using the Pen or Eraser tool, moving the pen across the Icon Work Area very quickly will not give you a completely connected line.   Instead, you will see a broken line. This is due to the nature of the Windows multi-tasking environment.   This option (on by default), will force operations with the Pen or Eraser tool to be unbroken.

Note: Sometimes, some interesting effects can be achieved by having this option off. These effects can look similar to an "airbrush effect."   Don't hesitate to experiment with each option to see which setting best meets your needs.

Options | Tools Squaring

Restricts the use of certain tools to draw perfectly straight lines at 90 degree or 45 degree angles.

Sometimes drawing perfect squares, perfect circles, and lines at perfect 90 or 45 degree angles is difficult to do freehand.   This command allows you to "constrain" certain tools to produce ONLY perfectly "squared" images.   Executing the command will produce a dialog box listing all of the tools that squaring will effect.   To set squaring for a given tool, simply click on the box next to the tool to display a checkmark.

After selecting the tools you would like squared, you will notice a thin red line surrounding the tool.   This indicates that Tool Squaring is active for that tool.   As mentioned, Tool Squaring effects different tools in different ways.   The squared Line Tool will produce lines at only 90   and 45 degree angles.   The Hollow and Filled Rectangle Tools, as well as the Scissors Tool, will only produce perfect squares.   The Hollow and Filled Ellipse Tools will only create perfect circles.   And all lines drawn by the Hollow and Filled Polygon Tools will be at 90 degree and 45 degree angles.

Shortcut: Clicking on a tool button with the secondary (right) mouse button will square the tool.   You will note the same thin red highlight line around the tool just as if that tool had been selected with the dialog box.   Clicking on the tool button again with the secondary mouse button will toggle squaring off.

Options | Undo From Last Selected Tool

Sets the Undo / Redo mode to the last selected tool. (Toggles on or off)

This command adds even more flexibility to the Edit | Undo and Edit | Redo commands. Without this command active, the undo (or redo) command will return you to the point just prior to the last drawing operation.   This option lets you undo (or redo) to the point just prior to the selection of the current tool.

For example, let's say you are adding several boxes to an icon.   Then you select the ellipse tool and add a few circles.   You change your mind and select Undo.   Normally, only the last ellipse would be undone.   However, if you had selected this option, you would return to the point before you had drawn any ellipses.

Options | Automatic Image Control

Automatically selects the appropriate icon image for your graphics capabilities. (toggles on or off)

Automatic Image Control (AIC) simplifies some of the complexities of dealing with icons. Each icon can have multiple images, each image targeted to a specific display type. Most users only want to work with the icon image targeted for their display (most often 32 x 32 pixels, 16 colors).   This feature allows the user to view most icons as having only one image, even if more than one image type is physically present in the icon.

When an icon is opened from an Icon file (.ICO), AIC will ensure that you have an image which matches your display capabilities (a new one will be created if there is not one available for your display type.)   However, if an icon is opened from an Application / Library file,   AIC will choose the **nearest** existing image if there is not one available for your display type.

When AIC is turned off, a new menu bar item appears, the Image Menu.   This allows the sophisticated user full access to all the images in an icon.

For more details, please refer to the Icon Creator User's Guide.

Options | Edit Dithered Colors

Allows for creation of customized colors and patterns.

Dithered colors are actually simulated colors produced by combining one or more of the 16 standard colors.   There are 8 dithered colors available, and each dithered color may be edited so that you can create your own colors and patterns.   These patterns can be saved for later use.

When editing a color, you select a combination of red, green, and blue values, ranging from 0 to 255.   The simplest way to create new colors is to use the scroll bars.   Each time you modify the red, green, or blue color components, the new color will be displayed in the dialog box.   If you wish to use the new color in Icon Creator, simply select the OK button.   If you wish to reset a color to it's original value, select the Reset button.

