NewIcons

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                      Version 4.6
         brought to you by
    Team NewIcons
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1.2 Introduction

                        Greetings Amiga User!

The NewIcons Package is a revolutionary GUI enhancement system for the Amiga
computer. It adds many new features to the Workbench that, we hope, will be
standard in the next generation Amiga operating system. Specifically, it
allows for a palette independent icon system whereby icons look color correct
on any system, no matter what your Workbench palette is set to. It allows you
to use icons in up to 256 colors, adds default icons for many, many file
types, and works on any Amiga with OS3 and up.

If you have never used NewIcons before, please read the documentation
carefully...it will save you from any trouble you should encounter. If you are
a seasoned NewIcons user, also be sure to read the documentation
carefully...there are a lot of new
                    features
                     in this latest version.

This archive is not "just another set of icons". This is a completely new
concept, which we hope will revolutionize, and push in the right direction,
the idea of GUI on the Amiga.

                        BACKGROUND INFORMATION
                        ======================

Kickstart 3.0 was Commodore's first step towards ReTargetable Graphics. There
isn't a device independent graphic engine yet, but there is a new pen
arbitration system which allows applications to obtain a given color, or the
one which is closest to it if there are not enough free pens.

It's simply ridiculous that, on a system capable of displaying a 256 color
Workbench screen, and with a pen arbitration system like the one described
above, icons are limited to 8 colors. Various solutions have been proposed,
ranging from "use some colors and hope they are right" to "allocate some pens

and reserve them for icon display", but they all miss the point, which is:

  Why should I, the user, have to care about the icon palette?

  Why should I set the system palette in a way decided by someone else
  (the icon designer) and not the way _I_ like it?

When you display a picture on the Workbench screen using MultiView, you don't
have to care about the palette: the system chooses it for you. So why should
one care about the palette used by icons? The system should take care of it,
not the user.

Unfortunately, icons don't carry palette information. Therefore, Nicola had to
define a new standard for icon files, and write a system patch to make the
system recognize them. Several goals had to be reached:

· The new standard should be backward compatible, that is users not
  running the patch program should see the standard 4-color icons.

· Manipulation of icons by users not running the patch program should not
  cause the new icon information to be lost.

· Remapping of the icons to the Workbench palette should be as fast as
  possible.

· Data should be compressed in order to reduce disk usage.

All of the above goal have been reached. The new icon information is stored in
the ToolTypes, so it is completely backwards compatible. A library,
newicon.library, takes care of reading and writing the imagery in the
ToolTypes; it also hides away the special ToolTypes so that when one asks for
Information about an icon only the standard ToolTypes are shown. A patch
program, NewIcons, intercepts calls to icon.library, redirecting them to
newicon.library, so that Workbench and all other applications transparently
get the new icon imagery.

1.3 NewIcon Features

            NewIcons
             is a revolutionary system patch which enhances your Workbench
 and gives the user much more power and configurability over the
 appearance of the GUI (Graphical User Interface). The NewIcons
 system works transparently, and provides for a standard icon system
 that will look the same on any system, no matter what the palette is
 set to.

            DefIcons
             complements the Newicons system. It works by
 recognizing a file's type, and instantly displaying the appropriate
 icon image for files without icons attached to them.

The system's features include:

· Allows up to 256 color icons on an AGA machine. (!)

· Icon colors are color correct on an AGA system no matter what your
  palette is set to. They automatically appear in perfect color.

· Default icons for dozens of file types automatically appear for
  files without icons (FAST!). Recognizes file types in a very
  efficient manner. If you click on a "fake" icon, your appropriate
  user-defined default tool will appear in the "Execute command" text
  field automatically!

· Make a brush, convert it to an icon. It will appear on your workbench
  in the exact proper colors you created it in, no matter what your
   palette is set to. Imagine making gorgeous icons from your digitized
   pics, in more than 16 colors!

· Icon images are compressed to maximize disk space. They are
  uncompressed faster than you can say "NewIcons"!

· Fix that ugly Cross-DOS icon to look like a standard NewIcon.

· Unique icons for RAM-Disks and CD-ROM's that don't have icons.

· A complete set of beautiful, standardized Workbench icons, drawn by
  Phil Vedovatti. Hundreds of icons are also available separately on
  Aminet, some with a totally different style.

· Comprehensive set of utilities to allow you to manipulate your
  NewIcons.

· Totaly FREE! Why would anyone want to pay cash for icons?

· Dithering of icon images is selectable for users with fewer available
  Workbench colors. This is turned off by default.

· Icons can be given a single tooltype, which will tell NewIcons to display
  a NewIcon image from elsewhere on the system. This feature
  has some
                caveats
                , but introduces a huge number of neat possibilities
  for configuring your Workbench, and saves on disk space and chip RAM.
  Imagine having your Workbench icons appear randomly different on EACH
  reboot!

· The source for deficons.prefs has been included, so any enterprising
  programmer can add their own file identification types to the system!

· User configurable, GUI enhanced Preferences program to configure all
  attributes of the NewIcons system (dither, pen precision, etc.)

· The NewIcons patch is a commodity, which can be enabled and disabled
  on the fly, using Commodities Exchange.

- RTG (ReTargetable Graphics) mode, which allows graphics card users
  to store icon data in fast RAM instead of chip RAM. This has the
  advantage of saving your valuable chip RAM for other uses, and speeds
  up rendering of icons on the Workbench.

- Border removal option! Remember the Kickstart 1.3 days when there
  were no gray border boxes around the icons? This new option removes
  those silly looking boxes once again, and is user configurable.

- The system library is available in different versions, to ensure the
  best speed possible on every system configuration.

- NEW IN V4: Dragged icons can also be optionally made
  transparent.

- NEW IN V4: The text shown under the icons can be
  optionally rendered with a 3D or an outlined look.

- NEW IN V4: New utilities to make updating whole
  drawers or partitions with a specified drawer image, and a popup
  menu utility that displays icon images in a menu format -- could even
  be used as a program dock launcher with the appropriate scripts.

- NEW IN V4: New 32 color icon set. NewIcons is
  now sufficiently faster to allow fast rendering of higher bitplane
  icons.

1.4 Installation

                       To install the package, just double click on the " ←
                        Install_NewIcons"
icon. The script recognizes if NewIcons is already running, so
there is no need for a separate 'update' script for users of
previous versions of the programs.

Make sure you have some disk space on your SYS: partition.
You should have at least 300K available if you install the entire
package. If you don't have enough room on your partition and
you still want to install the package, see the
                tips and tricks
                 section
to learn how to make more room for the images. Alternatively, you
can install
                NewIcons
                 without the
                DefIcons
                 files.

You will be prompted as to which parts of the distribution you want
to install. For maximum performance, it is suggested that you install
both NewIcons and DefIcons.

There are various flavors of the newicon.library. The installer will
attempt to select the appropriate version for your system. If you
have a higher end amiga (AGA or gfx card), you'll be given a choice

between the middle-end or high-end library. If you have a graphics
card, or run your AGA Workbench in a higher number of colors, you
should select the high-end library. If you require dithering of
icon images (low bitplane screens), you can choose the middle-end
library.

In this version of the package, we have included a new 32 color icon
set. If you have a fast Amiga, you should have no problem with these
icons. On 68000 Amigas, you may want to stick with 16 color icons
and uncheck the box for installing 32 color icons. A separate archive
containing the original 16 color icons is available on Aminet, or
from the NewIcons Home Page. A 68030 should be fast enough for the
32 color icon set, and possibly 68020 machines as well.

