IconEdit Pro   Version 2.4

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Shareware Version

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1.0 About 'IconEdit Pro'

1.1 What is 'IconEdit Pro'

'IconEdit Pro' is a very powerful and easy to use icon editor and browser for Windows 95. With this Icon-Editor you are able to create icons with up to 256 colors in different sizes.

You can mark, move, mirror or rotate any rectangular area. Icons can be extracted from EXE- and DLL-files and also be cutted out of bitmaps (BMP, RLE) or directly out of the Windows screen.

Icons can be stored in an Iconresource (a file which can contain multiple Icons with different sizes and colors) which helps you to save a lot of space on your harddisk.

Effective tools like the 'Shadow Function' (let's you created 3D effects very easily), radial and free rotateable linear gradations, antialiasing, contrast control, brightness/saturation control, etc. can assist you a lot.

All icons in a directory, an Iconresource, an EXE- or a DLL-file are displayed and can be printed with or without their filenames. The icons can even be printed in variable sizes.

1.2 Shareware Information

This application is a fully functional Shareware version of the 'IconEdit Pro' icon editor. Only at the beginning and the end a dialog appears where you have to wait for ten seconds.

Shareware allows you to try a program before you buy it. If you like this program and find it useful, you are requested to support it by registering the software. This will entitle you to the latest version of 'IconEdit Pro', notification of updates and other worthwhile things.

I've not infested the program with excessive beg notices, crippled it or had it verbally insult you after ten days. I trust you to support 'IconEdit Pro' if you like it. **To create this program was <u>a lot of</u> work** (thanks to my girlfriend for her patience) and I hope you will support this and further work on the program.

The price for the registered version is **only ATS 99,-- (DEM 15,--; USD 11,--)**

To register please use the entry 'Register English' in the menu 'Help' or just print the file 'REGIST-E.TXT' an send it to the given address. Thank you for your honesty!

1.3 What's New

<u>Version 1.0:</u>

  • First version for Windows 3.x

<u>Version 2.0:</u>

  • **32 Bit** version for Windows 95
  • Saving in **different sizes** (32x32 and 16x16 pixel)
  • Creating and editing of **Iconresources**

- Radial and free rotateable linear **gradations**
- **Antialiasing**
- **Brightness/Saturation control**
- **Contrast control**
- **Invert**
- Insert **Text**
- **3** Undo levels
- **Animated buttons** for the special effects
- A lot of further **improvements**

Version 2.1:

- **New function:** Raise/Inset
- **Shorter loading time**
- **Points will be connected** in freehand mode
- **Bugfix:** When clicking with the right mouse button on the drawing area, the right color was chosen but not displayed.
- **Bugfix:** Printing didn't work, neither in the editor nor in the open dialog.
- **Bugfix:** The text function did only work with black color.
- **Bugfix:** Setup wasn't able to create a temporary file.

Version 2.2:

- Added **Tooltips** to the Editor
- **Bugfix:** The program couldn't start when there was not printer installed.
- **Bugfix:** In freehand mode points where connected but the resulting lines where not drawn in the icon mask.

Version 2.21:

- If a **tooltip** is shown you don't have to wait the whole time again before the tooltip of an other button pops up.
- **Bugfix:** The icons 'Save (16x16)' and 'Print' were mixed.
- **Bugfix:** 'Take whole picture' in the Open-Dialog wasn't working correctly.

Version 2.3:

- **New function:** If you choose 'BMP/RLE' in the Open-Dialog a new button with the caption 'Insert from clipboard' appears. With this button you can insert the contents of the Windows clipboard and then cut icons from it just like from a normal bitmap.
- The Setup/Uninstall and the runtime files are now **completely in English**.
- **Bugfix:** Sometimes there came an overflow message in the beginning.
- **Bugfix:** The program crashed when an invalid icon was chosen in the Open-Dialog
- **Bugfix:** The program crashed when a drive which was not available was chosen
- **Bugfix:** After deleting icons from an iconresource in the Resource-Editor the buttons and displays were not set back.

Version 2.4:

- **New feature:** You can now define the opacity for each drawing tool.
- **New feature:** Spray (with or without gradation)
- **New feature:** All icons from an EXE- or DLL-file can be extracted at once.

