

Iconographics

Tom Ekström

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COLLABORATORS

	<i>TITLE :</i> Iconographics		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Iconographics	1
1.1	MAIN	1
1.2	INTRODUCTION	1
1.3	QUICKSTART	2
1.4	INSTALLATION	3
1.5	INSTALL WORKBENCH ICONS	4
1.6	INSTALL ADDITIONAL ICONS	4
1.7	CONTENTS	5
1.8	ICONS	6
1.9	EXTRAS	6
1.10	CONSTRUCTION KIT	7
1.11	WORKBENCH PATTERNS	8
1.12	MOUSE POINTERS	8
1.13	MUI GADGETS	9
1.14	FONTS	9
1.15	DOCUMENTS	10
1.16	DISCUSSION	10
1.17	FILE OVERVIEW	12
1.18	MISC	15
1.19	COPYRIGHT	16
1.20	DISCLAIMER	17
1.21	HISTORY	17
1.22	NEWICON INFO	21
1.23	ACKNOWLEDGEMENTS	22
1.24	AUTHOR	22

Chapter 1

Iconographics

1.1 MAIN

ICONOGRAPHICS 3.0

Workbench Icon Collection
Full NewIcons support

Freely Distributable
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~1.~~~INTRODUCTION~~~~~	What is Iconographics?
~1.1.~Quick~Start~~~~~	For those who don't have patience...
~2.~~~INSTALLATION~~~~~	How to replace your original icons
~2.1.~The~Workbench~Icons~~~	Installing the system icons
~2.2.~The~Additional~Icons~~~	Using IconInstaller in manual mode
3. CONTENTS	What's in this package?
~3.1.~The Icons~~~~~	About the icons
3.2. The Extras	The additional goodies
~3.3.~Discussion~~~~~	Why another set of icons?
~3.4.~File~Overview~~~~~	Full listing of all files
~4.~~~MISCELLANEOUS~~~~~	General information
~4.1.~Copyright~~~~~	About distribution
~4.2.~Disclaimer~~~~~	Some more legalities
~4.3.~History~~~~~	Version information
4.4. NewIcon Information	What are these NewIcons?
~4.5.~Acknowledgements~~~~~	I want to thank...
~4.6.~Author~Info~~~~~	How to reach me

1.2 INTRODUCTION

1. INTRODUCTION

Iconographics is a complete collection of eight colour icons for Workbench versions 2 and later. Replacement icons for all standard system files are included, as well as many additional icons for different kinds of data files, PD/shareware applications, custom drawer icons and ToolManager dock icons. I haven't bothered to count them all, but there should be about 400 icons altogether in this release of Iconographics.

The icons can be installed either in standard or NewIcon format.

Additionally, this package includes Workbench patterns, fonts and mouse pointer and MUI gadget images to further enhance the appearance of the Workbench environment.

Iconographics requires a great deal of disk space, which means that a hard disk almost a must. A multisync or VGA monitor is also highly recommended. The IconInstaller program requires AmigaDos version 2 or later.

If you're really in a hurry, read the QuickStart guide to installing Iconographics.

Otherwise, be sure to read at least the part about Installation, and the Copyright and Disclaimer sections.

1.3 QUICKSTART

1.1. QUICK START

If you don't want to read through the whole documentation, here is a four-step checklist to get you started.

- (1) Double-click on the 'IGfx_Preview' icon to see a sample Workbench screen with Iconographics icons and backdrops.
 - (2) If you like what you see, double-click on the 'Install_Icons' icon. This will start an interactive installation session to replace your standard Workbench icons with Iconographics. Only the icon image is replaced; icon position, default tool, tool types etc. are not changed.
 - (3) When the session in step (2) is finished, look in the 'Icons/Misc' drawer for many additional icons. Use the IconInstaller program to copy the imagery from these icons to your original icons. Just drag and drop, and install!
 - (4) When you're finished installing the icons, take a look in the 'Extras' drawer and its subdrawers, for many additional goodies to make your Workbench look even better. Here you'll find Workbench patterns, mouse pointers, fonts and MUI gadget brushes.
-

1.4 INSTALLATION

2. INSTALLATION

A word of warning for novice users: DO NOT INSTALL THESE ICONS TO YOUR ORIGINAL WORKBENCH DISK! You should always be working with a copy, and use the original only to make a new copy if the one you're using goes corrupt.

What's more, be warned that these icons may use a hefty amount of disk space. I cannot recommend installing these icons to a floppy-driven Workbench, as space is very limited on a double-density disk. Therefore, a hard disk can be considered a requirement. If you're wondering why the icon files are so huge, see Discussion.

I recommend installing Iconographics with the supplied IconInstaller program. You'll save yourself a lot of time and effort and ensure that everything is installed correctly. IconInstaller will only replace the icon imagery. Icon position, tooltypes, default tool etc. will not be changed.

While the Iconographics icons can be used on a four colour screen, you should set your Workbench screen to eight colours or more to see the icons in their full glory. Use the ScreenMode program (in the 'Prefs' drawer of your Workbench disk) to change the number of colours.

The icons also require a custom palette for the icon colours to appear correctly. IconInstaller can install the palette for you when installing the Workbench icons. You can also install the palette manually with the Palette program (also in the 'Prefs' drawer on Workbench). The palette is saved as a standard IFF ILBM file, and is called 'IGfx_Palette'.

If you are using the NewIcons system, the NewIcon imagery will be installed instead of the standard imagery. Also, as the NewIcons contain colour information and will look good independently of the Workbench colours, no palette is installed either.

The process for installing the icons takes two steps:

1. Installing~the~Workbench~Icons.

This will install new images to all your standard Workbench icons, using IconInstaller with an interactive script. The Workbench icons will be presented one-by-one, and for each icon you can choose to install the new image or keep the original image.

2. Installing~the~Additional~Icons

IconInstaller can also be used in manual mode to install the image from one icon to another, using simple dragging and dropping. The 'Icons/Misc' drawer contains lots of extra icons, just waiting to be installed.

If you want to read more about IconInstaller usage and configuration, read the section on Additional documentation.

As for the goodies in the 'Extras' drawer, there is no special installation procedure. Refer to each section on the backgrounds, the fonts, the MUI gadgets and the mouse pointers for some notes about installation.