The installer script will install the icon images on your system. The
existing tooltypes of your icons will not be touched by the installation
script, and the original icon images will not be removed. You will not see
the new icon images until the NewIcons program is run. The installer
script will launch NewIcons immediately, so you can view the new images
right away. Since your original icon images are not actually deleted,
it is easily possible to restore the icons to their original appearance,
so don't be intimidated by the installation process.

The NewIcons program will be copied to your c: directory, the
preferences editor will be copied to your Prefs/ directory, and
newicon.library will be put in your Libs: directory. You'll
be given the option of where you would like to put the other icon
utilities. If you choose to install DefIcons (highly recommended),
the program will be copied to your c: directory and the default icons
and brainfile will be put in ENVARC:. Your old default icons will
be backed up by the installer.

The program
                PatchOpenWB
                 will be copied to c:,
as well as the new ShowNI utility.

Two short commands will be added to your s:user-startup file to launch
NewIcons and DefIcons whenever you boot your system.

With this installation is the option to install default drawer images
to a user selected directory or partition. The installer will ask you
to supply a directory, and then a drawer icon image to choose for that
directory. All SUB-drawers of the selected drawer or partition will
be affected. Be careful--if you select an entire partition, make sure
that you want ALL those drawers changed. While it won't delete any
icons or tooltypes, it will wipe out any old Newicon drawer images
in those selected subdrawers with the new image. You can continue
to update more drawers until you are happy with the look. Wash,
rinse, repeat. :)

Also available is an option to install user selected disk icon images
to your various hard drive partitions. Simply select the partition,
then click on the icon image from the popup menu window, and you're
done. You can repeat the process for all your other devices.

Users of old versions of NewIcons! IMPORTANT!:

Since version 3.0, NewIcons requires a change in how it is run in the
user-startup script. For technical reasons, it must now be RUN'ned
like this:

RUN <>NIL: c:NewIcons

If you installed NewIcons previously with the installer script, the
installer will seek out the ;Begin Newicons line in the user-startup,
and will make the change for you automatically. If you have altered
your user-startup and removed the ";Begin Newicons" section, or added
the NewIcons commmand elsewhere in your startup, you will have to
remove the old NewIcons command from the user-startup script.

If your user-startup script launches NewIcons the old way (without
"RUN <>NIL: c:NewIcons"), your Amiga will freeze during bootup.

Note that if you are running a workbench replacement such as ScalOS or
Directory Opus Magellan in Workbench replacement mode, these programs
directly support the NewIcons system without requiring the NewIcons
executable to be run, so you should skip this step in the installation.

Kickstart 3.x users! IMPORTANT:

You need to add a line to your s:startup-sequence to fix a bug in
Kickstart 3.x. Add the following line to your startup-sequence,
before IPrefs and after SetPatch:

C:PatchOpenWB

Note that this might not be required if you already have another patch
doing the same job, such as the one included in MCP.

Once the installation is complete, reboot your computer and you're
ready to have the best looking GUI anywhere!

Don't forget to run the
              Preferences
               program to fine tune your setup.

The installation program only installs images for the standard WB, so
some files will likely not be "NewIconized" by the installer script.
Don't worry; you can add images to these icons later using the

              CopyNewIcon
               utility supplied in this archive.

NewIcons works by installing compressed images of the new icons into
tooltype lines of the .info files. Once NewIcons is launched, you
will not see these tooltypes, so they will not interfere with your
work. If for some reason you are not happy with NewIcons, you can
use the utility
              KillNewIcon
               to remove these images from the .info
files, restoring them to their original appearance.

There is a de-installation program which will remove the NewIcons
system entirely from your system, EXCEPT for the def_icons
contained in envarc:sys. Simply delete them by hand and install
your backups of the original default icons (you DID back them up
when the installer asked you if you wanted to, right?).

The big advantage of this system is that when the NewIcons program
is run, you see the new icon images. When NewIcons has not been
started, you will see the boring old icon you viewed before you
received this package. Therefore, icons that are transferred to
users not running NewIcons will still be visible as a plain,
old-style icon.

1.5 NewIcons

                    NEWICONS
========

This program is the actual patch that allow your system to display
NewIcons, and is launched from your user-startup. It must be RUN'ned
from the user-startup like this:

 RUN <>NIL: c:newicons

It accepts three parameters, and its template is as follows:

CX_PRIORITY/N/K,CX_POPKEY/K,PE=PREFSEDITOR/K

 CX_PRIORITY/N/K - This is the standard commodity hotkey priority.
                     This parameter prevents conflicts with hotkeys
                     between different programs. Consult your
                     Workbench manual if you don't understand this
                     parameter. The default setting for this
                     parameter is 0, and most likely you won't need
                     to change it.

 CX_POPKEY/K -   NewIcons is now a commodity, and pressing the
                     specified hotkey will open a window displaying
                     information about NewIcons, the current settings
                     for NewIcons, and displays a gadget to launch
                     the prefs program. The default hotkey is
                     Lalt Shift N.

 PE=PREFSEDITOR/K - This defines where NewIcons should looks for its
                     preferences program. By default, it looks for
                     Sys:Prefs/NewIconsPrefs. If you have placed
                     the prefs editor in another location, use this
                     parameter so NewIcons can find it.

 Examples:

```
RUN <>NIL: C:NewIcons  (most people will use this)
RUN <>NIL: C:NewIcons CX_POPKEY "lalt shift P"
RUN <>NIL: C:NewIcons PE Work:Prefs/NewIconsPrefs
```

The idea behind NewIcons is that we shouldn't need a fixed color
scheme for icons anymore. NewIcons will automatically remap icon images
using the colors available on the Workbench screen. A specific palette
is therefore not required (icons look reasonable even on a 2-color
Workbench) but it is suggested to obtain best results. If you use a
Workbench with >= 64 colors, you can ignore the palette completely.
The file "palette.preset" is the palette I use on my Workbench. Note
I have changed the pens used by bright and dark edges to have smoother
button gadgets, and that color 3 is the same as color 0 so that the
shell cursor is of the correct color. This palette uses 7 out of the
standard 32 colors used by the NewIcons. The remaining 25 are dynam-
ically allocated at run time.

ECS machine users:

If you are using an ECS machine, it helps to set up a suitable
palette. The recommended palette as used by the original 14-colors
iconset is:

```
                    Dec
              R    G    B
             ---  ---  ---
    Black      0    0    0
    Gray1      2    2    2
    Gray2      5    5    5
    Gray3      8    8    8
    Gray4     10   10   10
    Gray5     12   12   12
    White     15   15   15
    Green      2    8    2
    Yellow    13   11    3
    Red       13    2    2
    Purple     9    4   10
    Light Brown 12   9    6
    Dark Blue   0    5    9
    Light Blue  5    8   11
```


Of course you can sort them anyway you like, since NewIcons will pick
the correct colors from the above palette for you. A suitable palette
is supplied in the Extras drawer of this distribution.
Note that the iconset included in V4 uses a 32-color palette. However,
you can still use it on a screen with 16 colors or less - the icons will
be remapped to look as good as possible to fit with your current palette.
If you are using the new 32 color icon set with an ECS machine, you
won't be able to display all of the colors on your Workbench. The
new palette does use the above 14 colors in the palette however, so
the icons should look reasonable. Turning dithering mode on might
make them look even better.

Another useful feature is the DEFAULTIMAGE tooltype. Any icon that does
not have NewIcon image data in it can be given a single tooltype to
cause NewIcons to "borrow" an image from another NewIcon icon. To
use this feature, you simply add the following tooltype to the icon:

DEFAULTIMAGE=<location of image to "borrow">

For example, you could direct all your drawer icons to a single image
on your harddisk or RAM: disk. Once this is done, you can change the
image of all your drawers by changing the single "loaner" icon. You
can read more about using this feature
                     here
                        .