- **New feature:** The function 'Invert' now only inverts pixel which are drawn with normal color (not background color).
- **New feature:** You can define 'IconEdit Pro' as your default icon editor. Just assign the ending 'ICO' to 'IconEdit Pro' and then when you double-click on an icon in the Explorer IconEdit Pro will come up with the selected icon.
- **Bugfix:** The program crashed when the 'Enter-Key' was pressed in the Open Dialog.
- **Bugfix:** When no icon was selected in the 'Print Dialog' but 'Print Icons' was clicked nevertheless the program crashed.
- All new texts in this help are printed in blue color.

2.0 The Program Interface

2.1 The Editor

The Editor is the main part of the program. It consists of a big drawing area, a vertical toolbar on the left side of it and a selection for four icons and a field which displays the mask of the current Icon above it. At the top there is a menu with the items: 'File, Edit, Effects and Help' and a horizontal toolbar below it.
On the right side of the editor there is a color palette and below there is a selection for the drawing method (normal- or screen color) and again below there are three 'Undo-Fields'.

2.1.1 The Drawing Area

On the drawing area the current icon is displayed magnified. By clicking with the left mouse button the current tool will be applied. By clicking with the **right mouse button** the color under the mousepointer will be defined as the active color.
If you click on an 'Screen Color' the current color mode will be changed to 'Screen Color'. If you click on an 'Normal Color' the current color mode will be changed to 'Normal Color'. To avoid this hold down the 'Shift-Key' while clicking.

2.1.2 The Vertical Toolbar

The vertical toolbar is subdivided into drawing- and working tools. I think the drawing tools do not require a special explanation. These seven are available:

- Freehand Drawing
- Line
- Rectangle
- Filled Rectangle
- Ellipse (Circle)
- Filled Ellipse (Circle)
- Fill (with or without gradation)
    To fill with a gradation you first have to mark a color region. To accomplish this, click on the first color in the color palette an then on the button 'Region'. Afterwards click on the last color of the gradation. All colors between this two colors will be marked and are used for the gradation (to cancel the region click on the button

'X' next to the button 'Region').
Now you can define which kind of gradation you want to use (normal, linear or radial). See under '2.1.8 The Menu, Effects' the entry 'Set Gradation'.
How you can define your own gradation is described under '2.1.7 The Color Palette' on the bottom.
• Spray
With the entry 'Spray Options' in the menu 'Effects' some settings concerning 'Spray' can be made (see under '2.1.8 The menu' the entry 'Spray Options').
Spray always works with the current color but if a color region is defined the colors of this region are cycled.
To ensure constant spraying the spray tool will only work when moving the mouse.

Below them are the following working tools:

- Mark Region
- Flip Vertical
- Flip Horizontal
- Rotate in 90° steps to the left
- Rotate in 90° steps to the right

If an area is marked then all these special tools, such as 'Rotate' or 'Flip' will apply only to this area, otherwise to the whole drawing area.

2.1.3 The Horizontal Toolbar

The first five tools correspond to the items 'New, Open, Save (32x32), Save (16x16), Print' from the menu 'File' (see 2.1.8 The Menu). The next tool switches the grid on the drawing area on and off. The next tools correspond to the items 'Antialias, Brightness/Saturation, Contrast, Shadow, Change Color, Raise/Inset, Invert, Text, Gradation Options, Spray Options' from to the menu 'Effects'.
On the right side you can specify the opacity for each drawing tool. The values are stated in percent. 100 correspond to opaque and 1 correspond to transparent.
If the mouse cursor is over the drawing area the coordinates are displayed instead. The X- and Y-indications correspond to the cursor position on the drawing area and the [x]- and [y]-indications correspond to the relative coordinates of a tool (for example: The length and width of a rectangle).

2.1.4 The Icon Selection

With this selection it is possible to work with four icons at one time. The active icon is displayed pointed out and can be changed to an other by a mouseclick.

2.1.5 The Undo-Fields

With the three Undo-Fields you can undo the last three changes. A mouse-click on one of these fields is enough to undo.