1.5 INSTALL WORKBENCH ICONS

2.1. INSTALLING THE WORKBENCH ICONS

The safest and easiest way to install new images to the standard Workbench icons is to use IconInstaller in the interactive script mode. Using IconInstaller ensures that only the imagery of your icons is changed, leaving other icon attributes (position, default tool, tooltypes, etc.) as they are. NewIcon users can install the NewIcon imagery instead of the standard imagery.

The script can be started with a double click on the 'Install_Icons' icon.

IconInstaller will search your Workbench disk according to the script, attempting to install new images to those icons that it finds. If you have deleted any files, you won't get 'fake' icons for them.

For each icon to be installed, IconInstaller will present you the original image and the new image side by side, along with the name of the destination icon. Click on 'Install' or 'Skip', to make your choice. IconInstaller will then move on to the next icon, and the process is repeated again until the script is ready.

In other words, if you skip every icon, nothing will be changed. It is safe to start the script just to get an idea what would be installed and how the new icons compare to your old icons, without actually changing anything.

At any point, you can instruct IconInstaller to install all icons in the script without further confirmation. Just click on the 'All' gadget. Needless to say, use this option with care. Furthermore, you can use the 'Quit' gadget at any point during the installation process to abort the installation.

The Iconographics set of icons requires a custom palette to make the icon colours appear correctly. IconInstaller will ask if you want to install the new palette, and install it for you if instructed. This procedure is skipped on systems with the NewIcons patch installed.

If you decide to install the icon for the Ram Disk, a small script must be added to your S:\User-Startup file. This is because the Ram Disk is created from scratch at every startup, and therefore the icon must be created as well. IconInstaller will ask you if you want the script to be added, and if you tell it to, install the script for you.

See also `Installing~the~Additional~Icons`.

1.6 INSTALL ADDITIONAL ICONS

2.2. INSTALLING THE ADDITIONAL ICONS

The 'Icons/Misc' drawer and its subdrawers contain many additional icons. These include custom drawer icons, data file icons, ToolManager dock icons, PD/Shareware program icons...

While Installing~the~Workbench~Icons can be done according to a script, the additional icons must be installed manually. Luckily, with the supplied IconInstaller program you can do this just as easily.

To start IconInstaller in manual mode, just double click on its icon.

IconInstaller will start as 'empty', with no icons. To install the image from one icon to another, you'll need to open a source icon and a destination icon. The easiest way to open an icon is to drag and drop it into the IconInstaller window. Source icons can be dropped in the box labeled 'New Image', destination icons in the box labeled 'Original Image'. You can also open icons using a file requester. Select 'Open Source Icon...' and 'Open Destination Icon...', respectively, from the 'Project' menu. Finally, the destination icon can also be opened by typing its name into the gadget labeled 'Destination icon'.

You can now click on the 'Install' gadget to replace the original image of the destination icon with the new one from the source.

You can also use IconInstaller to delete icons, and install whole directories of icons in one go, as well as set options to install other attributes in addition to (or instead of) the imagery. See the section on Additional documentation if you want to read about these more advanced options.

1.7 CONTENTS

3. CONTENTS

The Iconographics package contains many files for enhancing the looks of your Workbench. The main part of this package is a collection of icons. Icons for all standard Workbench files are included, with hundreds of additional icons for custom drawers, ToolManager docks, public domain and shareware programs and different types of data files.

Starting from version 3.0, Iconographics also includes Workbench backdrops, fonts, mouse pointers, and a complete selection of gadget images for MUI users.

Finally, there is some background information and discussion about the icons, plus a complete listing of all files included in this collection.

- | | |
|-----------------|------------------------|
| 3.1. The Icons | About the icons |
| 3.2. The Extras | Backdrops, fonts, etc. |
| 3.3. Discussion | Background information |

3.4. File Overview

Listing of all files

1.8 ICONS

3.1. ABOUT THE ICONS

While the icons in the Iconographics collection can be used with any screenmode, they will look best on a Workbench screen with eight colours or more, with an aspect ratio of approximately 1:1 (a screenmode with square pixels, eg. 640 x 480, 640 x 512, 800 x 600, 1024 x 768 etc). This means that a multisync or VGA monitor is highly recommended, unless you can stand the flickering of an interlaced PAL or NTSC screen.

The icons contain both standard and NewIcon imagery, so that users of the NewIcon system can install these icons as NewIcons.

The icons are located in their respective drawers as on a standard Workbench. In other words, icons for the preferences editors are in the 'Prefs' drawer, Workbench programs are in 'System', 'Tools' and 'Utilities', and so on. Some default icons (such as ENV:Sys/def_xxx icons, datatypes, dosdrivers etc.) can be found in the 'Misc/DefIcons' drawer and its subdrawers.

The 'Misc' drawer contains also lots of additional icons, eg. icons for PD/Shareware programs, different types of datafiles, icons for ToolManager docks, custom drawer icons etc.

The included IconInstaller program provides you with easy and painless Installation.

For in-depth information and background about the icons, see Discussion.

If you want to create your own icons using this same style, there is a Construction Kit IFF picture available, containing many objects to quickly put together new icons.

For a list of all icons in this release, see File~Overview.

1.9 EXTRAS

3.2. ABOUT THE EXTRAS

In addition to the icons, Iconographics also contains some extra goodies to further enhance the look of your Workbench environment. These include backdrop patterns for the Workbench screen and windows, mouse pointer images, bitmap fonts and gadget images for the popular MUI system. Furthermore, the 'Extras' drawer contains a construction kit IFF picture for easy creation of new icons in the Iconographics style, plus complete documentation for the IconInstaller program.

3.2.1. The Construction Kit	Cut and paste your own icons
3.2.2. The Workbench Patterns	Screen and window backdrops
3.2.3. The Mouse Pointers	Pointer images
3.2.4. The MUI Gadgets	MUI gadget imagery
3.2.5. The Fonts	Bitmap fonts
3.2.6. The Documents	Full IconInstaller documentation

1.10 CONSTRUCTION KIT

3.2. THE CONSTRUCTION KIT

Desperately needing an icon not found in this collection? Have no fear, the Construction Kit is here (to abuse an old cliché).

