



The application and demo code contained in this uEZ source code release includes high quality icons licensed directly from Professional-Icons. The FDI license for these icons only includes their use in FDI products and not in other products for end customers. Therefore, these icons are not considered part of the Open Source uEZ package. Customers wishing to use these high quality icons should contact Professional-Icons directly at [www.professional-icons.com](http://www.professional-icons.com). The icons are very affordable and bundles or packages are also available.

The professional icons used in the demo are from Professional-Icons and are part of their Vista Complete Combo v6.0. To use these icons in the FDI Demo add the line,

```
#define UEZ_ICONS_SET    ICONS_SET_PROFESSIONAL_ICONS
```

to Config\_Build.h in the project directory.

For customers who don't want to license the high quality icons from Professional-Icons, FDI also offers some simple lower resolution "stock" icons that we have developed as part of the Open Source uEZ package.

The open source icon header files and images are available in the "uEZ\Source\App\Demos\FDI\uEZDemoCommon\Images\FDI\_Icons" directory. To use the open source icons in the FDI demo add the line,

```
#define UEZ_ICONS_SET    ICONS_SET_UEZ_OPEN_SOURCE
```

to Config\_Build.h in the project directory.

You can also create your own custom icons for any type of image using a photo editing program such as Photoshop or Gimp. FDI uses a program called hex2code, available in the FDI\_Icons directory, to convert uncompressed indexed TARGA files, typically 64x64 pixels, into C code to use in uEZ. Also available in the FDI\_Icons directory is convert.bat, which is used to convert multiple TARGA files into C code. Right click on convert.bat and click edit to see the format for using hex2code. For the best results with your custom icons you should start with smaller images that do not contain a lot of detail because most of the details will be lost in the resizing process.