Shortcut: While there is no keyboard shortcut for editing dithered colors, calling up the editing dialog box is as easy as double-clicking on the dithered color you wish to edit.

Options | Save Dithered Palette

Saves a set of customized dithered colors for later use.

Once you have created a color combination or pattern you like, Icon Creator makes it possible to save the entire palette for use later.

Refer to Options | Edit Dithered Palette for more information.

Options | Load Dithered Palette

Loads a previously saved dithered palette.

A dialog box will allow you to search for, preview, and load previously saved dithered palettes.   Icon Creator comes with a set of predefined dithered palettes for your use.

Refer to Options | Edit Dithered Palette for more information.

Options | Set Cursor Hotspot

Allows you to indicate where a cursor's focal point or "hotspot" is to be located.

When creating a cursor, you must specify a focal point or "hotspot" that controls where the cursor must be to execute commands.   In a typical arrow cursor, the hotspot would be at the tip of the arrow.

To set the hotspot, simply select this command.   The cursor will turn to crosshairs, and the existing hotspot will be indicated by a red pixel in the Icon Work Area.   Position the cursor in the Icon Work Area where you wish to place the hotspot and single click.   The new hotspot will be displayed for approximately one second.

Shortcut: ALT+H

Options | Set Preferences

Allows you to customize certain Icon Creator program settings to suit your personal tastes.

If Icon Creator's default settings do not suit your personal preferences, you can modify the program to have your favorite commands set to your liking whenever you execute the program.   For a detailed list of what settings are saved via this command, please refer to the README.TXT file included on the installation diskette or the Icon Creator User's Guide.

There are four options available:

1) Save Settings On Exit   -- This will update your settings each and every time you exit Icon Creator.

2) Do Not Save Settings On Exit -- this is useful when you normally save settings on every exit, but decide to retain the last saved settings as your default. i.e, you want to quit the current session without saving, leaving the previous settings unchanged.

3) Save Current Settings As Default -- This will save the current environment as your default to be used whenever you start Icon Creator.

4) Reset to Default Settings -- This will restore the default settings to those supplied when Icon Creator was initially installed.

Special-Effects Menu

These commands allow you to manipulate icons and cursors, or sections of them, making them more symmetrical and attractive.   Many of these options will work on the entire icon or cursor, or on areas specified with the scissors tool.   The default is the entire work area.

For more information, select the Special-Effects Menu command name.

Invert Colors
Cycle Colors
Flip Horizontal
Flip Vertical
Rotate
Shift
Mirror Draw
Mirror Draw Settings

Special-Effects | Invert Colors

Changes all colors displayed in the Icon Work Area to that color's complement.

Selecting this command will change every colored item currently on the Icon Work Area. Each color will be changed to its complement (or "opposite" color).   If you only wish to Invert a portion of the icon, use the <u>Scissors tool</u>.   With a section of the screen highlighted, all changes in color will be confined to the selected area.   This command does not effect transparent and inverse transparent colors.

Special-Effects | Cycle Colors

Allows different colors to be displayed in the Icon Work Area to determine which provides the best color combination.

This command brings up a dialog box which allows you to cycle the entire work area repeatedly through the standard color palette.

Areas of the icon that were colored with black, white, transparent, and inverse transparent colors will not be changed while cycling through the colors.

Special-Effects | Flip Horizontal

Allows an image to be flipped horizontally.

This command will flip, or invert the work area on a horizontal axis.

This command is different from the Special-Effects | Rotate command in that the work area is inverted (turned upside down) as it is rotated.

Using the <u>Scissors tool</u> will allow only the material in the selected area to be flipped.

Special-Effects | Flip Vertical

Allows an image to be flipped vertically.

This command will flip, or invert the work area on a vertical axis.

This command is different from the Special-Effects | Rotate command in that the work area is inverted (turned upside down) as it is rotated.

Using the <u>Scissors tool</u> will allow only the material in the selected area to be flipped.