The Construction Kit is a standard IFF ILBM picture file, that contains many of the standard elements and objects that I've used throughout the icons in this collection. The name of the file is 'IGfx_ConstructionKit' and it is located in the main drawer of Iconographics. The picture can be loaded into any standard Amiga paint program (eg. Deluxe Paint, Personal Paint, Brilliance...).

The purpose of the Kit is of course to make it easier for you, dear Iconographics user, to quickly put together some new icons using brushes and cut-and-paste operations.

You can click on the IGfx_ConstructionKit icon for a preview.

I've found it easiest to design all the icons in a paint program, and then save the individual frames as brushes, which in turn can be loaded into an icon editor to produce the final icon. The way I use the Construction Kit myself is that I load it into the spare screen of the paint program, cutting out objects as brushes as I need them, and design the icons on the main screen. To my knowledge, at least DPaint and PPaint support main and spare screens.

The Kit contains three green boxes that display the sizes of the different types of icons (normal, prefs and dock) that I've used when creating Iconographics. These are meant as templates if you want to use the same sizes as I am using. The green border in the size box is meant as an outline, not part of the final icon, so cut just inside the border when saving the icon image as a brush.

Whether you keep these sizes or not, it's a good idea to keep most of your icons to a standard height, as this ensures that you'll get neat and tidy rows of icons in your drawers. The width of the icons is not so important, as Workbench takes the width of the filename into account anyway as well, when it arranges the icons.

For an extra three-dimensional look, apply some shadow to the lower right side of the objects in your final image. Red is good for a darker shade of yellow, light blue for green, and a whole range of black - dark blue - light blue - gray - white is available for shading. All the objects are

designed to have light coming from the upper left side, conforming to the look of the Workbench GUI.

If you decide to distribute some icons made using the construction kit, I'd be happy if you'd mention in the docs where the imagery comes from. I've worked a lot with this set of icons, so don't claim it as your own. Use your own judgement, give me credit where you think it's reasonable. See the copyright notice for for more info.

1.11 WORKBENCH PATTERNS

3.2.2. WORKBENCH PATTERNS

The 'WBPatterns' subdrawer in the 'Extras' drawer contains a selection of backdrop patterns for the Workbench screen and windows. The use of these patterns as Workbench backdrops requires AmigaDOS 3.0 or later.

Currently, six patterns are included.

The patterns are not designed specifically for the Iconographics palette. Instead, they all vary in size, palette and amount of colours used. If a pattern does not look right, try increasing the amount of colours on your Workbench screen. All patterns wrap around smoothly for a continuous effect.

While all patterns can be used on both the Workbench screen and windows, in my opinion some of them are more suitable for one or the other. CheckerBoard, Cloudy, Letters and SummerLeaves are good as Workbench backdrops. Cloudy, Emboss and Keyboard are good as window backdrops.

You can get a preview of each pattern by clicking on its icon.

To install the patterns, copy them wherever you keep backdrop patterns on your disk. For example, a 'Backdrops' subdrawer in the 'Prefs' drawer on your Workbench disk is a good place to store them. The easiest way to copy the patterns is by dragging and dropping them with the mouse. When you have copied the patterns, use the 'WBPattern' preferences editor (normally in the 'Prefs' drawer on your Workbench disk) to install the patterns as Workbench screen and window backdrops.

1.12 MOUSE POINTERS

3.2.3. THE MOUSE POINTERS

The 'MousePointers' subdrawer in the 'Extras' drawer contains new preference preset files for the mouse pointer.

Currently, only one mouse pointer is included. This contains a pointer image similar to the one used in Iconographics icons. The busy pointer image is an hourglass.

You can install the pointer temporarily by clicking on its icon.

To install the new mouse pointer more permanently, copy it to the 'Presets' subdrawer of the 'Prefs' drawer on your Workbench disk. The easiest way to do this is to drag and drop it with the mouse. Next, use the 'Pointer' preferences editor to select the new image for your mouse pointer.

1.13 MUI GADGETS

3.2.4. THE MUI GADGETS

The 'MUIGadget' subdrawer in the 'Extras' drawer contains gadget images for use with the popular Magic User Interface (MUI) system.

The gadget images are designed using only the basic four colours of the standard Workbench palette, namely gray, black, white and blue. This way, you can use the images on a 4-colour Workbench, and with an Iconographics or MagicWB palette installed.

To use these gadget images, copy the 'MUIGadgets' drawer to the MUI 3.1 'Images' subdrawer. The easiest way to do this is to drag and drop it with the mouse. Next time you start the MUI preferences editor, the new gadget images will be available for use.

MUI is developed by Stefan Stuntz.

1.14 FONTS

3.2.5. THE FONTS

The 'Fonts' subdrawer of the 'Extras' drawer contains some bitmap fonts useable as the system default text font, icon text font or screen font, and why not for something else as well. Currently, only one font is included.

Shell.font is a non-proportional (fixed width) font meant to be used as the system default text font. As the name implies, this is used (among other things) in the DOS shell. The font comes in three sizes: 6, 8 and 9 points (= height in pixels). The main attraction of this font is that the width of each character is one pixel less than the height. In other words, the 8 point font is 8x7 pixels and the 9 point font is 9x8 pixels. (Characters in the 6 point font are square 6x6 pixels, however). This means that, compared to the the standard Topaz font, you get more characters on a line. For each 80 characters, you get an extra 11 characters! The 6 point font can be used when you want to cram as much data in a shell or editor window as possible.

These fonts include all international characters.

To install these fonts, drag and drop the 'Shell' drawer and the 'Shell.font' file into your FONTS: directory (normally this is the 'Fonts' drawer of your Workbench disk). Alternatively, you can issue the CLI commands

```
CD [Where you unpacked Iconographics]/Extras/Fonts
Copy #? ALL TO FONTS:
```

The fonts are then available for use with any program that supports bitmap fonts. To install the fonts as your default text font, use the Font preferences editor (in the 'Prefs' drawer on your Workbench disk).

1.15 DOCUMENTS

3.2.6. ADDITIONAL DOCUMENTATION

The 'Documents' subdrawer in the 'Extras' drawer contains additional documentation for the IconInstaller program. This manual describes the usage, different modes and configuration of IconInstaller in detail.

