

# IconEdit for Windows Help Contents

To learn how to use Help, press F1 or choose Using Help from the Help menu

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## Power bar

The Intime Power bar is a menu system that always remains visible in front of other applications and is used to run applications that form part of the Intime suite of programmes.

To run the Power bar double click on the following icon



Intime

The following will be visible in the top right of the screen and can be used to run applications by clicking on the relevant icons



The icons run the following applications :-

Intime

Calendar

Alarm

Calculator

Clock

Iconeditor

Close / Exit the Power bar.

## Editor: File Menu

### New

This command clears the editing area to start a new icon. The new icon appears in the iconbox selected the Status Area.

If there are any unsaved changes in the editing area when you select the New command, IconEdit asks if you want to save the changes. IconEdit then clears the editing area to the currently selected screen color and changes the Title bar to [Untitled].

### Open

This command opens the IconEdit Viewer so you can select an icon for editing. When you double-click the name of an icon in the Viewer, IconEdit opens the selected icon in the Editor.

### Save

This command saves changes made to the icon in the editing area. If the Title bar shows that the icon is untitled, the Save icon dialog box appears so you can give the icon file a name.

### Save As

This command saves the icon in the editing area. The Save icon dialog box appears so you can save the icon with a different file name.

### Exit

This command closes the IconEdit Editor. If any of the six icons in the Status Area have unsaved changes, IconEdit prompts you to exit any way or cancel the Exit command. If the Viewer is also open, IconEdit lets you close the Viewer too if you started the Viewer after the Editor

## Editor: Edit Menu

### Undo

This command removes any changes from the icon since the time you changed editing tools or selected another icon. Once you select a new tool or another icon from the Status Area, the Undo command cannot remove the changes made in the editing area. The Undo icon button in the Status Area displays the condition the icon will return to if you select the Undo command.

### Cut

This command copies the portion of the editing area you select to the Clipboard and clears the selected area to the current screen color. The Cut command does not work if you move the part of the icon you select before cutting it. You must reselect the area you want to cut then use the Cut command.

### Copy

This command copies the portion of the editing area you select to the Clipboard. The editing area is not affected. The Copy command does not work if you move the part of the icon you select before copying it. You must reselect the area you want to cut then use the Copy command.

### Paste

This command inserts the contents of the Clipboard as a selected group of pixels in the upper-left corner of the editing area. You can then move the selected pixels anywhere in the editing area before pasting them in the current icon. To paste the selection into the icon, click the mouse anywhere in the editing area outside of the selection.

All pixels in the pasted bitmap that match the current screen color appear transparent and do not affect the icon below. Pixels that match the inverse of the screen color replace the pixels in the icon.

### Paste Opaque

This command inserts the contents of the Clipboard as a selected group of pixels in the upper-left corner of the editing area. You can then move the selected pixels anywhere in the editing area before pasting them in the current icon. To paste the selection into the icon, click the mouse anywhere in the editing area outside of the selection.

All pixels in the bitmap cover any pixels in the icon below.

### Delete

This command deletes the selection in the editing area from the icon, replacing the selection with the current screen color.

## Select All

This command selects the entire icon in the editing area. You can also double-click the Select tool to select the entire icon.

## Flip Horizontal / Vertical

This command flips the current selection in the editing area from left to right.

Once you select part of the icon with the Select tool, you can flip the selected pixels either vertically or horizontally. You can use the Flip Horizontal and Flip Vertical commands in the Edit menu. You can also use these shortcut keys:

Flip Horizontal CTRL+H

Flip Vertical CTRL+V

The selection does not have to be square in order to be flipped. You can also flip a selection while it is being moved.

## Invert

This command changes all the colors in the current selection to their opposites. The following picture shows the normal color palette in IconEdit and the inverted color palette so you can see how the colors change when using the Invert command.

## Editor: View Menu

### Status Bar

This command hides or displays the Status Area. This command is unavailable if the Editor window is too small to display the Status Area.

### Tool Palette

This command hides or displays the Tool Palette. This command is unavailable if the Editor window is too small to display the Tool Palette.

