JGS Thu Apr   8 21:50:48 PDT 1993

Custom Icon Support

    Items can be assigned a custom icon to be used according to the
type(extension).   For example, all Items with an extension of .h could be
assigned a special icon, while all items with an extension of .m could have a
completely different one.   This is done by creating the icon and putting it in
the ICONS_DIR, which is a subdirectory of the LIBRARY_DIR.   This is currently
defined to be ~/Library/Locus/Icons.
    These icon files must be named according to the type(extension) of the files
they are used for.   The name also indicates whether the icon is for the
regular(large, 48x48) size icons, or the small, 24x24 icons.   The format of the
name is:

ext.large.tiff, ext.large.eps, etc.
-- or --
ext.small.tiff, ext.small.eps, etc.

For example, the 1/4-size icon to be used for *.m files would be called: m.small.tiff

The first time an item with a particular extension is to be draw, the ItemCell method -getIcon is called, which looks in the Custom Icon's dir first, and then asks the Workspace Manager for the Item's icon.   Once an icon is found, it is stored in a HashTable so that additional Items with the same extension will not have to repeat the process, but can instead just get the icon from table.   This table is built at run-time, and so all items with a particular extension will use the same icon for the life of that particular instance of Locus.app.   It might be useful at some point to have an option to empty the hash table and start over with 'fresh' icons so that custom icons can be added without having to restart.