This document specifies the purpose of all the icons included with the package "PromIcons.rar". These are planned uses and any deviation from the below usage should be clarified with Nick. Also, if you are unclear about why something is a specific way, ask Nick. Note also that the folder and files names are basically suggested uses and they do not always logically match the icon's purpose.

App Basics

about.png	Just an icon to go on the About dialog box
bookmark.png	Users can right click a tag and "bookmark" it so that they can easily reference it later by looking for this icon next to it in the file list
check.png	Check to use by sections to represent that their data is correct
check2.png	Icon to initial a global "check" on all tags in a project
checks.png	Checks played by sections with subsections – indicates all child sections are ok
copy.png	Copy
cut.png	Cut
disks.png	Save All
disk_blue.png	Save
document.png	Icon for tag documents (shown in the tree next to tag file names)
document_add.png	Adding a pre-existing tag to a project / folder
document_delete.png	Delete a tag document (shown when right clicking the tag document in the tree list)
document_edit.png	Edit a tag document (you know the drill, tree list)
document_error.png	If a tag document is checked and does not conform to spec this icon is displayed instead of document.png in the tree list
document_info.png	Icon to see basic info about a tag document: size, revision, revision number, date created, date edited, edited by user, etc
document_lock.png	Indicates a locked document – password protected and cannot be changed
document_new.png	Creating a new tag document (either from the file menu, file toolbar, or by right clicking a folder in the tree)
document_ok.png	Indicates that a tag has passed checking (replaces document.png)
document_plain_new.png	-- no specific use at this time, but will probably find one later
document_preferences.png	Set a tag document's preferences: revision to compile, tag security, revisions to keep, etc
document_warning.png	Like document_error but is meant more for checks that will still let a map compile but should be looked into before making a release public
error.png	General error icon for error messages in popups or elsewhere in the program (like above objects that are being placed in the scnr editor and can't be placed in certain spots)
export1.png	Used to export a sound, image, model, etc (read: data) from a tag or map
export2.png	Shown after clicking export1 to indicate export is in progress (unclickable icon)
find.png	Used for search function (searching for tag files or user data)
find_next.png	Find next instance
find_previous.png	Find previous instance
find_text.png	Used for search function (only when searching for specific text in tags, revision history notes, logs, etc).
folder.png	Icon for folders that are currently expanded (shown in tree next to folder names)
folder_add.png	Adding a pre-existing folder to a project / folder
folder_closed.png	Icon for folders (shown in the tree next to folder names)
folder_delete.png	Delete a folder (shown when right clicking the folder in the tree list)
folder_edit.png	Edit a folder (brings up a window to organize a folder, basically manage its contents)
folder_information.png	Icon to see basic info about a folder: size, number of files/subfolders, date created, date edited, edited by user, etc
folder_lock.png	Indicates a locked folder – all files under it are password protected and cannot be changed

folder_new.png	Creating a new folder (either from the file menu, file toolbar, or by right clicking the current project or a folder in the tree)
folder_ok.png	Indicates that all tags under the folder have passed checking (replaces folder.png or whatever icon is currently there)
folder_preferences.png	Set a folder's preferences: global (all under folder) revision to compile, folder security, global (all under folder) revisions to keep (overridden by tag's preference), etc
folder_refresh.png	Refresh the contents of a folder (tree list)
folder_up.png	Navigate up a folder
folder_warning.png	Temporarily act as the designator for ERRORS in tags under the folder – true purpose is to show that tags under the folder have warnings associated with them (we must create folder_error)
help2.png	Help icon
help_earth.png	Online help icon
history2.png	Revision history button (could also be used for most recent files list)
import1.png	For importing tags from guerilla or importing a tag collection from a zip/rar
import2.png	Indicates import is in progress
information.png	General information button, shown when we're giving the user a tip, can also be used to designate informational resources users may want to look into
lifebelt.png	Clicking this draws the tooltip into a window that shows until you move to the next field.
magic-wand.png	For our Wizards
media_fast_forward.png	Fast forward - sound
media_pause.png	Pause - sound
media_play.png	Play - sound
media_play_green.png	Play (sound is currently playing, replaces media_play)
media_rewind.png	Reverse (yes, reverse) - sound
media_stop.png	Stop - sound
media_stop_red.png	Stop (sound was just stopped and nothing else has been done, replaces media_stop)
music.png	Icon for music playback tool / music data files
nav_down_blue.png	General usage navigation
nav_down_green.png	General usage navigation
nav_down_left_blue.png	General usage navigation
nav_down_left_green.png	General usage navigation
nav_down_left_red.png	General usage navigation
nav_down_red.png	General usage navigation
nav_down_right_blue.png	General usage navigation
nav_down_right_green.png	General usage navigation
nav_down_right_red.png	General usage navigation
nav_left_blue.png	General usage navigation
nav_left_green.png	General usage navigation
nav_left_red.png	General usage navigation
nav_right_blue.png	General usage navigation
nav_right_green.png	General usage navigation
nav_right_red.png	General usage navigation
nav_up_blue.png	General usage navigation
nav_up_green.png	General usage navigation
nav_up_left_blue.png	General usage navigation
nav_up_left_green.png	General usage navigation
nav_up_left_red.png	General usage navigation
nav_up_red.png	General usage navigation
nav_up_right_blue.png	General usage navigation
nav_up_right_green.png	General usage navigation
nav_up_right_red.png	General usage navigation
paste.png	Paste

preferences.png	Preferences (application, aka Options)
redo.png	Move ahead a revision (grey if non-existent)
replace.png	Replace
replace2.png	Find and replace
save_as.png	Save As
undo.png	Move back a revision (grey if non-existent)
unknown.png	General icon shown when something is unknown / unclassifiable based on given information
warning.png	General warning icon for warning messages in popups or elsewhere in the program
zoom_in.png	Zoom in
zoom_out.png	Zoom out