Workbench replacements users:

 If you aren't using the standard Workbench but one of its replacements
 (such as Directory Opus 5.x or Scalos), running the NewIcons
 executable might be not be required, since your Workbench replacement
 could have built-in support for NewIcons through newicon.library. In
 that case, you won't need to run the Newicons executable. Please
 refer to your Workbench replacement documentation for more details.

1.6 DefIcons

                   DEFICONS
 ========

Deficons is run as a single command in the user-startup. It takes no
parameters, and does not need to be RUN'ned, since it automatically
detaches from the CLI.

The DefIcons patch will magically transform Workbench's silly fake icons
(displayed when you pick the menu item Window/Show/All Files) into more
meaningful ones. The program not only recognizes files such as projects
and tools, but identifies various other file types:

        · IFF, JPEG, ANIM. GIF and PNG files
        · 8SVX, SMUS, DCMS, Med, and PT/ST mods
        · Handlers, Kickfiles, and Filesystems
        · ASCII, TeX, AmigaGuide and Postscript files
        · Source codes of various languages
        · Keymaps, Datatypes, Libraries, and Printer Drivers
        · Various crunched filetypes
        · Bitmap and Outline Fonts

           ...and several more.

Just like any "fake" icon, you can't double click on fake icons to
start the associated tool immediately, but if you have designated a
default tool for the deficon (located in ENVARC:sys), the "Execute

Command" text field will automatically have the default tool entered
for you. This feature is very handy for things like text files and
picture files that don't have icons attached to them.

Additionally, you can transform a fake icon into a real icon using
the
                    CreateDefaultIcon
                     utility.

DefIcons has a brainfile called deficons.prefs, which is copied to ENVARC:
by the install_NewIcons script. Unfortunately, it is currently not possible
to easily edit the brainfile, so you can't add your filetypes, but the
source code for deficons.prefs is included. Will a little programming
knowledge, you can create your own deficons classes. When you install
NewIcons, the Installer script copies the default def_xxx icon images to
ENVARC:. These icons are used by DefIcons.

Apart from fake icons, DefIcons has another wonderful feature: if a
volume doesn't have a disk.info icon, it will replace the standard
def_disk.info icon used by Workbench with a user-defined one. For
example, it will use def_CD0disk.info for a CD in CD0:, and
def_RAMdisk.info for the Ram Disk. If you did the old 'copy ramdisk.info
to ram:disk.info' trick, you can remove that command from your
startup-sequence.

DefIcons works well with multiple files systems and MFS. When a disk
without disk.info is inserted in DF0:, it first searches for an icon
named def_DF0disk.info; if it can't find it, it looks for an icon
named after the file system (def_DOS0disk.info, def_MSD0disk.info,
def_PFS0disk.info...) so you can have different icons for different
file sytems. Latest versions of CrossDos use an icon of their own
for MS-DOS disks. Since the icon is really ugly, you may want to use
your def_MSD0disk.info. To do that, load L:crossdosfilesystem into
a hex editor, search for the string "disk.info" and replace it with
something else, for example "dusk.info".

The disk trick will also work for non-DOS disks. In this case, the
basename is the one displayed by Workbench under the icon. For
example if Workbench shows "DF0:NDOS", the icon named def_NDOSdisk.info
will be used. DF0:???? is a special case: def_BADdisk.info will be
used.

DefIcons uses a tree structure when identifying files. For a JPEG
picture, for example, DefIcons will search in order first for
def_jpeg.info, def_picture.info and def_project.info. IFF files are
special, and DefIcons will search for def_XXXX.info, where XXXX is the
FORM type of the file. If it can't be found, def_iff.info is used.

For archived files there are three families: def_archive (lha, zip,...),
def_filearchive (for uuencode, compress, gzip,...) and def_diskarchive
(DMS). These families can have sons (i.e, def_lha, def_dms, etc)
if you create and add them to your ENVARC:sys directory.

Workbench replacements users:

 DefIcons will probably not work properly if you are using a Workbench

replacement such as Directory Opus or Scalos. This is not a bug in
DefIcons neither in the Workbench relacement! DefIcons was designed as
a patch for the standard Workbench. Workbench replacement will have
to implement their own system to provide a similar feature. Please
refer to your Workbench replacement documentation for information on
this.

1.7 NewIconsPrefs

NewIconsPrefs
=============

Since NewIcons V3, various features can be configured through the
preferences editor. There are three ways of launching the
preferences program for your convenience:

 1)   Start the Commodities Exchange program and select NewIcons.
      Click on the "Show Interface" gadget, or:

 2)   Double-click on the NewIconsPrefs icon from the Workbench,
      or:

 3)   Just hit the NewIcons hotkey (default is Left-Alt+shift+N)
      NewIcons will open a status window showing how many Newicons
      are currently open, and all the current options. From here
      you can click on "OK" to close the window, or click on
      "Prefs" to launch the preferences program.

Using NewIcons Prefs

There are eight configurable options from the Preferences program:

 DITHERING - (default: OFF) - Normally NewIcons does not dither
               the icon images. This generally results in better
               looking icons for AGA systems, since the icons
               appear exactly as they were created. For users
               with a limited number of available colors on the
               Workbench (such as those with <32 colors, you can
               try the DITHER option to improve the appearance
               of the icons.

               Won't be available if you are using the High-End
               version of newicon.library.

 NO BORDERS - (default: OFF) - Using this option removes the
               bounding icon boxes around your icons. This option
               MUST be enabled to be able to use the next one:

 TRANSPARENT - (default: OFF) - This will remove all the gray
               area around the icons, dramatically changing the
               appearance of your WB. This option is recommended
               primarily for die-hard NewIcons users who have done away

                    with all those non-NewIcon images on their system. It
                    can make non-NewIcon icons look strange at times,
                    but can transform your Workbench into a visually
                    stunning interface. Color zero is made completely
                    transparent, so the backdrop will fill where the
                    box was.

     TRANSP. DRAG - (default: OFF) - This option will have the
                    save visual affect as the NO BORDER and TRANSPARENT
                    options but on icons that are being dragged.

     RTG MODE   - (default: OFF) - This feature has been added
                    for the benefit of graphics card users only, and if
                    you have a graphics card, you can set this mode
                    to ON. RTG mode allows NewIcons to render the icon
                    images in Fast RAM instead of Chip RAM. It has
                    several advantages, including saving your precious
                    chip RAM for other uses, and speeds up icon render-
                    ing, since access to fast RAM is, well, faster! :)
                    If you don't have a graphics card, keep this mode
                    OFF or you will meet the Guru, most likely.

                    NOTE: RTG mode is only available with the high-end
                    version of the library. It also require a proper
                    graphic system that allows you to use FastRAM for the
                    graphic data, such as Cybergraphics or Picasso96.

     DEPTH PROMOTE-(default: NONE) - This option is really only use-
                    ful when using the TRANSPARENT option. If you have
                    non-NewIcon images that look particularly strange,
                    you can try this option. Turning on this option
                    causes all non-NewIcon images to be promoted to
                    8 bitplanes, and can sometimes fix those wierd
                    looking non-NewIcon images. The drawback of using
                    this mode is that it eats more memory. There are
                    3 modes available with this cyclegadget: NONE,
                    which will not promote icons (default), ONLY
                    WORKBENCH, which will promote only Workbench icons,
                    and ALL, which will promote appicons and other
                    images like dock icons that use icon images.
                    Depth promote may look better or worse, depending
                    on your OS/configuration. Play with the settings
                    and find the best effect for you.