If you want to keep the IconInstaller program as an icon utility even after having installed the icons in this package, you might want to copy this IconInstaller.guide as well for later reference. Just drag and drop it to wherever you keep your other utility documents.

If you're reading this from the original IconInstaller archive, you can [click here](#) to enter the IconInstaller manual.

1.16 DISCUSSION

3.3. DISCUSSION

Iconography - The science of identification, description, classification and interpretation of symbols, themes and subject matter in the visual arts. The term can also refer to the artist's use of this imagery in a particular work.

- Encyclopaedia Britannica

Some people might remember me from 'IconPack', my previous set of icons. I asked this question then, and I'll ask it again:

Why another set of icons?

Well, it seems that I just can't stop drawing these little thingies :-). In other words, I did it because it was fun. If 'IconPack' was the 'no frills' collection (4 colour icons for non-interlaced screens), these are the 'bells and whistles'. In both cases I designed the icons for my own personal use, according to my taste and what my needs were at that time.

The palette is selected to get the most vivid and various colours possible using only eight colours. The first four colours are the standard gray, black, white, and blue. The other four colours are red, dark blue, light green and orange. In fact, it's the default multicolor palette of Workbench 3.0. I just swapped the upper four colours around a bit. To version 1.1, I adjusted the palette a little bit, to get even more distinct colours.

Actually, because of the way the palette is arranged now, the icons will retain most of their looks even on a standard four-colour screen (with a gray-black-white-blue palette). Of course, the icons will lose most of their colour, and the effect will be a bit like looking at the icons in half darkness. As mentioned in the Installation section, a screenmode of eight or more colours is recommended.

While the icons use only three bitplanes (8 colours), they are saved with eight bitplanes of data. This ensures that the icon colours will look right with every machine, with every screenmode, especially when using more than eight colours. The downside of this is that the icon files are huge. The reason for this is the colour-allocation scheme of Workbench version 3 and above, where only the first four and the last four colours of the Workbench screen can be specified.

Starting from version 2.0 of Iconographics, the icons can also be installed in the NewIcon format. This effectively overcomes the drawbacks mentioned above, and you won't have to install any special palette either. However, you must have the NewIcons system installed on your computer to be able to take advantage of this feature. The Iconographics icons contain both standard and NewIcon imagery, and depending on if you are using the NewIcon system or not, the appropriate imagery is installed.

Some inspiration and ideas for these icons were taken from MagicWB, some from NewIcons, some from Windows, some from the Mac. Oh well. With so many icons, some of the ideas MUST be original, too :-). The artwork is totally my own, however. Everything is hand-drawn using an Amiga 1200 (2 chip + 4 fast, 85 MB HD) and Personal Paint 6.1.

Starting from release 1.1 of Iconographics, a collection of drawers marked with flags of different countries of the world is included. I've tried my best to make as accurate representations of the actual flags as I could, but if you think I've goofed up the colours, the size, or something, drop me a note and I will try to correct it. High detail is in many cases simply impossible though, as the available size is so small.

As there are so many countries in the world (at the last count, 184 nations were accredited to the United Nations), I had to make some selection. If your home country is not included, let me know and I'll include it in a future release.

As of release 3.0 of Iconographics, there are also some extra goodies included in addition to the icons. Currently, these include Workbench backdrops, fonts, MUI gadgets and mouse pointers, plus additional IconInstaller documentation. All patterns and gadgets images are hand drawn in Personal Paint, except the 'CheckerBoard' pattern which is made using an old PD pattern generator called 'Texture'.

1.17 FILE OVERVIEW

3.4. FILE OVERVIEW

This is a list of all files included with Iconographics 3.0.

```
Iconographics/
Extras      IconInstaller.info      IGfx30.readme      IGfx_Preview.info
Icons      Iconographics.guide      IGfx_Palette      Install_Icons
Extras.info  Iconographics.guide.info  IGfx_Palette.info  Install_Icons.info
IconInstaller Icons.info              IGfx_Preview
```

```
Iconographics/Extras/
ConstructionKit MousePointers ConstructionKit.info MousePointers.info
Documents      MUIGadgets   Documents.info      MUIGadgets.info
Fonts          WBPatters   Fonts.info          WBPatters.info
```

```
Iconographics/Extras/ConstructionKit/
IGfx_ConstructionKit IGfx_ConstructionKit.info
```

```
Iconographics/Extras/Documents/
IconInstaller.guide IconInstaller.guide.info
```

```
Iconographics/Extras/Fonts/
Shell Shell.font
```

```
Iconographics/Extras/Fonts/Shell/
6 8 9
```

```
Iconographics/Extras/MousePointers/
HiresPointer.pre HiresPointer.pre.info
```

```
Iconographics/Extras/MUIGadgets/
ArrowDown_17pt.mf0 CheckMark_20pt.mf1 PopDrawer_20pt.mf1
ArrowDown_17pt.mf1 Chip_11pt.mbr      PopFile_20pt.mf0
ArrowLeft_17pt.mf0 Cycle_13pt.mf0    PopFile_20pt.mf1
ArrowLeft_17pt.mf1 Cycle_13pt.mf1    PopUp_20pt.mf0
ArrowRight_17pt.mf0 DiskDrive_9pt.mbr PopUp_20pt.mf1
ArrowRight_17pt.mf1 Disk_11pt.mbr     RadioButton_16pt.mf0
ArrowUp_17pt.mf0   Drawer_9pt.mbr   RadioButton_16pt.mf1
ArrowUp_17pt.mf1   HardDisk_9pt.mbr Volume_9pt.mbr
Assign_9pt.mbr     Network_9pt.mbr
CheckMark_20pt.mf0 PopDrawer_20pt.mf0
```

```
Iconographics/Extras/WBPatters/
CheckerBoard      Cloudy.info Keyboard      Letters.info
CheckerBoard.info Emboss      Keyboard.info SummerLeaves
Cloudy            Emboss.info Letters      SummerLeaves.info
```

```
Iconographics/Icons/
Misc System Utilities Prefs.info Tools.info
Prefs Tools Misc.info System.info Utilities.info
```

```
Iconographics/Icons/Misc/
```