2.1.6 The Drawing Method Selection

This selection gives you the possibility to draw with 'normal color (Nrml)'

or to draw with 'screen color (Scr)'.
All points that are drawn with 'screen color' will appear transparent in the icon so that the background of the Windows-environment shines through. In a new icon all points are set to 'screen color'.

Example: If you create a new icon and then draw a line and save this icon and apply it to a program, you will see this line and the rest of the icon is transparent - so the rest does not need to be white as you see it in the Editor!

The 'screen color' has one other function: It is used to delete previously set points.

Example: If you draw a line with a 'normal color' and then want to delete it, it is not enough to paint over it with a 'normal' white color. The line is still there, you only can't see it because the background is also white. In order to make this line visible you only have to change the background color. In order to delete this line you have to overpaint it with the 'screen color'.

2.1.7 The color palette

You can choose a color with the left mouse button. There are two different palettes. One for 16 and one for 256 colors. These distinction is important for the storage of an icon. If the 256-Color-Palette is used the icon will be saved as a 256-Color-Icon, otherwise as a 16-Color-Icon. The difference is that a 256-Color-Icon looks much better but you only can view it in high- or truecolor mode. In the 256-Color-Mode of Windows you can only use the 16-Color-Palette!
Attention: If you change from the 256-Color-Palette to the 16-Color-Palette, all colors that are not standard colors (black, blue, green, cyan, red, violet, yellow, white, gray, light blue, light green, light cyan, light red, light violet, light yellow and light white) will be lost (don't panic, of course you can undo this...)!
On the bottom of the palette are two buttons. One to save (Save Pal) the current palette and one to load (Load Pal) a saved palette. The starting palette is called 'STANDARD.PAL' and is located in the same directory as 'ICONEDIT.PRO'.

On the right side of the palette are three sliders with which you can define your own colors. Beneath this sliders a button with the caption 'Gradation' is located. With this button you can easily create color gradations.

Proceeding:
1. Click on the first color on the palette which you want to use for the gradation
2. Press the button 'Gradation' (now it looks depressed; with another click on this button you can cancel the process)
3. Click on the last color of the gradation

The colors between the starting and the endpoint are now building a flowing gradation

2.1.8 The menu

File:

  New: Creates a new icon. The current icon is deleted. You can choose whether you want to create a 16- or 256-Color-Icon. A 256-Color-Icon can only be created if you run Windows in high- or truecolor

mode.

Open: Loads an icon, extracts an icon from an EXE-/DLL-file or an Iconresource, cuts an icon out of a bitmap. (see 2.3)

Save (32x32): Saves the current icon with the size of 32x32 pixel. A dialog appears where you can define a name and a directory. If you have saved the icon before then this dialog will not appear and the icon will be saved with the already given name. If you want to define an other name you can use 'Save As (32x32)'. If you save an 256-Color-Icon which has more than 256 colors, a dialog for color reduction appears. On the top left you can see the original icon and on it's right side six icons each color reduced with a different method. On the bottom left the original icon and on its right the currently chosen color reduced icon is displayed magnified. Just choose the best looking icon and press the button 'Ok'.

Save (16x16): Same as 'Save (32x32)' but only the first 16x16 pixel are saved. The rest will be cutted off.

Save As (32x32): Same as 'Save (32x32)' but the save-dialog will always appear.

Save As (16x16): Same as 'Save (16x16)' but the save-dialog will always appear.

Save All (32x32): Same as 'Save (32x32)' but all four icons will be saved.

Save All (16x16): Same as 'Save (16x16)' but all four icons will be saved.

Print: A dialog appears where you can choose which of the four icons should be printed. You can also choose more than one icon. Further you can state the size of the printed icons. '1' means normal size, '2' double size,... The maximum size depends on the printer setting.
From size '5' on you can also print the icons with a grid.

Printer Settings: Opens the standard Printer-Settings-Dialog.

Quit: Quits 'IconEdit Pro'.

Edit:

Copy: Copies the marked area to the clipboard (not the Windows clipboard!). If no area is marked, the whole icon will be copied.