                    IMPORTANT! If you are doing some editing on non-
                    NewIcons with an icon editor, be sure to turn
                    the DEPTH PROMOTE option to NONE or ONLY WB. If you
                    don't you'll be playing with an icon copy, and your
                    editor won't save it properly. You have been
                    warned.

     TEXT OUTLINE - (default:None) - This option will allow you to
                    change the way the text located under each icon is
                    displayed. "None" will display the text as it's usually
                    displayed, "Outline" will draw an outline around it,
                    and "Shadow" will display it with a 3D look. The color

used to draw the outline/shadow is the one you've set
as "Field" in your Font preferences.

NOTE: You must also set the icon text to "Text + Field"
in your Font preferences for this to work.

 PEN PRECISION-(default:16) - This option allows you to set
                how exact NewIcons will select the colors for
                displaying the icons. The default value is
                16, which is reasonable if you have a limited
                number of pen colors available on your WB. It
                won't steal all the colors from your other
                programs, but may not display everything with
                exact precision. The lower the PRECISION
                parameter, the greater the precision when
                picking colors to map the icons. Zero is very
                high precision, -1 is the highest, and is
                recommended for graphics card users or those
                with lots of available WB pens.

The four other gadgets in the Preferences window are fairly
self explanatory:

 SAVE   - Saves the currently set configuration permanently.

 USE   - Keeps the currently set configuration until the
                     next reboot.

 CANCEL   - Cancels any changed parameters.

 NewIcons Logo - Click here for version and author information.

NewIconsPrefs uses the ClassAct GUI system, and requires a few ClassAct
gadgets to be installed on your system. ClassAct is NOT included in
the NewIcons archive. It can be obtained from Aminet, or from the
Finale Developments web site, located at http://www.finale-dev.com.

1.8 CopyNewIcon

CopyNewIcon will likely be the most used of the support utilities.

This command is used to copy the NewIcon image from one icon to another.
You can use it to add NewIcon images to your other programs/files.
ONLY the NewIcon image is copied. The standard image and the other
properties of the destination icons are not affected.

You'll need this command to use the icons contained in the Icons/Misc
drawer. DO NOT USE THE USUAL 'COPY' COMMAND TO COPY THOSE ICONS. You
should consider the Icons drawer as a sort of "catalog" of images,
which you can pick IMAGES, and not true icons, from.

From CLI:

```
    Copynewicon srcicon desticon1 [desticon2...]

From Workbench:
    click on CopyNewIcon
    shift-click the icon you want to copy from
    shift-click the icons you want to copy to
    shift-double click the last icon

    Or, double-click on CopyNewIcon to be prompted for a source and
        a target icon through file requesters.
```

You can also add this command to the Tools menu using ToolManager or
ToolsPrefs.

1.9 CreateDefaultIcon

```
                  This will convert a fake icon to a real icon. Of course it is  ←
                    much more
useful if
              DefIcons
               is running.
```

It also replaces real icons with standard icons, that is with the ones
which would be used as fake icons if there wasn't a real icon. I hope
I've been convoluted enough to confuse you ;-)

Anyway, the interesting part is that if you use this command on a real
icon, the original properties will not be lost (position, drawer
dimensions, tooltypes, default tool – unless the def_icon has a default
tool by itself). This command is VERY handy to quickly replace all the
drawer icons in your hard disk.

```
Usage is the same as
              KillNewIcon
                 :
```

Click on CreateDefaultIcon, then shift-click on the icons you want
to make into a real icon. Double-click on the last icon selected.
If you have a standard default tool for certain files (like Multiview
for your AmigaGuide® files), you can add that tooltype to your
default icon (Envarc:sys/def_guide.info) and any AmigaGuide® files you
use CreateDefaultIcon on will have the correct default tool associated
with it. This technique is useful for picture and sound files, and ASCII
text files as well.

1.10 InjectBrush

This command is used to create a NewIcon. It can be used only from CLI.
It takes the name of the icon to NewIcon-ize and the names of two ILBM
brushes. The brushes should be 36x40 in size, and use the standard
palette. In the Extras/BUILDING_BLOCKS directory you find some standard
elements to use in creating NewIcon images.

Template:

ICON/A,NORMALIMAGE/A,SELECTEDIMAGE,FORCE/S

Example: injectbrush myicon.info brush1.iff brush2.iff

You can leave off the ".info" extension if you like. Injectbrush is
smart enough to know you mean the icon file, not the file itself.

Note that the original image is not removed from the icon. It stays
there so that users not running NewIcons can see an old-style icon.

Color 0 of the brush used to create a NewIcon is always considered
the transparent color. That is, it will always be remapped to color
0 of the screen.

The newicon.library does not optimize the color data. Thus, if you use
an 8 bitplane brush to create an icon, and it uses only 16 colors of
the 256 available, the icon created will be larger than if you used a 4
bitplane brush. The best thing to do is to always work on a 16 color
screen, using the building_blocks/platform provided to start from.

Injectbrush expects the brushes to be of the standard size and color
palette. You will be prompted if the brushes are not 36x40, or if the
palette colors are non-standard. This is NOT implemented to force you
to use a particular icon size or palette. Rather it is included as a
feature for those who want to keep their icons the same palette and size,
consistent with the included icon set.

This feature can be overridden by using the Force option.

1.11 KillNewIcon

            This is the complementary of
         InjectBrush
         . It removes the NewIcon and
restores the icon to its original image.

From CLI:
   Killnewicon icon1 [icon2...]

From Workbench:
   click on KillNewIcon
   shift-click the icons you want to remove the NewIcon from
   shift-double click the last of the icons

   Or, double-click on KillNewIcon to be prompted for a target icon
      through a file requester.

You can also add this command to the Tools menu using ToolManager or
ToolsPrefs.

1.12   PatchOpenWB

Kickstart 3.x has a serious bug concerning Workbench screen opening. If the
Workbench screen is closed and a program causes it to be opened, either by
calling OpenWorkBench(), or OpenWindow(), or LockPubScreen(), the system
may hang. Specifically:
  · If the program has priority less then 0, it will always hang.
  · If the priority is greater than 0, it will never hang.
  · If the priority is 0, it may or may not hang; it depends on when
     task switching happens.

This program is a workaround for the bug. It will intercept OpenWorkBench(),
OpenWindow() and LockPubScreen() calls and temporarily raise the priority to
1, thus avoiding the deadlock. This patch is necessary when running
NewIcons, otherwise the system will always hang when the Workbench screen
is closed and reopened.

To install the patch, just execute the program PatchOpenWb in your
startup-sequence, preferably before IPrefs, and after SetPatch.

Users of MCP and MultiCX can skip this installation as these programs have
their own OpenWB patch (just make sure to enable it).

1.13   UpdateDrawers

 This program will allow you to replace ALL drawer icons in a given
 path/partition (excluding this path's icon, i.e. specifying "SYS:Prefs/"
 will NOT change your SYS:Prefs icon), copying a specified NewIcon to
 them. This will include ALL sub-directories in the selected path.
 If, as an example, you specifying SYS:, then all drawers on that
 partition will be updated.

 Note that if a drawer doesn't already have an icon (normal or NewIcon),
 UpdateDrawers won't affect it.

 From CLI:
    UpdateDrawers SOURCE DESTINATION

 From Workbench:
    click on UpdateDrawers
    shift-click the source icon to use for the drawers
    shift-click the target drawers/drives in which all sub-drawer icons
       will be replaced.
    shift-double click the last target icon.

    Or, double-click on UpdateDrawers to be prompted for a source and
       a destination through file requesters.