DefIcons FlagDrawers DockIcons.info Programs.info
DockIcons Programs Drawers.info Viiru.info
Drawers DefIcons.info FlagDrawers.info

Iconographics/Icons/Misc/DefIcons/
Archive Music def_disk.info def_trashcan.info Music.info
Devs Programming def_drawer.info Devs.info Programming.info
Disks System def_kick.info Disks.info System.info
Fonts Text def_project.info Fonts.info Text.info
Graphics Archive.info def_tool.info Graphics.info

Iconographics/Icons/Misc/DefIcons/Archive/
def_archive.arc.info def_archive.lha.info def_archive.xpk.info
def_archive.dms.info def_archive.lzh.info def_archive.zip.info
def_archive.gz.info def_archive.lzx.info def_archive.zoo.info
def_archive.info def_archive.uue.info

Iconographics/Icons/Misc/DefIcons/Devs/
def_datatype.info def_keymap.info def_printer.info
def_dosdriver.info def_monitor.info

Iconographics/Icons/Misc/DefIcons/Disks/
def_backup.ab.info def_harddisk.info def_hd.system.info
def_backup.qb.info def_hd.games.info def_hd.work.info
def_busedisk.info def_hd.music.info def_hd_graphics.info
def_cdrom.info def_hd.storage.info def_ramdisk.info

Iconographics/Icons/Misc/DefIcons/Fonts/
def_colorfont.info def_outlinefont.dmf.info def_outlinefont.tt.info
def_font.info def_outlinefont.nq.info
def_outlinefont.cg.info def_outlinefont.ps.info

Iconographics/Icons/Misc/DefIcons/Graphics/
def_anim.avi.info def_backdrop.info def_picture.jpg.info
def_anim.flc.info def_brush.info def_picture.pcx.info
def_anim.fli.info def_palette.info def_picture.png.info
def_anim.info def_picture.bmp.info def_picture.tif.info
def_anim.mpg.info def_picture.gif.info def_stencil.info
def_animbrush.info def_picture.info

Iconographics/Icons/Misc/DefIcons/Music/
def_music.dms.info def_music.smus.info def_sound.info
def_music.info def_music.st.info def_sound.voc.info
def_music.med.info def_sound.8svx.info def_sound.wav.info
def_music.pt.info def_sound.aiff.info

Iconographics/Icons/Misc/DefIcons/Programming/
def_exe.sas.info def_object.m.info def_source.e.info
def_gst.info def_object.sym.info def_source.h.info
def_lib.info def_p.info def_source.hpp.info
def_lst.info def_source.asm.info def_source.i.info
def_makefile.info def_source.c.info def_source.info
def_map.info def_source.cpp.info def_source.mod.info
def_object.info def_source.def.info def_source.rexx.info

Iconographics/Icons/Misc/DefIcons/System/
def_catalog.info def_handler.info def_language.info def_preset.info

def_commodity.info def_install.info def_library.info
 def_country.info def_kickstart.info def_macrom.info
 def_device.info def_kingcon.info def_mountlist.info

Iconographics/Icons/Misc/DefIcons/Text/

def_doc.black.info def_doc.red.info def_guide.green.info def_text.info
 def_doc.blue.info def_doc.yellow.info def_guide.info
 def_doc.green.info def_guide.black.info def_guide.red.info
 def_doc.info def_guide.blue.info def_guide.yellow.info

Iconographics/Icons/Misc/DockIcons/

Bars&Pipes.info FinalCopy.info OctaMED.info Telecom.info
 Brilliance.info FinalData.info Organiser.info TurboCalc.info
 Cinema4D.info FinalWriter.info PageStream3.info Twist.info
 Cinemorph.info Games.info PCRestore.info TypeSmith.info
 CProg.info Grapevine.info PFM.info UnPacker.info
 Datastore.info ImageFX.info Photogenics.info View.info
 DirOpus.info Imagine.info PPaint.info VistaPro.info
 DistantSuns.info LightWave.info Real3D.info WebBrowser.info
 DMusic.info Mail.info Scala.info Wordworth.info
 DPaint.info Music-X.info ShapeShifter.info
 Editor.info NightView.info Shell.info
 FinalCalc.info Notator-X.info Studiol6.info

Iconographics/Icons/Misc/Drawers/

AnimBrush.info DOS.info Instruments.info RunRunRun.info
 Anims.info DOSDrivers.info Keymaps.info Scores.info
 ARexx.info DTP.info Languages.info Scripts.info
 AsmProg.info Env-Archive.info Libraries.info Small.info
 Backdrops.info EProg.info Locale.info Sounds.info
 Brush.info Fonts.info M2Prog.info SpeedDisk.info
 C++Prog.info FontsBubble.info Map.info Start.info
 Calc.info FontTools.info Monitors.info Storage.info
 CheckMark.info Games.info MUI.info System.info
 Chip.info GamesCard.info Paint.info Telecom.info
 Classes.info GamesChess.info PicsBubble.info Temp.info
 Commodities.info GamesPeople.info Pictures.info TempArrow.info
 CProg.info GamesShoot.info Planet.info Texts.info
 Data.info GamesSpace.info Plus.info TextsBubble.info
 DataTypes.info GamesSword.info Pointers.info Tools1.info
 Devices.info GfxTools.info Prefs.info Tools2.info
 Diagnostics.info Grapevine.info Presets.info Tools3.info
 DiskBubble.info Handlers.info Printers.info ToolsHammer.info
 DiskTools.info Icons.info PrinterTools.info Untitled.info
 Docs.info IconTools.info Private.info WordPro.info

Iconographics/Icons/Misc/FlagDrawers/

Albania.info Costa Rica.info Israel.info Portugal.info
 Algeria.info Croatia.info Italy.info Romania.info
 Andorra.info Cuba.info Japan.info Russia.info
 Argentina.info Cyprus.info Latvia.info San Marino.info
 Armenia.info Czech Republic.info Liechtenstein.info Slovakia.info
 Australia.info Denmark.info Lithuania.info Slovenia.info
 Austria.info Egypt.info Luxembourg.info South Africa.info
 Azerbaijan.info Estonia.info Macedonia.info Spain.info
 Belgium.info Finland.info Malta.info Sweden.info
 Belorussia.info France.info Mexico.info Switzerland.info