Special-Effects | Rotate

Rotates the image one quarter turn clockwise.

Selecting this command will rotate the icon or cursor 90 degrees at a time in a clockwise direction.   If you select this command four (4) times, you will end up where you started.

Using the <u>Scissors tool</u> will allow only the material in the selected area to be rotated.   The selected area must be a perfect square.

Special-Effects | Shift

Allows you to shift an image in any direction.

Selecting this command will display a small control box above the Icon Preview Area. Simply press one or more of the arrow keys to shift   your artwork in the direction of the arrow.

The Shift command has a built-in "wrap" feature which means if you shift an image too far, it will reappear on the opposite side.   This is useful for creating unusual effects and also frees you from worrying about shifting an image right off the work area.

The Shift command works on the entire work area or on portions which have been selected using the <u>Scissors Tool</u>.

This command is ideal for getting your artwork centered and lined up.

Special-Effects | Mirror Draw

Allows the creation of symmetrical drawings and figures using reflected, or mirrored patterns.

Creating symmetrical lines and figures is simple when using Mirror Draw.   Basically this means that, when this command is active, whatever is drawn on one portion of the screen, is reflected on another portion of the screen.   It is like placing a mirror across the icon and having each of your cursor movements reflected in the mirror.

There are many uses for this tool ... such as drawing anything with two symmetrical halves (people, animals, arrows, etc.), and for creating visually arresting kaleidoscopic effects.

When Special-Effects/Mirror Draw has been turned on, it uses the setting found in the Special-Effects | Mirror Draw Settings option to determine how "the mirror is to be laid" on the Icon Work Area, or in other words, how will modifying a portion of the screen effect all other sections of the screen.   This command toggles on and off each time it is selected.

Mirror Draw is available with the Pen, Line, Rectangle, and Ellipse tools.

Shortcut: ALT+M

Special-Effects | Mirror Draw Settings

Provides the settings used by the Mirror Draw command.

By selecting this command, you are presented with a dialog box that lists all of the possible ways in which "mirrors" can be placed on the Icon Work Area.

The effects of Horizontal, Vertical, Left-Right Diagonal, and Right-Left Diagonal will simply mirror (copy) whatever you draw on the opposite plane.   The Inverse Diagonal will also invert the image as it is copied.   The Kaleidoscopic Effect will enable Horizontal, Vertical, and Inverse Diagonal simultaneously to allow the creation of some interesting artwork. For a detailed explanation of the mirroring effects of these settings, see the Icon Creator User's Guide.

Don't forget you need to enable <u>Mirror Draw</u> for the settings to take effect!

Image Menu

The Image Menu is only available when Automatic Image Control is disabled.   This menu allows full support of multi-image icons.

For more information, select the Image Menu command name.

New
Open
Delete

Image | New

Adds a new image to the current icon.

This command will add a new image type to the current icon.   You are presented with a dialog box which lists the available image types.   You will be given the option of copying the current image to the new one, which can save considerable time when creating multi-image icons.

Image | Open

Opens an existing image in the current icon.

This command will open an existing image in the current icon.   You are presented with a dialog box which lists all available images.

Image | Delete

Deletes an image from the current icon.

This command will delete the current image from an icon.   After the image is deleted, you will be presented with a dialog box to choose the next image to open.   If the current image is the only image in the icon, you will be prompted to select a New Image.

Help Menu

The Help Menu   will direct you to information to further your skills in using Icon Creator.

For more information, select the Help Menu command name.

Help Index
Context Sensitive Help
About

Help | Help Index

Provides an index to the help files to assist you in locating answers to your questions.

Selecting the Help/Help Index command will bring up a screen listing the major headings of Help that is available for you.   By clicking on the desired topic, you will bring up the help screen that deals specifically with the area of concern.   All help screens are also cross referenced, making it easy to get help on related topics.

Shortcut: F1

Help | Context-Sensitive Help

Allows brief one-sentence descriptions of commands or screen functions to be displayed.