1.14   ShowNI

This is a small CLI command that will take a list of specified NewIcons
and display them in a window as buttons. Clicking on them will let you
see the alternate (selected) imagery.

IMPORTANT: ShowNI requires ClassAct. More specifically:

```
images/drawlist.image
images/glyph.image
images/bevel.image
gadgets/layout.gadget
gadgets/button.gadget
window.class
```

Template: LABEL/K,TITLE/K,S=SELECT/S,ICONS/M/A


```
LABEL     Optional string for the label shown while in Select mode.
          Default is "Select an icon:".

TITLE     Optional string for the window titlebar.
          Default is "ShowNI".

SELECT    Switch.  If present, ShowNI exits at the first selected icon,
          returning its filename.

ICONS     A list of icons to show in the window.  A maximum of
          15 icons are supported.
```


Here's a short example on how to use ShowNI to let the user choose
between a list of icons, and copy the one the user chooses over a destination:

```
;This is the icon we're going to change.

copy SYS:prefs.info ram: QUIET

;We're going to copy the icon selected by the user in ShowNI over it.

copynewicon `ShowNi sys:prefs sys:tools sys:utilities SELECT` ram:prefs
```

This small script will copy an icon in your Ram Disk, and then ask the
user to chose between three different images. The selected one will get
copied over the icon present in the Ram Disk.

Feel free to include ShowNI with your Installer scripts if you want to
use it. An example of use could be to have a drawer containing various
drawer icons, and having the user choose which one he wishes to use.
ShowNI can also be used to display colorful user queries.

The source code has been included as an example on how to use
newicon.library to decode a NewIcon and remap it into a ready-to-use

```
  Intuition Image.
```

1.15 Tips And Tricks

```
   Here are some tips to help you make the most of the Newicons system:
```

```
Installation
------------
```

```
Q: I just installed NewIcons version 4. Now my computer seems to freeze up
during the boot process. What the hell?!
```

```
A: Hopefully we have placed this information in enough places in the archive
that users won't have this problem. If you have updated from a previous
release of NewIcons, and didn't originally install everything with the
installer, you may have to make a change in the user-startup. Since V3,
NewIcons requires a change in the command line that launches it. NewIcons
MUST now be launched with
```

```
  RUN <>NIL: c:NewIcons
```

```
If your old command line in user-startup still says
```

```
c:NewIcons
```

```
you must change it. If you installed NewIcons previously with the Amiga
Installer program, the version 4 installation should take care of this
automatically.
```

```
Q: When I ran the installer script, it didn't convert every single icon on my
hard drive. Why not?
```

```
A: Since everyone's system can be configured differently, the installer can't
possibly configure for all setups. The installer is designed to install the
typical Workbench System file icons. To convert the rest of your icons, use
the CopyNewIcon utility to copy images to other icons. You can quickly
convert lots of drawer images using the UpdateDrawers utility.
```

```
Q: I really don't want a great looking Workbench... How can I deinstall it?
```

```
A: There is a script in the archive that will deinstall the package for you.
To remove NewIcon images from icons by hand, just run KillNewIcon on them.
```

```
Q: The NewIconsPrefs editor won't start, complaining about a missing
gadget/image. Where can I get this gadget?
```

```
A: The ClassAct gadgets can be found here:
```

```
   http://www.finale-dev.com/download.html
```

```
Just get the latest archive from there, and install it on your system via its
supplied Install script.
```

NOTE: ClassAction is NOT the same thing! Do not confuse them.

Q: I clicked on Install and got an error message from Installer saying it couldn't compile the script.

A: Your Installer version is outdated. Get V43.3 or better from Aminet.

Settings

Q: I'm using the borderblank option and some of my old non-NewIcon images look very strange. What's wrong?

A: Workbench 2.04 and up was not designed to have the borders removed around the icons. With the borderblank option turned on, color zero is now transparent. Any area of the icon with color zero will now show the backdrop through the icon. This can cause some icons to appear strange. The options for fixing it are 1) change your backdrop to a somewhat neutral gray color 2) don't use the borderblank option, or 3) get rid of those old icons altogether, and use NewIcon images instead.

Another note about the borderblank option: some non-newicon icons will really look bizarre, especially the secondary image if the alternate image is just a complemented color. You can try toggling the DEPTH PROMOTE option in NewIconsPrefs on or off. Depending on whether you use a graphics card, this option might help either way.

One further note about the borderblank option: If you use colorfonts for your icon font, these can look weird also with non-NewIcon icons. It appears to be a quirk in the OS. The solution is the same as above: 1) don't use borderblank, or 2) use only NewIcon images on the Workbench. Some icon authors also have forgotten to use color zero for the background image of their icons. The backdrop will look gray instead or transparent.. To fix these images they have to be converted back to brushes and have the background color changed to color zero.

Q: Can I use RTG mode if I don't have a graphics card?

A: No. You will end up with garbage displayed instead of icons, if not plainly crashing your system.

Q: If I have a graphics card, must I use the RTG mode?

A: You don't have to, but there's certainly no reason not to, unless you like eating up all your chip RAM, or your graphics card software doesn't support using FastRAM for image data (like the older Picasso-II software). Both CyberGraphX and Picasso96 support RTG mode.

Q: When I enable the RTG mode, I get garbage for my icons. I do have a 24-bit card, since I have a Picasso II. Why won't it work?

A: RTG Mode uses Fast RAM for allocating icons. You need to use a RTG software that properly patches graphics.library to allow blitting to FastRAM. The old Picasso-II native software didn't. Either use Cybergraphics, or the

new Picasso96 instead of your older software.

DefIcons

Q: Can I run Deficons without running NewIcons?

A: Absolutely, if you only want to use the default icon feature. In this case you will only have the standard icon images to view, however. NewIcons can be run without Deficons also, although you won't get default icon images for "fake" icons.

Q: If I want to make my own default disk icons, do I have to make them a disk type icon?

A: No. can use drawer type icons for disks or drawers in most cases. It will also use any type of icon for the "kick" type icons. Therefore, if you make new default icons for your ENVARC:sys drawer, you don't usually have to convert them to a disk or kick type icon. This applies to the custom icons only, such as def_RAMdisk, etc. The standard def_disk.info and def_kick.info icons still must be of the proper type.

Q: When I double click on an iconless file, sometimes the "Execute Command" gadget doesn't get filled in with the default tool like it's supposed to.

A: This is due to Intuition, not Deficons. If you open a drawer and click on an iconless Amigaguide file for example, Multiview should be selected in the "Execute Command" field. However, if you open a second drawer or click on other icons in a different drawer than the first, then try to open that same AmigaGuide file, the default tool will not appear. Sorry, there is no easy solution to this problem; it's a fault of the OS. If you select Update Window from the Workbench menu and try again, all will be well.

Q: I'm running DefIcons, but my Ram Disk won't use the supplied def_RAMdisk.info icon. What's wrong?

A: Make sure your def_RAMdisk.info icon is of Disk or Drawer type. Also, check that you aren't copying a disk.info icon in your user-startup, overriding the default icon.

Creating and Editing NewIcons

Q: I used CreateDefaultIcon to convert my icons into NewIcons. Now my tooltypes and default tool settings are missing from the icons. Help!

A: Go back and read the documentation. If the default icon in Env:sys associated with the icon you created has a default tool setting in it, it will be used, as well as the tooltype settings. For general use in converting existing icons to NewIcons, use CopyNewIcon instead. CreateDefaultIcon is for adding icons to files that don't have .info files!

Q: I want to make my own icons that are different sizes and colors from the supplied icons. How can I get injectbrush to work with the brushes I use to make the images?