### Color Palette

This command hides or displays the Color Palette. This command is unavailable if the Editor window is too small to display the color palette.

### Zooming Scroll bar

This command hides or displays the Zooming Scroll bar.

The vertical scroll bar along the left side of the editing area increases or decreases the magnification of the currently selected icon.

You can use this scroll bar to display the icon at actual size or magnify it to fill the editing area. When you resize the Editor, the scroll bars adjust to the new window size so that the icon stays at the same magnification.

### Show All

This command displays all hidden Editor controls: The Status Area, Tool Palette, Color Palette, and Zooming Scroll bar. If the Editor window is too small to display a specific control, that control remains hidden.

### Grid

This command turns the grid on and off. The grid helps you tell individual pixels apart in the editing area. When the grid is on you can select between a solid line grid or a dotted grid.

### Line Grid

This command displays the grid as solid lines. This command is unavailable when the grid is turned off.

### Dotted Grid

This command displays the grid as rows and columns of dots. This command is unavailable when the grid is turned off.

### Zoom In

This command magnifies the appearance of the icon in the editing area. You can also zoom in on an icon with the Zooming Scroll bar.

### Zoom Out

This command reduces the appearance of the icon in the editing area. You can also zoom out from an icon with the Zooming Scroll bar.

### Focus to Editor on Drag and Drop

When switched on this command automatically brings the Editor to the foreground any time an icon is dragged from the Viewer and dropped onto the Editor. When switched off you can drag up to six icons from the Viewer and drop them on iconboxes in the Status Area without bringing the editor to the foreground each time.

### Display Border on Selected Icon

This command displays or hides a narrow border showing the edge of the selected icon in the Status Area.

### Pop-up Tools menu

When switched on this command lets you pop-up the Tools menu when you click the right mouse button to the left or right of the editing area.

## Editor: Tools Menu

### How to Select a Tool

You can select tools in the Editor in either of two ways:

1. Clicking on the icon for the tool in the Tool Palette
2. Selecting the name of the tool from the Tools menu

### Select Tool

This tool selects a rectangular region in the editing area.

To use the Select tool, click in the editing area to anchor one corner of the area you want to select.

Drag the mouse until the flexible box that appears surrounds the area you want to select.

Release the mouse button. If you make a mistake while selecting, click outside of the current selection and start over.

### Paint Tool

This tool paints pixels in the editing area according to the selected brush size.

To use the Paint tool, click the mouse in the editing area and drag to begin painting.

### Fill Tool

This tool fills a closed area with the color selected in the Color Palette.

To use the Fill tool, click in the area to be filled. The area will be filled with the color selected in the

Color Palette. The Fill tool fills adjacent pixels which are the same color as the starting pixel. If you fill an area with a dithered color rather than solid color, the result will be a checkerboard pattern.

### Line Tool

This tool draws straight lines.

To use the Line tool, click in the editing area to anchor one end of the line. Drag the mouse until the mouse reaches the other end of the line you want to draw. Release the mouse button to draw the line in the icon. The width of the line corresponds to the current brush size. The color of the line is the color selected in the Color Palette.

To draw a horizontal, vertical, or diagonal line, hold down the SHIFT key as you drag the mouse.

### Square Tool

This tool draws rectangles and squares.

To use the Square tool, click in the editing area to anchor one corner of the square. Drag the mouse until the square is the size and shape you want. When the square or rectangle is the right size and shape, release the mouse button. The brush size determines width of the box's



border. The color of the outline of the square is determined by the Color Palette. To draw a perfect square, hold down the SHIFT key as you drag the mouse.

## Filled Square Tool

This tool draws filled rectangles and squares.

To use the Filled Square tool, click in the editing area to anchor one corner of the square. Drag the

mouse until the square is the size and shape you want. When the square or rectangle is the right size and shape, release the mouse button. The brush size determines width of the box's border. The color that fills in the square is determined by the Color Palette.

The border of the square is a line and therefore cannot be drawn using dithered colors. If you select a dithered color the border of the square will appear in the nearest solid color. If you want the entire square to be drawn with a dithered color, first draw the square with a solid color then use the Fill tool to fill it in with the desired dithered color.