Paste: Pastes the copied area into the active icon. If you copy from a 256-Color-Icon to a 16-Color-Icon all colors will be changed to standard colors (black, blue, green, cyan, red, violet, yellow, white, gray, light blue, light green, light cyan, light red, light violet, light yellow and light white)

Copy to Clipboard: Copies the marked area to the Windows clipboard. If no area is marked, the whole icon will be copied.

Delete Marked Area: Deletes the marked area.

Change to xxx Colors: Changes a 256-Color-Icon to a 16-Color-Icon or vice versa. If you change to a 16-Color-Icon all colors will be changed to standard colors (see above). You only can change to 256 colors if you run Windows in high- or truecolor mode.

Effects:

Flip Horizontal: Flips the marked area horizontally (around a vertical axis). If no area is marked, the whole icon will be flipped.

Flip Vertical: Flips the marked area vertically (around a horizontal axis). If no area is marked, the whole icon will be flipped.

Rotate Left: Rotates the marked area counter-clockwise. The rotated area is moved to the upper left corner. If no area is marked, the whole icon will be rotated.

Rotate Right: Rotates the marked area clockwise. The rotated area is moved to the upper left corner. If no area is marked, the whole icon will be rotated.

Antialiasing: Approaches colors in an icon or a marked region. With this function you can smooth your icon and avoid steps.
In the appearing dialog you can set the strength of the antialiasing with a slider (0 = no antialiasing, 10 = strong antialiasing).

Brightness/Saturation: In the appearing dialog you can choose whether you want to change the brightness or the saturation of the icon or the marked region. With the three sliders you can set the strength for each color (red, green, blue) separately. Values higher than 0 percent brightens the colors (increases the saturation). Values lower than 0 percent deepens the colors (decreases the saturation). To change one color separately, just uncheck the other two.

Contrast: Increases or decreases the contrast of the icon or the marked region. In the appearing dialog there are two different kinds of sliders:
The 'Intensity-Sliders' control the amount of the contrast change. Values higher than 0 percent increase the contrast, values lower than 0 percent decrease the contrast.
The 'Threshold-Sliders' define a threshold for each color (red, green, blue). If the value of a color of the icon is lower than this threshold, it's value will be more lowered (if you have chosen an intensity-value higher than 0 percent). If the value is higher, it will be raised. So the color values are spread which means the contrast is raised.

Shadow: With this function you can create 3D-Effects very easily. To create a shadow, just choose the color of the shadow (left-click on the palette) and then select 'Shadow' from the menu 'Effects'. A dialog appears where you can choose the X- and Y-position (depth) of the shadow.
The 'screen color' has a special function: Normally a shadow will be created from each point painted with 'normal color'. If you draw a filled rectangle and in this rectangle a line to which you want to apply a shadow, a shadow will be created only from the rectangle because all points were painted with normal color. To avoid this, just set the 'screen color' to the color of the rectangle (left-click on the option-button 'Scr' and then hold down the 'Shift-Key' and right-click on the rectangle). If you create a shadow now, the shadow will be applied only to the line. You can set back the 'screen color' afterwards.

Change Colors: Changes one color to an other. Choose a color from the palette and then select 'Change Color' from the menu 'Effects'.

The mousepointer changes to an 'Up-arrow'. Now left-click on the color on the drawing-area which you want to change with the previously selected. If no area is marked the color will be changed in the whole icon, otherwise only in the marked area.

Raise/Inset: Raises or insets the marked region. In the appearing dialog you can specify if the graphic should be raised or inseted. You also can set the light color and the shadow color (simply click on the colored button).
The screen color has the same special purpose as with the shadow function: If you draw a light gray rectangle and in this rectangle a line which you want to inset, you first have to set the screen color to the same color as the rectangle. To do this press the 'Scr'-button and 'rightclick' on the rectangle while holding down the 'Shift'-key.
If you now use 'Raise/Inset' only the line will be inseted.
You will get the best results with a light gray background, a white light-color and a dark shadow-color (= default).

Invert: Inverts the Icon or the marked region. Only the pixels which are drawn with 'normal color' (not 'background color') are inverted.

Text: Inserts Text into the icon. Write the text into the textfield on the upper right and it will be inserted under consideration of the font and the fontsize into the icon. The text will be wrapped automatically and if it is too long, it will be cutted off.