By selecting this command, you bring up a window that displays one-sentence descriptions of whichever portion of the screen you happen to be pointing at with the cursor.   As the cursor is moved from window to commands or to menu items, this line will automatically update itself and provide you with a brief description of that portion of the screen.

Shortcut: Shift+F1

Help | About

Displays copyright and version information about Icon Creator.

By selecting this   command, a simple dialog box appears listing the copyright information and product version number of your copy of Icon Creator.   Clicking the OK button will put the box away and allow you to continue with your work.

Pen Tool

Used for freehand drawing as well as performing detailed pixel by pixel work. This tool is the default tool selection when Icon Creator is executed.

When positioned over the Icon Work Area, the Pen tool's cursor is an arrow pointing to the upper left portion of the screen.   To change one pixel, position the cursor on the Icon Work Area and click the mouse button corresponding to the desired color.   By clicking and dragging the mouse, a freehand line is drawn in the selected color.

Mouse Buttons: Primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.

Flood Fill (Pour) Tool

Allows an area of an icon defined by a specific color to be changed to (or "filled with") a different color or pattern.

When positioned over the Icon Work Area, the Paint Roller's cursor becomes a paint bucket pouring over the work area.   To fill an area, position the cursor over the area to be changed and select the desired mouse button.   The entire area that is of the same color and is bordered by any other color will be filled.

If a flood operation fills more than you expected, it is because there was a gap that allowed the color to "leak" outside, so be sure the area you wish to fill is completely enclosed.   If you make a mistake, simply use the Edit | Undo command.

If you wish to fill an area that has previously been filled with a dithered color (pattern), you must first select the Options | Border Flood Fill command.   See a complete description of this command under the Options menu bar section.

Mouse Buttons: Primary button fills area with the primary (foreground) color while the secondary button fills with the secondary (background) color.

Line Tool

Creates lines of varying widths, colors, and lengths.

When positioned over the Icon Work Area, the Line tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select the starting point of the line.   By dragging the mouse, you will see an inverse-color line extend from the "anchored" starting point as you move the cursor around the work area.   Position the on the desired "end point" and release the mouse button.   A straight line of the color you selected will appear.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Line tool (See Options | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form a line, clicking the unused mouse button will cancel the selection.

Hollow Rectangle Tool

Draws an outline of a rectangle with varying colors and dimensions.

When positioned over the Icon Work Area, the Hollow Rectangle tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select the starting point (or corner) for the rectangle.   By dragging the mouse in any diagonal direction, an inversecolor outline will appear, letting you see the size and shape of the rectangle as you move the mouse around the work area.   Once the rectangle is sized and positioned where you wish, releasing the mouse button will cause an outlined rectangle of the color you selected to appear.

When the Options | Tools Squaring command is active, the Hollow Rectangle tool will only draw perfect squares.   The Brush width setting determines how wide the outline will be.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Hollow Rectangle tool (See Options | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   Holding the CTRL key while drawing will allow the origin of the rectangle to be moved.   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form the rectangle, clicking the unused mouse button will cancel the selection.

Solid Rectangle Tool

Draws a solid rectangle with varying colors and dimensions.

When positioned over the Icon Work Area, the Solid Rectangle tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select the starting point (or corner) for the rectangle.   By dragging the mouse in any diagonal direction, an inverse color outline will appear, letting you see the size and shape of the rectangle as you move the mouse around the work area.   Once the rectangle is sized and positioned where you wish, releasing the mouse button will cause a filled rectangle of the color you selected to appear.

When the Options | Tools Squaring command is active, the Solid Rectangle tool will only draw perfect squares.   The Brush width setting determines how wide the outline will be.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Filled Rectangle tool (See Options | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   Holding the CTRL key while drawing will allow the origin of the rectangle to be moved.   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form the rectangle, clicking the unused mouse button will cancel the selection.