Bolivia.info	Georgia.info	Monaco.info	Taiwan.info
Bosnia.info	Germany.info	Morocco.info	Tunisia.info
Brazil.info	Greece.info	Nepal.info	Turkey.info
Bulgaria.info	Hungary.info	Netherlands.info	Ukraine.info
Canada.info	Iceland.info	New Zealand.info	United Kingdom.info
Chile.info	India.info	Norway.info	United States.info
China.info	Indonesia.info	Philippines.info	Yugoslavia.info
Colombia.info	Ireland.info	Poland.info	

Iconographics/Icons/Misc/Programs/

Prefs	FontEditor.info	MODPlayer.info	TlManager.info
Algorhythms.info	FontViewer.info	MultiCX.info	Telecom.info
AppISizer.info	GBlanker.info	PCRestore.info	Telefax.info
BlitzBlank.info	GrabIFF.info	PowerPacker.info	TinyClock.info
CanonStudio.info	Grapevine.info	PPMore.info	ToolAlias.info
CBE.info	GuideEditor.info	PPShow.info	ToolManager.info
CycleToMenu.info	HDBackup.info	Prefs.info	TrashApp.info
DiskCopy.info	HDToolBox.info	Promotor.info	UnPacker.info
DiskEditor.info	ImageProcess.info	Prop3D.info	ViewTek.info
DiskSalv.info	MagicMenu.info	RTPatch.info	Virus_Checker.info
EqEd.info	Mail.info	SnoopDOS.info	Visage.info
FastJPEG.info	MFS.info	SYSInfo.info	

Iconographics/Icons/Misc/Programs/Prefs/

BlitzBlankPrefs.info	JFIF DataType.info	MultiCX.info	ToolManager.info
CanonPref.info	MUI.info	ReqTools.info	

Iconographics/Icons/Prefs/

Font.info	Locale.info	Pointer.info	PrinterPS.info	Sound.info
IControl.info	Overscan.info	Printer.info	ScreenMode.info	Time.info
Input.info	Palette.info	PrinterGfx.info	Serial.info	WBPattern.info

Iconographics/Icons/System/

FixFonts.info	Fountain.info	NoFastMem.info	SetMap.info
Format.info	IntelliFont.info	RexxMast.info	Shell.info

Iconographics/Icons/Tools/

Commodities	Commodities.info	KeyShow.info	PrintFiles.info
Calculator.info	GraphicDump.info	Lacer.info	ShowConfig.info
CMD.info	IconEdit.info	MEmacs.info	
Colors.info	InitPrinter.info	PrepCard.info	

Iconographics/Icons/Tools/Commodities/

AutoPoint.info	CrossDOS.info	IHelp.info
Blanker.info	Exchange.info	MouseBlanker.info
ClickToFront.info	FKey.info	NoCapsLock.info

Iconographics/Icons/Utilities/

AmigaGuide.info	Display.info	MultiView.info
Clock.info	More.info	Say.info

1.18 MISC

4. MISCELLANEOUS

This chapter contains information about the history of Iconographics, legal notes such as copyright and disclaimer, my thanks to people who helped me create this set of icons, and information about the author. Also, For those not familiar with the NewIcon system, there is some basic information.

```
~4.1.~Copyright~~~~~  
~4.2.~Disclaimer~~~~~  
~4.3.~History~~~~~  
4.4. NewIcon Information  
~4.5.~Acknowledgements~~~~~  
~4.5.~Author~Information~~~~~
```

1.19 COPYRIGHT

4.1. COPYRIGHT

In the text below, the term 'Iconographics' refers to the collection of files listed in File~Overview.

Iconographics is freely distributable, copyrighted software. There is no shareware charge. This is generally known as FreeWare. Iconographics is copyright © 1995 by Tom Ekström. All rights reserved.

Iconographics can be distributed under the following conditions:

- (1) Iconographics must be distributed in its entirety, without additions, deletions or modifications of any kind. Compressing Iconographics with an archiver program (such as LhA) before distribution is permitted.
- (2) There are two exceptions to rule (1).
First, individual icons from the 'Icons/Misc/DefIcons' drawer and its subdrawers may be distributed with PD/Shareware releases. Icons in other drawers than the 'Icons/Misc/DefIcons' drawer may not be distributed without my prior written consent.
Second, icons made using graphics from the IGfx_ConstructionKit may be distributed, as long as the following line is included in the accompanying documentation:
"These icons are made using Iconographics by Tom Ekstrom".
- (3) No profit may be made for distributing Iconographics. A reasonable copying and handling charge for the media is acceptable.
- (4) No part of Iconographics may be included in a commercial product without my prior written consent. Explicit permission is granted to distribute Iconographics on InterNet/FTP (ie. Aminet), public access BBS's, and the Aminet, Fish series, and other CD-ROMs containing freely distributable software. Iconographics can be distributed on a magazine coverdisk, provided that an issue of the magazine is sent to me.

If you like these icons and decide to install them, feel free to send me a note. All bug reports, comments, requests etc. may be sent in

this direction.

These icons are free. However, any donations are gratefully accepted.

1.20 DISCLAIMER

4.2. DISCLAIMER

Use Iconographics and the included IconInstaller program at your own risk. The author cannot be held responsible for any damage caused by the use or misuse of Iconographics or IconInstaller.

If you find any bugs in the installation program please let me know about them so that I can fix them for a future release. I'd be glad to hear especially from you Workbench 2 users if everything is working correctly.