Gradation Options: Defines the kind of filling. Possible fillings are: normal, linear and radial filling. If you choose linear filling, you can set the angel. Use the slider or just click into the preview and move your mouse with pressed button.

Spray Options: In this dialog you can set the shape, the size and the density of the spray tool.
Tip: If you set the size to '1', the density to '100%' and if a color region is defined, you can draw like in freehand mode but the colors are cycled.

Help:

English Help: Shows this help. To search for a notion, just write the word in the text-box near the search-button (or simply double-click on the word or just mark a text) and then press the search-button. If the word exists, the program will jump to this word and high-light it. If you want to see if the word does exist more than one time, just press the search-button again. If it doesn't exist you will hear a 'beep'. If you then again click on the button the search will start on the beginning of the text.
If the option 'Case sensitive' is checked the system also searches for the right case.
With the button 'Print' you can print the whole or the marked text.
Press the button 'Ok' to end the help.

Deutsche Hilfe: Shows the german help.

Register (english): Prints the english Registration-Form. You can also print it with an other program (file manager, notepad ...). The name of the file is 'REGIST-E.TXT' and is located in the same directory as 'ICONEDIT.EXE'.

Registrierung (deutsch): Prints the german Registration-Form.

Info: Shows some information about the system-resources an about 'IconEdit Pro'. In the Shareware version this dialog will appear every time at the beginning and the end of the program and you have to wait for 10 seconds. Just register to get rid of it.

2.2 The Open-Dialog

The open-dialog is divided into three parts. The first one on the upper left corner contains an icon-selection that corresponds to the one in the editor. On the right side of it is a button with which you can print all icons in the active directory. If you press this button a dialog will appear where you can define if you want to print the icons with or without their filenames underneath.
The second part, underneath the first, contains a filename-, a directory- and a selection-box. Below is a small toolbar with three icons. The first opens the Resource-Editor, the second marks all displayed icons and the third unmarks them.
The third part shows all icons of the current directory (if the option 'Show all icons' in the first part is checked). One click with the right mousebutton marks an icon. To mark more than just one icon hold down the 'Shift-Key'.

In the open dialog you have the following possibilities:

2.2.1 Load an icon:

Choose the position in the icon-selection to which you want to load it. Go to the directory where the icon is located and simply click on its picture on the right side or on its filename on the left.

2.2.2 Extracting an icon from an EXE- or DLL-file

Choose the entry '*.EXE; *.DLL' in the selection-box (underneath the file-name-box). Go to the directory where the EXE or DLL is located and click on its filename. All icons in this EXE- or DLL-file will be displayed on the right side. Just click on the one you want.
If you now select one ore more icons, you can extract them to single files with the fourth button on the lower left side (Extract Icons). The appearing dialog works the same way as the Extract-Dialog from the Resource Editor (see '2.3.4 Extract Icons from a Resource').

2.2.3 Cutting an icon from a bitmap

Choose the entry '*.BMP; *.RLE' in the selection-box. Go to the directory where the BMP- or RLE-file is located and click on its filename. The image is displayed on the right side. Above the image you can choose:

Take iconsized cut: You can take a cut of the size of an icon (32 x 32 Pixel). Click in the image and wait till a square appears (this may take some seconds with large pictures). This square you can move around.

Take ownsized cut: You can take a cut of the size that you want. Click in the image and stretch a rectangle (with pressed shift-key a square). You can also stretch over the visible area (the more, the faster).

Take whole picture: The whole picture is sized to the size of an icon

(32 x 32 pixel).

Notice: The button 'Print all icons' has changed to 'Capture screen'. With this button the whole screen is captured and shown on the right side. Then you can cut out icons as described above.
Further a new button with the caption 'Insert from clipboard' appears. With this button you can insert the contents of the Windows clipboard and then cut icons from it just like from a normal bitmap.

2.2.4 Extract Icon from an Iconresource

Choose the entry '*.ICR' in the selection-box. Go to the directory where the Iconresource is located and click on its filename. The icons in this resource are displayed on the right side (see above for selection).