Hollow Ellipse Tool

Draws an outline of an ellipse of varying sizes and colors.

When positioned over the Icon Work Area, the Hollow Ellipse tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select the starting point for the ellipse. By dragging the mouse in any diagonal direction, an inverse-color outline will appear, letting you see the size and shape of the ellipse as you move the mouse around the work area.   Once the ellipse is sized and positioned where you wish, releasing the mouse button will cause an outlined ellipse of the color you selected to appear.

When the <u>Options Tools Squaring</u> command is active, the Hollow Ellipse tool will only draw perfect circles.   The Brush width setting determines how wide the outline will be.

<u>Mouse Buttons</u>:   Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Hollow Ellipse tool (See Option/Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   Holding the CTRL key while drawing will allow the origin of the ellipse to be moved.   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form an ellipse, clicking the unused mouse button will cancel the selection.

Solid Ellipse Tool

Draws a solid ellipse of varying sizes and colors.

When positioned over the Icon Work Area, the Solid Ellipse tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select the starting point for the ellipse. By dragging the mouse in any diagonal direction, an inverse-color outline will appear, letting you see the size and shape of the ellipse as you move the mouse around the work area.   Once the ellipse is sized and positioned where you wish, releasing the mouse button will cause a filled ellipse of the color you selected to appear.

When the Options Tools Squaring command is active, the Solid Ellipse tool will only draw perfect circles.   The Brush width setting determines how wide the outline will be.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Solid Ellipse tool (See Option | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   Holding the CTRL key while drawing will allow the origin of the ellipse to be moved.   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form an ellipse, clicking the unused mouse button will cancel the selection.

Hollow Polygon Tool

Draws an outline of a complex, multi-sided image with varying colors and dimensions.

When positioned over the Icon Work Area, the Hollow Polygon tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select a starting point.   By dragging the mouse in any direction, an inverse-color outline will appear, allowing you to position the first side of the polygon where you wish.   Releasing the mouse button "anchors" the first side of the polygon.   The "end point" of the first side then becomes the "starting point" of the second side.   Move the mouse to the end point of the second side and click.   You will again see a line appear, allowing you to drag the mouse to select the appropriate position for the second side.   This process can be repeated as many times as you wish until the polygon is complete.   The polygon tool allows you to cross over previously drawn lines of the figure.   Once the figure suits your taste, there are two ways to complete the polygon. One is to double-click the mouse button anywhere inside the Icon Work Area.   The other is to "close" the figure by ending a segment at the start of your first segment.   Once the polygon is closed, all inverse colored lines change to the selected color and figure is complete.

The polygon tools can be used to create various figures such as triangles, hour-glass shapes, octagons, and many other multi-sided figures.

When the Options | Tools Squaring command is active, the Hollow Polygon tool will only draw lines at perfect 90 degree and 45 degree angles.   The Brush width setting determines how thick each side will be.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Hollow Polygon tool (See Options | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form the polygon, clicking the unused mouse button will cancel the selection.

Solid Polygon Tool

Draws a solid complex, multi-sided image with varying colors and dimensions.

When positioned over the Icon Work Area, the Solid Polygon tool's pointer becomes a crosshair cursor.   Clicking the mouse button will select a starting point.   By dragging the mouse in any direction, an inverse-color outline will appear, allowing you to position the first side of the polygon where you wish.   Releasing the mouse button "anchors" the first side of the polygon.   The "end point" of the first side then becomes the "starting point" of the second side.   Move the mouse to the end point of the second side and click.   You will again see a line appear, allowing you to drag the mouse to select the appropriate position for the second side.   This process can be repeated as many times as you wish until the polygon is complete.   The polygon tool allows you to cross over previously drawn lines of the figure.   Once the figure suits your taste, there are two ways to complete the polygon. One is to double-click the mouse button anywhere inside the Icon Work Area.   The other is to "close" the figure by ending a segment at the start of your first segment.   Once the polygon is closed, all inverse colored lines change to the selected color, the interior is filled with the selected color, and figure is complete.