A: All the supplied icons use the same 31 color palette to preserve the number of available colors on the Workbench. If you choose, you are certainly not limited to these colors and you can make icons as complex as your heart desires. Icons also do not have to be the 36 x 40 pixel size either. Using the FORCE option in InjectBrush will allow you to use nonstandard palettes and sizes (up to 93 x 93 pixels). Make sure your brushes are the same size and palette, or injectbrush won't allow you to make them into icons.

Note: Although you can create up to 256 color icons, this is not really recommended, since you will very likely eat up all the available colors for the workbench, and programs like Multiview will not be able to dynamically allocate the correct colors for viewing pictures and so forth (unles you have a gfx card). Note that icons with large palettes take up a larger amount of disk space.

Q: IconEdit doesn't work with my NewIcon images. What gives?

A: Do NOT use standard icon editing tools to manipulate NewIcon images. Some programs could cause serious damage to the icon data, saving the NewIcon image as an old-style image, therefore losing palette information. The best way to create NewIcon images is to use a paint program; create a brush, and then use injectbrush; there are NewIcon editors out there as well, such as Iconian. Probably the best way to make NewIcon images is with a good paint program such as Personal Paint or Deluxe Paint. That's how we do it.

Q: I prefer the magic workbench style of icons. Can I get the benefits of using NewIcons with mwb?

A: Absolutely. Just convert the images to brushes and change them into NewIcons with InjectBrush From now on you'll never have to worry about what your palette is set to. There is also a utility to convert mwb icons to NewIcons available on Aminet, called MWB2NI.

Q: With 2 images in each icon, my icon sizes are a bit bigger than standard icons. Is there anything I can do about this?

A: If you decide that you really like the NewIcons system, and make it a permanent part of your Workbench, you can make the standard icon images very small, i.e. a few pixels large. This is done quite easily with the included utility "Killoldicon", by Michael Barsoom. This changes the old icon images permanently, so don't do this procedure unless you are sure you won't need them back. To use, simply shift-click on killoldicon, then shift-click on the icons you wish to convert. While holding shift, double-click on the last icon to convert. Since NewIcon images are compressed, the resulting final icon can be considerably smaller than a standard icon with the equivalent number of colors. Also these icons load considerably faster with the old image removed. One drawback of this method, however is that if you share these icons with people not running NewIcons, they will only see the tiny pixel icon.

Q: How can I make my NewIcon icons into brushes for editing?

A: There's a utility on Aminet (gfx/conv/newicontobrush) which will do this

for you.

Q: Where can I get more icons in the isometric/McVey style?

A: There are loads of them on Aminet (well over 1000 images) in the pix/nicon
directory. Try Roger McVey's NewIconsXTRA and NI-V2 packages (16 color only),
and the AESicons series (16 and now 32 colors).

Q: Are there any backdrop sets for NewIcons?

A: Yes! Look in the pix/nicon directory on Aminet. Roger McVey has uploaded
literally hundreds of NewIcons compatible backdrops. They look great!

Q: How do I use the DEFAULTIMAGE tooltype?

A: Use it with icons that have NO NewIcon image data in them. For example, to
make all your drawers use the image of an icon called Work:MyDrawer.info, add
this tooltype to your non-NewIconized drawers:

  DEFAULTIMAGE=Work:MyDrawer.info

Now, you can change the look of ALL your system drawers just by changing the
MyDrawer icon's image. Pretty cool! You could even set up your user-startup
to randomly copy a different image at each bootup to Env:sys, and make your
Workbench look different every time you start your computer!

Using this feature slows down loading time slightly, because two icons have
to be loaded (the main one and the one whose image is to be borrowed), but
has several advantages, especially with icons which are used frequently, like
drawer icons:

    o 1) It saves disk space, because the image is stored only once.
    o 2) Saves memory when the icons are on screen, because the Tooltypes
         containing the compressed image are loaded, decompressed, and freed,
         whereas in the normal method they stay in memory until the icon is
         freed.
    o 3) If you get bored of an image, just replace the default one, and all
         the others will change automatically!

Remember that the image stored in the icon has precedence. Therefore, you
have to run KillNewIcon on a NewIcon to have the DEFAULTIMAGE ToolType work.

WARNING!!!: This trick is recursive, that is, if DEFAULTIMAGE points to an
icon which has a DEFAULTIMAGE itself, a third icon will be loaded, and so on.
Pay attention not to create loops which refer back to another icon. If you
do, you will likely meet the big GURU. You have been warned.

Miscellaneous

Q: Sometimes when I change screenmodes, the colors of my NewIcon appicons
don't look right. What's going on?

A: Intuition doesn't reset the colors properly for appicons, unfortunately.
You'll have to switch back to the screenmode you were using, or restart the
program that created the appicon. Sorry, this is a fault of the OS. For
Toolmanager 2.1 Docks, this shouldn't be a problem with NewIcons version 4. A
fix for Toolmanager docks only has been implemented. This might break with
future versions of Toolmanager.

Q: My icon colors don't look the right colors.

A: The NewIcons system dynamically allocates colors as needed when an icon
appears on the Workbench. Most likely if you are having a problem with the
icon colors, you don't have enough free colors available on your Workbench
screen. Unless you are using a back- drop with a large number of colors, 32
or 64 colors is usually plenty with the supplied icons. Increasing the number
of bitplanes in the screenmode settings should fix this problem.
Alternatively, you can set the DITHER mode in NewIconsPrefs to ON (Note that
dithering does not work with the high-end library installed).

You can check how many free pens you have currently by pressing LAlt-shift-N
while the NewIcons program is running.

Q: I'm running DOpus 5.5, and my NewIcon icons keeps changing colors! What's
wrong?

A: The NewIcons executable is meant to be a patch for the original Workbench,
to allow it to use NewIcon icons. Unfortunately, it won't properly work with
DOpus 5.5, unless you ran DOpus on the Workbench screen. Future Workbench
replacements should directly support NewIcons via the newicon.library to
avoid such problems. (Note: DOpus Magellan supports NewIcons fully).

Q: I'm running ToolManager 3, and my docks using NewIcon icons won't appear.
What can I do?

A: ToolManager 3 relies on datatypes to display its dock imageries. Either
convert your NewIcons into IFF brushes, or install a NewIcon datatype. Or, go
back to ToolManager 2.1 (which is what we, Eric and Phil, did :)

Q: If I change the Workbench screenmode, all the displayed icons that use the
DEFAULTIMAGE tooltype show weird colors.

A: This is a bug in the DEFAULTIMAGE handling. With prior versions, the
system would plainly crash. The only way we could "fix" it was to simply not
attempt to reload and remap these again.

Q: Sometimes at boot time, some of my disk icons don't show as NewIcons.

A: Your Workbench must be loading too fast – NewIcons isn't fully installed
yet that Workbench is already loading and displaying disk icons :) Either
move the line running NewIcons higher in your Startup-Sequence, or add this
line right below the line running NewIcons: C:Wait 1

Feature Requests

Q: How about adding built-in pictograms?

A: This was originaly planned for 4.5. In fact, the code was even written,
but then problems caused by the NI design itself (NI was never meant to be
extended) appeared, forcing us to drop the idea for now.

Q: How about eliminating the 93x93 size limitation?

A: This is another problem inherited from the original design. Increasing
this limitation would cause various problems, most serious one being that
people still running the older versions of the software would crash their
system as they would run into one of those larger icons. Anyway, keep in mind
that these are file ICONS. If you need to put a 320x200 screenshot of your
program, please put it elsewhere than in a Workbench drawer window.