To draw a perfect square, hold down the SHIFT key as you drag the mouse.

## Circle Tool

This tool draws circles and ellipses.

To use the Circle tool, click in the editing area to anchor one corner of a flexible box containing an ellipse. The box appears while you draw to show the anchor point and current mouse position. It

disappears when you finish drawing. Drag the mouse until the ellipse is the size and shape you want.

When the circle or ellipse is the right size and shape, release the mouse button. The brush size

determines the border width of the circle or ellipse border. The color of the circle or ellipse border is determined by the Color Palette.

To draw a perfect circle, hold down the SHIFT key as you drag the mouse.

## Filled Circle Tool

This tool draws filled circles and ellipses.

To use the Filled Circle tool, click in the editing area to anchor one corner of a flexible box containing an ellipse. The box appears while you draw to show the anchor point and current mouse position. It disappears when you finish drawing. Drag the mouse until the ellipse is the size and shape you want. When the circle or ellipse is the right size and shape, release the mouse button. The brush size determines the border width of the circle or ellipse border. The color that fills the circle or ellipse is determined by the Color Palette.

To draw a perfect circle, hold down the SHIFT key as you drag the mouse.

The border of the ellipse is a line and therefore cannot be drawn using dithered colors. If you select a dithered color the border of the ellipse will appear in the nearest solid color. If you want the entire ellipse to be drawn with a dithered color, first draw the ellipse with a solid color then use the Fill tool to fill it in with the desired dithered color.

## Editor: Icon Menu

Enables you to select and display an icon from the Status Area when it is not displayed.

Choose... To select and display the icon from...

- 1 - [path] Filename the upper-left iconbox
- 2 - [path] Filename the upper-right iconbox
- 3 - [path] Filename the middle-left iconbox
- 4 - [path] Filename the middle-right iconbox
- 5 - [path] Filename the lower-left iconbox
- 6 - [path] Filename the lower-right iconbox

The full path and filename of the currently loaded icons appear in the appropriate menu item.

Selecting an

icon from the Icons Menu is equivalent to clicking the corresponding iconbox in the Status Area.

## Editor: Colour Menu

### Colors

This command opens the Custom Color Palette Window, where you can define custom colors and assign them to the current color palette. You can use the Custom Color Palette window to select colors in the same way you select colors with the Color Palette displayed in the Editor. You can display your custom Color Palette as a floating palette instead of the Color Palette in the Editor.

### Default Color Palette

This command resets the Color Palette to the default colors.

### INI File Color Palette

This command sets the Color Palette to the values currently stored in the ICONWRKS.INI file. If this file doesn't exist, or you have never saved changes to the displayed Color Palette, the color palette resets to the default colors.

### Solid Colors Only

This command sets the current color palette to solid colors only. Each column of cells is set to the same color. Because some tools cannot use dithered colors, this command ensures that any color you select can be used by any tool.

### Save Color Palette to INI file

This command saves the current color palette to ICONWRKS.INI. IconEdit creates this file if it doesn't exist.

### Left/Right Colors

This command sets the current mouse colors to those currently displayed in the Status Area for the Left and Right colors. You can also set the current mouse colors by selecting the corresponding option button in the Status Area.

### Screen/Inverse Colors

This command sets the current mouse colors to those currently displayed in the Status Area for the Screen and Inverse colors. You can also set the current mouse colors by selecting the corresponding option button in the Status Area.

## Editor: Brushes Menu

### Brushes

Choose... To set drawing tool size to...

Small (1 x 1) 1 pixel wide

Medium (3 x 3) 3 pixels wide

Large (5 x 5) 5 pixels wide

The brush size does not affect the Select tool or Fill tool.

## Editor: Moving a Selection

Once a region in the icon has been selected with the Select tool, there are two ways to move it:

**Opaque Move** Use the right mouse button to click and drag the selected pixels. The selection is moved as is, including all foreground coloured pixels and all screen and inverse screen coloured pixels.