The polygon tools can be used to create various figures such as triangles, hour-glass shapes, octagons, and many other multi-sided figures.

When the Options | Tools Squaring command is active, the Solid Polygon tool will only draw lines at perfect 90 degree and 45 degree angles.   The Brush width setting determines how thick each side will be.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Solid Polygon tool (See Options | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   When working with the icon, the primary button produces the primary (foreground) color while the secondary button produces the secondary (background) color.   When dragging to form the polygon, clicking the unused mouse button will cancel the selection.

Eraser Tool

Selectively erases (i.e., replaces) a given color with an alternate color.

To be accurate, the eraser tool does not actually erase a color, but changes a target color with a specified replacement color.   If you wish to selectively erase or change a particular color in an icon or cursor, be sure that the color you want erased is selected as the foreground color.   The currently selected background color acts as the replacement color. When you have selected your target and replacement colors, selecting the Eraser tool and moving it to the Icon Work Area will cause the cursor to change into a small, transparent rectangle.   This tool will only have an effect if you are holding the mouse button down while the cursor is over a pixel that matches the foreground color selection.   When a matching color is found, that pixel is changed to the replacement color.

The Eraser tool is excellent for performing detailed work.   If you wish to alter a larger area, simply select a thicker brush width, and hold the mouse button down while moving it over the target area.

It is important to note that the Eraser tool will not erase dithered colors.   However, interesting effects can be achieved by replacing one of the solid colors that make up the pattern and replacing it with a different solid color.   If you wish to completely erase an area filled with a dithered color, it is recommended that you use the Options | Border Flood Fill command and the Paint Roller tool.

Mouse Buttons: Either mouse button performs the same function when erasing portions of the work area.

Scissors Tool

Allows specific portions of the icon or cursor to be selected for special functions.

This tool is used for defining a specific area of an icon or cursor which you would like to perform a   command   on.   For example, if you would only like to clear a small portion of the work area , you use the Scissors tool to select the area you would like clear and execute the Edit | Clear command.   Only the section of the work area you selected with the scissors tool will be cleared.

You operate the Scissors much like you would when drawing a rectangle.   When you position the cursor over the Icon Work Area after the tool has been selected, the pointer becomes a crosshair cursor.   By clicking, you select a corner "anchor point."   As you drag the cursor around the work area, you will see a dashed rectangle, which outlines the selected area.   Unlike the rectangle tool, when you finish sizing and performing your functions on the selected area, the outline will remain in the Icon Work Area.   This area will then be used for functions under the Edit and Special-Effects menus.

Once an area is outlined, it may be easily relocated by placing the mouse inside the selection area (the cursor will change to a 4-way arrow).   By clicking within the area, you can drag the selection from one portion of the work area to another.   This allows you to move blocks within the work area.   To do this, select the area you would like to move and execute the Edit | Cut command.   You will notice that the selected area is filled with the currently selected background color.   Now, click the cursor inside of the selected area and move it to its new location.   When you execute the Edit | Paste command, you will see that the block you selected has been relocated to its new area.

If you wish to select the entire work area, simply click once anywhere within the Icon Work Area.   If a selected rectangle is already defined, simply click outside of that rectangle (but still inside the Icon Work Area), or click once on the Scissors Tool icon on the Menu Bar.

Mouse Buttons: Clicking on the tool button with the secondary mouse button will cause Tool Squaring to be active for the Scissor tool (See Options | Tools Squaring for more information).   Holding down the SHIFT key while drawing will temporarily force Tool Squaring on or off (depending on its current state).   Holding the CTRL key while drawing will allow the origin of the rectangle to be moved.   Either mouse button operates exactly the same when using the Scissors tool.   When dragging to form the selection area, clicking the unused mouse button will cancel the selection.