2.3 The Resource-Editor

With the Resource-Editor you can create and administrate iconresources. An iconresource is a single file which can contain multiple icons in different sizes and different numbers of colors. You can save a lot of disk space with an iconresource.
Each harddisk is divided into sectors. The size of these sectors depends on the size of the harddisk (e.g. on a harddisk with 1 GB one sector has 32.738 bytes). Each file, even if it has only 100 bytes, uses one whole sector. So a normal icon file with the size of 766 bytes actually has 32.738 bytes on a harddisk with 1 GB.
If you now have 100 icons this means that they use about 3,3 megabytes of disk space. An iconresource with 100 icons instead only needs 100 kilobytes. This way you save 3,2 megabytes of disk space!

You also need an iconresource when you create a program for Windows 95. To ensure that your program meets the requirements for a 'Designed for Windows 95' program it must contain icons with different size (32x32 and 16x16). To accomplish this, just create an iconresource with the needed icons and assign it to your program, just as you do with a normal icon.

2.3.1 The Interface

On the top there is a progress bar and below this there is a display where all the icons of an iconresource are displayed. On the bottom the name of the current iconresource is displayed.
To mark an icon just right click on it. If you want to mark more than one icon use the 'Shift-Key'.

On the right side some buttons are located:

Open: Opens an existing iconresource
New: Creates a new iconresource
Saving ?: Shows how much disk space you are saving with the current
           resource

Tag All: Tags all icons in the current resource
Untag All: Untags all icons in the current resource

Extract: Extracts the marked icons from the current resource (see 2.3.4)
Delete: Deletes the marked icons from the current resource

Exit: Quits the Resource-Editor

2.3.2 Create a new Resource

Press the button 'New' and define the name for the resource in the
appearing dialog. Now you can add icons to this resource.
To accomplish this just drag the icons from the Open-Dialog to the big
display of the Resource-Editor.
Instead of pressing the button 'New' you can drag the icons directly onto
this button.

2.3.3 Add Icons to a Resource

Press the button 'Open' and define the name of the resource in the
appearing dialog. Now you can add icons to this resource by dragging
them onto the big display in the Resource-Editor.
Instead of pressing the button 'Open' you can drag the icons directly
onto this button.

2.3.4 Extract Icons from a Resource

When you press the button 'Extract' a dialog appears where you can
choose if you want to specify a separate name for each icon to be
extracted (Extract this icon to this file) or if you want the names to be
assigned automatically (Extract all icons to files with this base).
The picture box on the upper left side shows the current icon. With the
two arrows on it's right you can change to the previous or to the next icon.

Example: You have marked 10 icons and now you want to extract them.
You want to specify a name for the first two icons and let the rest be
named automatically.
To accomplish this press the button 'Extract'. The Extract-Dialog
appears and on the top left side the first marked icon is displayed.
Specify a name for this icon in the textbox on it's right (you also can
use the 'Browse-Button' on the right). Now press the button 'extract'.
The current icon will be extracted to the given file and the next
marked one is displayed.
Repeat the steps above but with a different filename.
The display below the arrows should show '3/10'. Now choose the
option 'Extract all icons to files with...' and specify a basename for
them (e.g. Icon). After this press the button 'Extract' again. The
remaining eight icons will be extracted and named 'Icon0001 -
Icon0008'.

3.0 Uninstall 'IconEdit Pro'

To uninstall 'IconEdit Pro' you can use the default Windows 95 uninstall
feature. From your system panel choose 'Software' and search for 'IconEdit
Pro'. Press the button 'Install/Remove' and 'IconEdit Pro' will be uninstalled
completely.

4.0 Keyboard-Shortcuts

Besides the Strg-Combinations (given in the menu) you can use the following keys (without <Strg> or <Alt> ...):

n: New
o: Open
s: Save (32x32)
p: Print
q: Quit

z: Copy to Clipboard

h: Flip Horizontal
v: Flip Vertical
l: Rotate Left
r: Rotate Right
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a: Antialias
b: Brightness
c: Contrast
d: Create Shadow
e: Change Colour
i: Invert
t: Text
y: Spray

u: Undo

I WISH YOU A LOT OF FUN WITH BEING CREATIVE...

Please report bugs, suggestions, wishes, ... to:

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