1.21 HISTORY

4.3. VERSION HISTORY

- Version 3.0 - 14.12.1995 - The 'Extras' release!
- New 'Extras' drawer with backdrops, fonts, mouse pointers, MUI gadgets, IconInstaller documentation!
 - IconInstaller upgraded to version 3.2
 - Icon additions:
 - Misc/DefIcons/Archive/def_archive.gz
 - Misc/DefIcons/Archive/def_archive.xpk
 - Misc/DefIcons/Programming/def_object.m
 - Misc/DefIcons/Programming/def_exe.sas
 - Misc/DefIcons/Programming/def_gst
 - Misc/DefIcons/Programming/def_lst
 - Misc/DefIcons/Programming/def_map
 - Misc/DefIcons/Programming/def_makefile
 - Misc/DefIcons/Programming/def_p
 - Misc/DockIcons/Cinema4D
 - Misc/DockIcons/DistantSuns
 - Misc/DockIcons/FinalCalc
 - Misc/DockIcons/Grapevine
 - Misc/DockIcons/Mail
 - Misc/DockIcons/PFM
 - Misc/DockIcons/Photogenics
 - Misc/DockIcons/Studio16
 - Misc/DockIcons/TypeSmith
 - Misc/DockIcons/VistaPro
 - Misc/Drawers/Backdrops
 - Misc/Drawers/Grapevine
 - Misc/Drawers/Icons
 - Misc/Drawers/MUI
 - Misc/Drawers/Plus
 - Misc/Drawers/Pointers
-

- Misc/Drawers/Small
- Misc/FlagDrawers/Albania
- Misc/FlagDrawers/Algeria
- Misc/FlagDrawers/Andorra
- Misc/FlagDrawers/Argentina
- Misc/FlagDrawers/Armenia
- Misc/FlagDrawers/Azerbaijan
- Misc/FlagDrawers/Belorussia
- Misc/FlagDrawers/Bolivia
- Misc/FlagDrawers/Bosnia
- Misc/FlagDrawers/Brazil
- Misc/FlagDrawers/Chile
- Misc/FlagDrawers/China
- Misc/FlagDrawers/Colombia
- Misc/FlagDrawers/Costa Rica
- Misc/FlagDrawers/Cuba
- Misc/FlagDrawers/Cyprus
- Misc/FlagDrawers/Egypt
- Misc/FlagDrawers/Georgia
- Misc/FlagDrawers/India
- Misc/FlagDrawers/Indonesia
- Misc/FlagDrawers/Liechtenstein
- Misc/FlagDrawers/Macedonia
- Misc/FlagDrawers/Malta
- Misc/FlagDrawers/Monaco
- Misc/FlagDrawers/Morocco
- Misc/FlagDrawers/Nepal
- Misc/FlagDrawers/Philippines
- Misc/FlagDrawers/San Marino
- Misc/FlagDrawers/South Africa
- Misc/FlagDrawers/Taiwan
- Misc/FlagDrawers/Tunisia
- Misc/FlagDrawers/Ukraine
- Misc/FlagDrawers/Yugoslavia
- Misc/Programs/Grapevine
- Misc/Programs/ImageProcess
- Misc/Programs/Mail
- Misc/Programs/Telefax
- Misc/Programs/Visage
- Misc/Programs/Prefs/MultiCX
- Icon modifications:
 - Misc/DefIcons/Programming/...small changes to everything here
 - Misc/DefIcons/System/def_device
 - Misc/DockIcons/Imagine
 - Misc/Drawers/Calc
 - Many small changes here and there, that no-one will probably never notice :-)
- IconInstaller changes:
 - Corrected small bugs that caused an incorrect image to be displayed in the 'New Image' box.

- Version 2.1 - September 12, 1995 - The "bugfree" version :-I
- This version was never released due to upload problems
 - IconInstaller upgraded to version 3.1
 - Corrected several nasty IconInstaller bugs:
 - Checking of current DOS version failed miserably
 - Probably crashed all AmigaDOS 2.0 and 2.1 systems
-

- Checking of MutualExclusive menuitems corrected
Would check even non-existing menuitems. Apparently this caused crashes on many AmigaDOS 3.1 systems
- Opening of NewIcons corrected
Would try to RemapChunkyImage() even when there was no chunky image
- INSTALLPALETTE would not mute the 'Insert volume PREFS:' requester correctly

Version 2.0 - August 28, 1995 - The NewIcons release!

- IconInstaller upgraded to version 3.0
- Icon additions:
 - Misc/DefIcons/Archive/def_archive
 - Misc/DefIcons/Archive/def_archive.arc
 - Misc/DefIcons/Archive/def_archive.dms
 - Misc/DefIcons/Archive/def_archive.lha
 - Misc/DefIcons/Archive/def_archive.lzh
 - Misc/DefIcons/Archive/def_archive.lzx
 - Misc/DefIcons/Archive/def_archive.zip
 - Misc/DefIcons/Archive/def_archive.zoo
 - Misc/DefIcons/Archive/def_archive.uue
 - Misc/DefIcons/Disks/def_backup.ab
 - Misc/DefIcons/Disks/def_backup.qb
 - Misc/DefIcons/Disks/def_busydisk
 - Misc/DefIcons/Fonts/def_colorfont
 - Misc/DefIcons/Fonts/def_font
 - Misc/DefIcons/Fonts/def_outlinefont.cg
 - Misc/DefIcons/Fonts/def_outlinefont.dmf
 - Misc/DefIcons/Fonts/def_outlinefont.nq
 - Misc/DefIcons/Fonts/def_outlinefont.ps
 - Misc/DefIcons/Fonts/def_outlinefont.tt
 - Misc/DefIcons/Music/def_music.dmcs
 - Misc/DefIcons/Music/def_music.med
 - Misc/DefIcons/Music/def_music.pt
 - Misc/DefIcons/Music/def_music.smus
 - Misc/DefIcons/Music/def_music.st
 - Misc/DefIcons/Music/def_sound.8svx
 - Misc/DefIcons/Music/def_sound.aiff
 - Misc/DefIcons/Music/def_sound.voc
 - Misc/DefIcons/Music/def_sound.wav
 - Misc/DefIcons/Programming/def_lib
 - Misc/DefIcons/Programming/def_object
 - Misc/DefIcons/Programming/def_symbol
 - Misc/DefIcons/System/def_country
 - Misc/DefIcons/System/def_device
 - Misc/DefIcons/System/def_handler
 - Misc/DefIcons/System/def_kickstart
 - Misc/DefIcons/System/def_language
 - Misc/DefIcons/System/def_library
 - Misc/DefIcons/System/def_mountlist
 - Misc/DockIcons/Imagine
 - Misc/DockIcons/Real3D
 - Misc/Drawers/Languages
 - Misc/Programs/Algorhythms
 - Misc/Programs/BlitzBlank
 - Misc/Programs/Prop3D
 - Misc/Programs/Prefs/BlitzBlankPrefs