**Transparent Move**, use the left mouse button to click and drag the selected pixels. Only the foreground coloured pixels move. This lets you move regions in the icon that appear to be a non-rectangular.

Once you move a selection of pixels, the selection rectangle changes from a dotted rectangle to a solid rectangle.

Holding down the SHIFT key while moving a selection leaves a copy of the selected pixels at their original location. Selecting another tool or selecting another icon also deposits the moved pixels to their current location.

## Editor: Testing an Icon

You can test the icons you create to see what they look like when dragged. This ability is especially helpful when your icon contains transparent regions.

To test an icon, drag the icon from its icon box in the Status Area. You can test only the currently selected icon. You cannot drop icons dragged from the Status Area.

## Viewer: File Menu

### Open

This command opens the IconEdit Editor and loads the currently selected icon it for editing. There are several ways to select and load an icon into the Editor. The menu item is active only when an icon is selected.

### Exit

This command closes the IconEdit Viewer. If the Editor is open and the Viewer was started first, you will be asked if you also want to close the Editor. If the Editor was started first, the Viewer will be closed leaving the Editor running.

## Viewer: Edit Menu

### Copy to Clipboard

This command copies the bitmap image of the selected icon onto the Clipboard. The icon itself is not copied to the Clipboard. The Copy command is unavailable if you haven't selected an icon.



## Viewer: Options Menu

### Editor

This command opens the IconEdit Editor without loading an icon. If the Editor is already opened, this command brings it to the foreground.

### Show all Icons

This command displays all of the icons listed in the Icons list box in the scrollable viewing window to the right.

### Show all icons on DIR. Change Command

This command causes IconEdit to update the scrollable viewing area whenever you change directories in the Viewer.

## Viewer: Selecting an Icon to Edit

There are several ways you can select an icon from the Viewer to open in the Editor:

Drag the from the Viewer and drop it on the editing area or on one of the six icon boxes in the Status Area of the Editor.

Double-click a filename in the file list box.

Clicking a filename in the file list box then press ENTER.

Enter the name directly into the filename text box then press ENTER.

Select an icon then choose the Open command from the File menu.

## Viewer: Viewing Icons

### Viewing Individual Icons

You can view individual icons one at a time, by selecting them from the Icons list box. The selected icon appears beside the Selected Icon label.

Icons that aren't valid under Windows appear as solid black squares.

### Viewing All Icons in a Directory

To view all the icons in a directory at the same time, choose the Show all Icons command from the Options menu. Each of the icons in the current directory appears in the viewing area to the right of the list. You can scroll the viewing area if not all the icons in the directory fit in the viewing area. You can also resize the Viewer window to increase the size of the viewing area.

IconEdit clears the viewing area when you change the current directory unless you switch on the Show all icons on DIR. Change command in the Options menu.

## Setup

It is recommended that all files with the extension .DLL and .VBX should be placed into the Windows System directory i.e.  
C:\WINDOWS\SYSTEM

It is recommended that all other files be placed in a directory called Intime on the C: drive i.e.  
C:\INTIME

Load the following Icons on to the Program Manager



Intime

Intime Menu System



Icon Edit

Icon Editor / Viewer



Intime

IconEdit Help

Should you encounter problems ensure that share is loaded this will enable file sharing which is sometimes required in a Windows environment. This is only required on windows version 3.1 or below.

Make sure that share is in the path or the path to the file is included i.e.

Enter the following line in the Autoexec.bat file

```
C:\DOS\SHARE.EXE /L:500 /F5100
```

A Space is required before the /

# Help

## Obtaining Help

Help can be accessed from the Help Menu or by pressing F1

## About

Should you require further information select the About menu to Display the About screen which details the Address and Telephone number of Quest technology

Please note that Telephone support can be a chargeable service.

# Hardware

Recommended system requirements.

IBM or 100% Compatible Personal Computer

Hard Disk. 8 Megabytes Min.

Windows 3.1 and MSDOS 5.

386 or above Processor and 4 Megabytes of RAM 8 recommended. (the more the better)

Colour VGA screen + 256 colour display.

