

THE SMALL ICON EDITOR

INTRODUCTION

This chapter explains how to use Resorcerer's black and white Small Icon Editor. The Small Icon Editor edits major resources of type:

 'SICN' List of small 16 by 16 black and white icons

For more information on creating color icons, see the "Color Icon Editor" chapter earlier in the manual.

You should be familiar with general aspects of resource editing, as explained in the "Editing Resources" chapter earlier in the manual.

TOPICS COVERED

- Small icon resources
- Creating a new icon
- Opening an icon
- Using the Small Icon Editor
- Creating a Finder icon mask
- Screen copying
- Decompiling the small icon
- Closing the small icon

SMALL ICON RESOURCES

Small black and white icons are kept in resources of type ‘SICN’. Usually there is only one icon per resource, but you can keep any number in the list. Each small icon is 16 by 16 bits worth of bitmap image data.

‘MENU’ resources, among others, can contain references to small icon resources.

CREATING A NEW SMALL ICON

If you are viewing resources in a File Window, click on the **New** button or choose **New Resource** from the **File** menu. If the Types List is the Active List, Resorcerer will ask you to specify the resource ID prior to creating the resource; otherwise, it will use the next free resource ID available for the icon resource. You can specify the resource ID at which Resorcerer’s search begins in the **Resource ID Preferences** section of the **Preferences** dialog (for more on this, see the “Preferences” chapter later in the manual). Usually the starting ID is 128.

OPENING A SMALL ICON

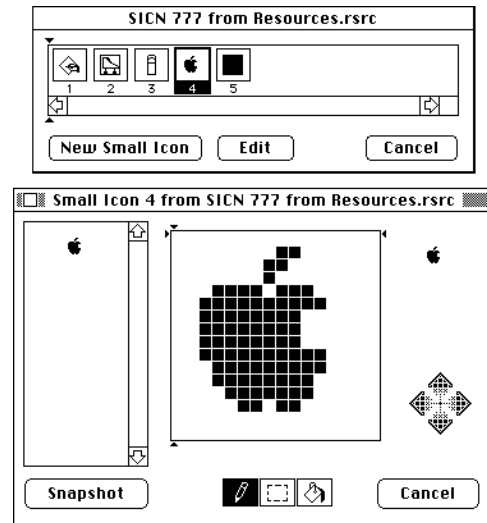
Select the icon resource you want to open in the Resources List of your File Window and click on the **Open** button, or double-click directly on the resource entry.

USING THE SMALL ICON EDITOR

The Small Icon Editor displays the list of 0 or more 16 by 16 icons. Each icon is labeled with its index in the list. You can cut, copy, and clear any selection of small icons, paste any small icons at the position of the list insertion caret, and open any selection of small icons.

To edit individual small icons, select them and click on the Edit button. To edit just one, simply double-click on it in the list.

All icons open for editing in the list are highlighted in black.



THE ICON EDITING BOXES

The icon data editing area displays the bits (pixels) in the icon image.

To set or clear a bit in either the image or the mask, move the mouse into the appropriate editing box (where it changes to a pencil) and click on a black pixel to clear the bit, or a white pixel to set it. You can drag the mouse while you hold the button to set or clear other pixels in the image.

Sorcery: The Shift key will constrain the movement of your mouse to either horizontal or vertical, whichever occurs first.

To select any set of rows or columns for cutting and pasting, click and drag one of the triangular handles along the top or side of an editing box. Using the selection tool, you can select any rectangular area.

To erase, invert, rotate, or mirror image the entire icon, choose **Erase**, **Invert**, **Rotate**, or **Mirror** from the Editor's menu. If any rectangular area is selected, the command will operate only on those bits.

To fill a contiguous area with black or white bits, use the Paint tool.

OTHER CONTROLS

The diamond-shaped control shifts bits in the current editing box. Click on the right arrow to rotate right, up arrow to rotate up, left arrow to rotate left, and bottom arrow to rotate down.



To shift the bits without wrap-around, hold the Shift key down while clicking on the diamond.

Shifting is performed with respect to the associated horizontal or vertical triangular selection handle. To open up a column of pixels within the icon (or mask) image, place the top selection handle and click on the right or left side of the diamond.

The **Cancel** button throws away all changes you've made since opening the resource, and closes the editing window.

TAKING SNAPSHOTS

At any time during editing you can click on the **Snapshot** button to take a snapshot of the current state of your icon. The snapshot is added to the snapshot list on the left side of the editing window, where you can view it. The list will support any number of snapshots.

Sorcery: You can also take a snapshot by tapping the Space Bar at any time.

Snapshots are a good way of recording various ideas while you are editing. To revert your icon editing box(es) to any snapshot, scroll to the snapshot in the list and double-click on it.

When you first open the icon editing window, the Editor automatically takes an initial snapshot of your icon. This lets you revert your editing session all the way back to before the first change you made.

To throw away all but the first snapshot, choose **Clear Snapshots** from the Editor's menu. The snapshot list is thrown away when you close the editor window.

SCREEN COPYING

If you prefer to use a more sophisticated paint program or desk accessory with which to design your icon images, you can easily copy the image directly from a background window into an icon editing box. To do so, you must be running under Multifinder if you are using another application; if you have a desk accessory, though, you don't need MultiFinder. In either case, choose the **Copy from Screen** command from the Editor's menu to enter screen copying mode.

In screen copy mode, the Editor replaces the current mouse cursor with the standard selection ("marching ants") marquee. The size of the marquee is 1 pixel larger than the icon image rectangle, so that the movement of the marquee will not hide the borders of the candidate image. As you move the selection rectangle around on your screen, the Editor constantly copies its contents into the editing box so you can get a good idea of what the icon image will look like.

When you have properly placed the selection rectangle, click the mouse button to make the final copy. If you make a mistake, you can choose **Undo**.

Before doing the screen copy, you can choose **Hide File Windows** from the **File** menu if you need to free up some screen space in order to see a background paint window.

Sorcery: If you are editing the icon image in a "fat bits" mode in your paint program, you can click and drag the selection rectangle until it encloses the larger icon image.

Since most paint programs support zooming by a factor of two, however, it is easier to tap the Space Bar while in screen copy mode to double the size of the selection marquee. This will undo the effect of any zoom factor you've set in the paint window.

DECOMPILING YOUR SMALL ICON

When you've finished designing your icon resource, the Editor can decompile it into Rez source text, placing the text directly in the clipboard so that you can switch to your development system's text editor and paste the resource declaration in your Rez source file.

To do this, make sure that no bits are selected in any editing box, and choose **Copy** from the **Edit** menu.

CLOSING THE SMALL ICON

When you have finished editing your icon(s), click in the editing window's GoAway box to close the icon. This saves any changes you have made back to Resorcerer's in-memory copy of your file.

If you don't want to save the changes you've made since opening the icon, click in the **Cancel** button in the lower right of the window.

For small icons, the changes you make are saved back in the list of small icons, which remains open. To close the small icon resource click in the list window's GoAway box.

Depending on how your preferences are set, Resorcerer may confirm with you whether to save or discard your changes (for more on this, see the "Preferences" chapter later in the manual).