Q: How about (insert your favorite feature or bug fix here) for DefIcons?

A: DefIcons is no longer being supported or developed. It's included in the
NewIcons archive purely because it's simpler than making a separate release
(and having to release the default icons in both archives). If someone
updates the deficons brainfile, send it to us and we'll stick it on the
website (the source is in the NewIcons archive).

Q: I need an icon for (insert your favorite program name here).

A: Phil often fulfills such requests if you ask nicely. Drop him an Email,
and he'll see what he can do.

Q: How about: animated icons? 16-bit or 24-bit icons?

A: Such things cannot be implemented just by patching icon.library. They
require a Workbench rewrite. So implementing these is quite simply impossible
for us.

Q: I'd like to be able to use a "theme concept" kinda like what Win95 allows
(being able to switch between different iconsets in an easy way).

A: There is various ways to do it. The best one IMHO is to use the
DEFAULTIMAGE tooltype in your icons, loading icons from a THEME: assign. Put
your theme icons in separate directories, then create a THEME: assign in your
user-startup, pointing to the directory containing the desired icons. Just
moving the THEME: assign will let you use a whole different iconset, as
DEFAULTIMAGE will always obtain the icons from the currently set assign.

1.16 Color Scheme used with the supplied iconset

NewIcons comes with a standard set of icons. Note that you are by no means
limited to this iconset.

The included iconset uses a 32-color palette:

```
            R       G       B
           ---     ---     ---
```

```
     -00:       165       168       168       Transgray
     -01:       045       040       158       DeepBlue
     -02:       000       102       153       DkBlue
     -03:       051       119       170       MedBlue
     -04:       102       136       187       LtBlue
     -05:       012       097       255       SkyBlue
     -06:       036       093       036       DkGreen
     -07:       051       136       051       Green
     -08:       134       178       061       LtGreen
     -09:       012       227       000       LCDGreen
     -10:       077       158       142       Aqua
     -11:       130       000       000       DkRed
     -12:       221       051       051       Red
     -13:       219       101       057       DkOrange
     -14:       219       142       065       LtOrange
     -15:       221       187       068       Yellow
     -16:       239       231       020       LCDYellow
     -17:       130       097       077       Brown
     -18:       204       153       119       Tan
     -19:       255       166       130       Peach
     -20:       153       085       170       Purple
     -21:       178       008       121       Maroon
     -22:       255       000       255       FunkyPurp
     -23:       255       255       255       White
     -24:       204       204       204       Gray1
     -25:       187       187       187       Gray2
     -26:       170       170       170       Gray3
     -27:       136       136       136       Gray4
     -28:       102       102       102       Gray5
     -29:       077       077       077       Gray6
     -30:       051       051       051       Gray7
     -31:       000       000       000       Black
```

```
Icon Platform Color Scheme:

The included iconset is drawn in an isometric style, with platforms which  can
aid the user in identifying file types quickly by the color of the  platform.

The platform colors are divided primarily by file type function.  If you  plan
to make your own icons in the style similar to these, consider using  the
color scheme below, to help maintain consistency with other icons.   Of course
you are not bound to this color scheme, or icon style for that  matter.  The
platforms are indexed in the following manner:


  System files (including Locale)          Red
  DEVS files (including disk icons) $^1$     Tan
  Prefs programs                           DkOrange
  Graphics and Gfx programs                Aqua
  Music/Sound files and programs           LtBlue
  Networking programs                      Yellow/Tan dither
  Text programs                            Purple/Tan dither
  Games                                    Purple
  Local Network (Parnet, etc)              Maroon
  Emulation programs                       Red (like System)
```

```
   All other Tools, Projects              Green
```

^{1}Disk icons are commonly platformless as well.

While Green is mainly for most Tools and Projects, feel free to use other
colors in the palette, particularly for groups of programs that carry a
similar theme (e.g. a group of files that comes with a package). These
guidelines are fairly loose...the important thing is to be creative and be
consistent (and don't forget, color zero is the transparent one). Now get
going and make more NewIcons! :)

1.17 DefIcons Brainfile

 The tree setup is important to understand how deficons works If a file has
failed to be matched its PARENT filetype will be used. So, if you wished to
use the same icon & default tool for a filetype as the one used for its
parent, you could simply omit it.

The icon name to be searched will be def_#?.info, #? being the name listed in
the tree.

Brainfile's tree:


```
  Project
  |_ ascii
     |_ doc files matching #?(.doc|.txt|readme#?)
     |_ html
     |_ amigaguide (bin)
     |_ usenet news
     |_ email
     |  |
     |  |_inemail incoming email
     |  |_outemail outgoing email
     |
     |_ postscript
     |_ fd
     |_ mountlist
     |_ filearchive
     |  |
     |  |_uuencode
     |
     |_ installer
     |_ src
     |  |
     |  |_ c
     |  |_ cpp
     |  |_ h
     |  |_ i
     |  |_ asm
     |  |_ basic #?.bas
     |  |_ e amigae code
     |  |_ m amigae module
     |
```

```
      |_ tex
      |_ make a compilier's makefile
      |_ rexx
      |_ script amigados script

   Tool
      |_ device
      |_ library
      |_ keymap
      |_ font
      |_ printer
      |_ sfx lha executable
      |_ filesystem
      |_ handler
      |_ loadmodule

   iff
      |_ sound
      |  |_ 8svx 8svx,made to have sound as parent object
      |
      |_ video
      |  |_ anim anim,made to have video as parent object
      |
      |_ music
      |  |_ smus sums,made to have music as parent object
      |
      |_ fax
      |  |_ faxx these are common gpfax files
      |  |_ fax3
      |
      |_ ilbm
      |  |_ brush iff grab(brush),made to have ilbm as parent object
      |
      |_kickstart iff kickstart

   empty

   object compiled .obj

   lib compiled.lib

   archive
      |_ lharc
      |_ lzx
      |_ arj
      |_ zip

   diskarchive
      |_ dms

   picture
      |_ gif
      |_ jpeg
      |_ png
      |_ bmp
      |_ pcx
      |_ targa
```

```
      |_ tiff

   video
     |_ quicktime
     |_ flic
     |_ mpeg
     |_ avi

   sound
     |_ wav
     |_ mp2
     |_ sunau
     |_ voc
   music
     |_ med
     |_ mod  general #?.mod|mod.#?|#?.mod.#? pattern
     |_ s3m  screamtracker
     |_ xm   Extended Module (FastTracker)

   kickstart grabbed kick image

   src
     |_ basic
        |_ amos amos basic,made to have proper parent objects

   font

   outlinefont

   PREF this is the oldie system-configuration file.

   key  pattern for keyfiles

   ascii  these are incase our TXT is crunched
     |_ doc
     |_ amigaguide

   filearchive
     |_ powerpacker
     |_ imploder
     |_ xpk
     | |_ tool tools packed with xpk will get correct icons
     | |_ iff for crunched iff's
     | |  |_ sound
     | |  |  |_ 8svx
     | |  |
     | |  |_ video
     | |  |  |_ anim
     | |  |
     | |  |_ music
     | |  |  |_ smus
     | |  |
     | |  |_ ilbm
     | |      |_ grab
     | |
     | |_ sound for crunched sounds.
     |      |_ wav
```

```
   |       |_ sunau
   |       |_ voc
   |
   |_ rnc
   |_ compress
   |_ gzip
```

1.18 Authors

```
Team NewIcons
=============
```

The NewIcons project is the result of many months of idea-exchanging,
late-night IRC sessions, numerous reboots and collaboration among people
who have never once met each other in person. The NewIcons package
was created purely for the enjoyment of its users.