- Icon modifications:
 - Misc/Programs/SnoopDOS
 - Prefs/Font
 - Utilities/Say
 - Small modifications to many icons
- IconInstaller changes:
 - Full NewIcons support:
 - Install newicons, convert standard icons <-> newicons!
 - Position settings
 - New script command switches: IFNEWICONS, IFNOTNEWICONS
 - New SCRIPTMODE script command
 - New tooltypes: SIMPLEREFRESH, ASKNEWICONS, NEWICON, POSITION, TOOL1..TOOL4
 - Tooltype SETTINGS negated to NOSETTINGS
 - Other Default Tool can now be specified at runtime
 - Major cleanup of code
 - Many small bugfixes

- Version 1.2 - August 1, 1995 - Small update, mostly DockIcons
- IconInstaller still at version 2.1
 - Icon additions:
 - Misc/DefIcons/Graphics/def_picture.png
 - Misc/DefIcons/Music/def_music.med
 - Misc/DefIcons/Music/def_music.pt
 - Misc/DockIcons/Bars&Pipes
 - Misc/DockIcons/Cinemorph
 - Misc/DockIcons/Datastore
 - Misc/DockIcons/DMusic
 - Misc/DockIcons/FinalData
 - Misc/DockIcons/LightWave
 - Misc/DockIcons/Music-X
 - Misc/DockIcons/Notator-X
 - Misc/DockIcons/Organiser
 - Misc/DockIcons/Scala
 - Misc/DockIcons/TurboCalc
 - Misc/DockIcons/Twist
 - Misc/DockIcons/WebBrowser
 - Icon modifications:
 - Misc/DefIcons/Graphics/def_stencil
 - Small changes to icons in Misc/FlagDrawers/
 - The following icons were corrupt in version 1.1, now corrected:
 - IGfx_ConstructionKit
 - Misc/DockIcons/ImageFX
 - Misc/FlagDrawers/Romania
 - Tools/Colors

- Version 1.1 - July 15, 1995 - ConstructionKit + flag drawers!
- IconInstaller upgraded to version 2.1
 - Icon additions:
 - Misc/DefIcons/Programming/def_source.e
 - Misc/DefIcons/Programming/def_source.rexx
 - Misc/DefIcons/Disks/def_cdrom
 - Misc/DefIcons/Disks/def_hd.games
 - Misc/DefIcons/Disks/def_hd.graphics
 - Misc/DefIcons/Disks/def_hd.music
 - Misc/DefIcons/Disks/def_hd.storage
 - Misc/DefIcons/Disks/def_hd.system
-

- Misc/DefIcons/Disks/def_hd.work
- Misc/DefIcons/Graphics/def_palette
- Misc/DefIcons/Graphics/def_stencil
- Misc/DockIcons/ImageFX
- Misc/DockIcons/OctaMED
- Misc/Drawers/EProg
- Misc/Drawers/GamesCard
- Misc/Drawers/GamesChess
- Misc/Drawers/GamesPeople
- Misc/Drawers/GamesShoot
- Misc/Drawers/GamesSpace
- Misc/Drawers/GamesSword
- Misc/Drawers/Presets
- Misc/Drawers/Private
- Misc/Drawers/SpeedDisk
- Misc/Drawers/TempArrow
- Misc/Drawers/ToolsHammer
- Misc/Programs/Prefs/MUI
- Misc/Programs/CanonStudio
- Misc/Programs/FastJPEG
- Misc/FlagDrawers/... 38 countries in version 1.1
- Icon modifications:
 - Tools/Colors (the old one is now def_palette... suits it ← better)
 - Utilities/Display
 - Utilities/MultiView
 - Misc/Programs/PPShow
- IconInstaller bugfixes:
 - Bug with FORCE option in script mode, new icons were not ← created
 - Eg. Ram Icon and ENVARC:Sys/def_xxx are now handled correctly
- Other changes:
 - Included IGfx_ConstructionKit IFF ILBM picture
 - Small adjustments to the palette

Version 1.0 - June 05, 1995 - First release!
 - First public release.
 - IconInstaller 2.0 included

1.22 NEWICON INFO

4.4. NEWICON INFORMATION

NewIcons is a new standard of icon (.info) files that makes icons look good independently of the Workbench palette. This is accomplished by including new icon imagery with colour data in the icon tooltypes, and using a system patch to read this NewIcon imagery and display it instead of the standard icon image. When the patch is in use, the NewIcon image information is also hidden from the icon tooltypes.

In other words, NewIcons contain both standard and NewIcon imagery. When the patch is not in use, the standard imagery is displayed as usual.

Because the NewIcon images contain colour information, they are remapped to the current Workbench screen colours, and will therefore look good

on a screen with any palette.

To be able to use NewIcons, you'll need the NewIcons patch and the accompanying newicon.library. These are included in the NewIcons package. The package is not included with Iconographics, but can be obtained from eg. Aminet (pix/icon/NewIcons.lha), as well as several good PD/Shareware suppliers.

The NewIcons standard is developed by Nicola Salmoria.

1.23 ACKNOWLEDGEMENTS

4.5. ACKNOWLEDGEMENTS

I want to send my thanks and greetings to the following people (in no particular order):

- Amritpal Mann
for his excellent Turbo Modula-2 compiler, used in programming IconInstaller.
- Michael Console Battilana and the people at Cloanto
for the copy of Personal Paint, used to draw these icons.
- Fred Fish, Urban Mueller and all the Aminet administrators
for all the work they've done distributing Amiga software.
Without these people you probably wouldn't be reading this.
- Nicola Salmoria
for developing the NewIcons system.
- All the people who have sent me feedback about Iconographics and IconPack
You know who you are. Special thanks to those of you who sent me a postcard or a letter, since you didn't get a reply. I couldn't answer all of you, so I decided not to answer anyone. The grand award must go to the local newspaper from Doncaster :-). Special thanks also to all who sent me requests and inspiration for new icons and icons they've created with the Construction Kit.
- Viiru
the real 'Krazy Kat'.

1.24 AUTHOR

4.6. AUTHOR INFORMATION

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I will reply to all e-mail I get. I'm afraid that my replying to paper mail is more shaky. The e-mail address is valid at least until autumn 1996. The paper mail address is valid long into the future.