Official Web site: http://www.amiganet.org/NewIcons/

Please send any bug reports to Eric or Phil.

Programming for Newicons V3 and up:

```
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```

```
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  E-mail: merlin@linux.tc3net.com
```

Documentation and installer, NewIcons V1.0 - 4.6, and artwork for
Newicons V3 and up:

```
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```

```
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```

The deficons.prefs file:

```
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  IRC: Ariel
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```

The original icon (V1) artwork was done by

Roger McVey

Original concept, and programming for versions 1.0 - 2.0:

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1.19 Acknowledgements

1.20   Distribution

This software is FreeWare. It is freely distributable as long as the archive
remains intact, and only a nominal fee is charged for its distribution.

This software is provided "AS IS" without warranty of any kind, either
expressed or implied. By using it, you agree to accept the entire risk as to
the quality and performance of the program.

1.21   History

                    Version History:

V1.0:

Original public release.

V2.0:

In the previous version of the docs I forgot to mention that the chunky to
planar routine was based on a routine by Chris Green (who based his routine on
one by Richard Addison).

fixed bug in DefIcons, was causing "please insert volume dir c" after doing
execute command – dir c:

fixed bug in DefIcons, would hang if it couldn't find deficons.prefs

fixed bug in DefIcons, was causing a disk icon to appear for files called
"disk".

fixed bug in DefIcons, would show a drawer as disk icon for disks containing a
directory called "disk" (which is a bad idea anyway).

The GetDiskObjectNew() patch now returns NULL if the given name doesn't exist
(like the standard function)

now does dithering (optional)

some file types added to deficons.prefs.

bug fix: createdefaulticon now preserves the tooltypes of tool icons and of
project icons whose default icon have no default tool.

bug fix: newicons would check the argarray after FreeArgs(). Thanks to Nicola
Soggia for discovering it and not reporting it. Thanks to Moreno Magnani who
did report it.

bugfix, arj files were not recognized

bug fix: DefIcons now uses Stricmp() to avoid problems with international
sorting

DEFAULTIMAGE special ToolType added

Fixed installer: no longer copies over the original def_#? icons in
Envarc:sys. It now just copies them to a safe place.

Localized installer and documentation files added

Replaced "ReplaceImage" utility with "KillOldIcon", since ReplaceImage
required NewIcons not to be running to use.

Changed a few of the icons from the original distribution archive

CHANGES since last version from Nicola (Release 2, V38.3)
===

3.0
===

 - Development is now done by
              Phil Vedovatti
               and
              Eric Sauvageau
               .

 - A much requested feature: you can now have borderless icons on your
   Workbench, just like under Kickstart 1.x :) Note that it is really a
   hack, so it _might_ break under future versions of Workbench, and it
   has some minor drawbacks. Make sure you read the
              NewIconsPrefs
               section
   about it before enabling it.

 - New RTG Mode which uses Fast RAM instead of Chip on systems with graphics
   cards.

 - Library (V39.1) now comes in two versions:

      o 68020 and up, OS 3.x (Required for RTG Mode)
      o 68000, OS 2.x

   The library base has also changed, so application programmers
   should check the updated libraries/newicon.h include file. Note
   that things are still fully backward compatible).

   Various speed optimisations have been done, and the tooltype
   decoding routine has been rewritten by Børge Nøst. We're hoping to
   also have the C2P routine rewritten in a future version :)

 - NewIcons has been rewritten in E, and is now a commodity which can be
   enabled/disabled. The hotkey will let you see some information about
   the current settings, and allow you to directly launch the external

              preferences
               editor.

- NewIcons will no longer auto-detach from the CLI so it must be
  Run <>NIL:. It also has a totaly new template:

      'CX_PRIORITY/N/K,CX_POPKEY/K,PE=PREFSEDITOR/K'

  Hopefully NewIcons will auto-detach again in a future version.

- The former Newicons settings have been moved to a separate prefs editor.
  Makes it easier for the user to install/configure, and gives you more
  freedom to experiment with the various settings without needing to
  reboot.

  This editor uses the ClassAct BOOPSI package for its GUI (all the
  required classes are included in this archive.)

- Added a "kludge" so that icons used by ToolManager docks get properly
  remapped on screenmode changes.

3.1
===

- Fixed a bug in the PutIcon() patch that caused various problems with
  some programs such as SwazInfo or DOpus.

- Added Autodocs for newicon.library, allowing third party developers to
  directly support NewIcons through the library.

4.1
===

- New official WWW support site: http://www.amiganet.org/NewIcons/

- Improved installation procedure.

- Extended the standard 14-colors palette to 32-colors.

- Complete new 32-colors iconset included. People who prefer the older
  ones for speed or resources issues can still use them.

- Library (V40.1) now comes in three flavours:

      \textdegree{} Low-End, for 68000 and OS 2.04 users and up.
      \textdegree{} Middle-End, for 68020 and 3.0 users and up.
      \textdegree{} High-End, for 68020 and 3.0 users and up, without the dither
        option and with RTG Mode support.

- New library call: GetDefNewDiskObject(objtype).

- Preferences are now loaded in the library init code instead of in the
  NewIcons executable, allowing easier use of the library without the
  main executable.

 – Made Transparent and NoBorder options separate.

 – Added Transparent Dragging option.

 – Added Outlined/Shadowed icontext option.

 – Rewrote the NoBorder/Transparent patches, made them cleaner.

 – Changed the preferences file format. The new format is now documented
   in the Includes.

 – The preferences editor is now able to detect what features are
   available in the installed library, and will display the library
   version in the About requester.

 – Added ShowNI, a CLI-based NewIcons viewer/selector.

 – Added UpdateDrawers, a new tool that will allow you to recursively
   replace all drawer icons within a given path.

 – All Workbench-based tools will allow you to select the arguments
   through filerequesters if launched from Workbench without any argument.

 – CopyNewIcon will report if it can't write the destination icon.

 – Updated InjectBrush to support the new 32-colors palette.

 – Updated the DefIcons brainfile, added various new filetypes.

 – DefIcons now uses utility.library's Stricmp() instead of SAS/C's own
   routine. Should fix the problems experimented by some persons using a
   localized Workbench.

 – A lot of code optimization, resulting in general speed improvements.

 – Recompiled the libraries and the utilities with SAS/C 6.57, and
   optimized the 020+ libraries for 68060 users.

4.5
===

NewIcons:

 – This version prevents crashes occuring if the user would
   change screenmode while an icon with DEFAULTIMAGE was displayed.
   Sadly I can't solve the problem itself, as it's a side-effect of the
   very idea of DEFAULTIMAGE (it's been there since Nicola's days). I did
   the best I could do, which was to at least prevent it from crasing
   (I simply no longer remap those icons).

 – Eliminated the crawling ants artifacts

 – Now requires Kickstart 3.0. 2.04 users: this is your wake-up call.

   – Various changes to the No Border and Text Outline patches, speeding
     them up a bit.

   – An Enforcer would happen if an icon was loaded while no screen was
     open (i.e. before WB and any bootpic screen would open). This one
     should be fixed now.

NewIconsPrefs:

 – Bumped from 40.3 to 40.5
 – Updated About to reflect V4.5

CreateDefaultIcon:

 – removed a debugging KPrintf() I had forgotten.

4.6
===

NewIcons:

 – eliminated Cyberguard/Enforcer hits.

NewIconsPrefs:

 – fixed a small recoverable alert which could occur if certain
   Class Act gadgets were missing.

InjectBrush:

 – The wrong version was supplied with NewIcons 4.5, which contained
   some beta code. Use the version supplied here instead.