Data Coll

cabinet.png	Backup project
data.png	Icon for tag collections (shown in the tree next to tag collection names)
data_add.png	Adding a pre-existing tag collection to a project / folder
data_copy.png	Make a copy of this tag collection (forces rename, allow collection variants)
data_delete.png	Delete a collection (shown when right clicking the collection in the tree list)
data_disk.png	Save a collection for distribution to others
data_edit.png	Edit a collection (brings up a window to manage a collection's contents)
data_error.png	If a collection is checked and its contents don't conform to spec this icon is displayed instead of data.png in the tree list
data_information.png	Icon to see basic info about a collection: tags included, type of collection, redistributable, date created, date edited, edited by user, etc
data_lock.png	Indicates a locked collection – all files under it are password protected and cannot be changed – this can show up if somebody is using an imported collection that the author wants to be used unchanged
data_new.png	Creates a new collection (either from the file menu, file toolbar, or by right clicking the current project) – launches the tag collection wizard
data_ok.png	Indicates that all tags under in the collection have passed checking (replaces data.png or whatever icon is currently there but only after a check has been run)
data_preferences.png	Set a collection's preferences: revision to compile, collection security, revisions to keep, etc
data_refresh.png	Refresh the status and content of a collection (in tree list or collection manager)
data_unknown.png	Unsure about what type of collection it is (weapon, vehicle, etc)
data_warning.png	Like data_error but is meant more for checks that will still let a map compile but should be looked into before making a release public
index.png	Archive project (compress all files related to this project into a single zip file and cleans up after itself)
index_up.png	Unpack an archived project
note_delete.png	Remove a note from a tag section
note_edit.png	Edit a note in a tag section
note_new.png	Create a new note for a tag section
note_pinned.png	Replaces note_new if a note exists for that tag section

Net & Sec

bomb.png	Displays after attempting compilation only to return fatal errors
id_card.png	ID card goes next to the login box
id_cards.png	Icon for ID card configuration / management
id_card_delete.png	Delete an ID card (triple confirm with user, it's taking out all their data – require a password and compress a back up and stash it somewhere just incase)
id_card_error.png	Problem with ID card (invalid name, bad password, etc)
id_card_information.png	Info about the ID card – gives the user name, setup/registration date, etc
id_card_new.png	Create a new ID card (these ID cards are the user's main login for Prometheus, all

of their data is stored in a path with this name in it, they will store everything about the user including options, HaloDev login information, all project data they work on, etc)

id_card_ok.png	After creating an ID card, if creation was successful, this is shown
id_card_preferences.png	ID preferences – make default ID, etc
id_card_warning.png	After creating an ID card, if information is missing or wrong, this is shown
key1.png	Unlock a locked file (click button and receive password prompt)
link.png	Icon for web links in the main menu
lock.png	Shows that an item/object is locked and cannot be moved (scnr editor)
lock_add.png	Add a lock to an item/object – prompted to enter lock info (scnr editor)
lock_delete.png	Remove a lock from an item/object – prompted for pass (scnr editor)
lock_error.png	Shown if an error occurred in locking something (i.e. already locked)
lock_information.png	Details about an item/object lock (who set it, when it was set, if a reason was given, etc)
lock_open.png	Item/Object is currently unlocked (shown when right clicking on something)
lock_preferences.png	Change item/object lock preferences (change password, etc)
lock_warning.png	Shown if user has set a weak password
mail2.png	Notice shown if tester has message from developer/lead tester (click icon to read)
mailbox_empty.png	No messages
mailbox_full.png	More than one message (if one, use mail2)
mail_delete.png	Delete mail message as it has been read
mail_write.png	Reply to a message you received (no ability to create new messages, replies only)
news.png	Indicates there is project related news that should be read
news_delete.png	Deletes news notification
security_agent.png	He's just cool, he needs to be put in somewhere
server_client_exchange.png	Getting mail/news notifications, logging into website or database
server_error.png	Problem contacting HaloDev server

Objs & People

angel.png	God made me do it
colors.png	Can be used in place of control's icon for selecting a color (tag editing)
devil.png	The Devil made me do it
keyboard_key.png	Keyboard settings options
monitor_preferences.png	Monitor preferences (program layout, render resolution, etc)
mouse.png	Mouse settings
PCI-card_preferences.png	Graphics settings
trafficlight_green.png	---
trafficlight_off.png	|
trafficlight_on.png	| No purpose right now but I'm sure I can come up with some creative
trafficlight_red.png	| use for them eventually – I actually had an idea when I saw them
trafficlight_red_yellow.png	|
trafficlight_yellow.png	---
user1.png	Represents a HaloDev user account that is used to log into the site
user1_add.png	Add a user account (not an ID card, ID cards are for local directory management)
user1_delete.png	Delete a user account
user1_earth.png	Shown next to username and password box in the user preferences
user1_information.png	User info and basic account information pulled from their website profile
user1_new.png	Creates a new users (they fill it in and we send the form to our server, store it in database)
user1_preferences.png	Set user preference (load up the website account info fields that are editable, allow them to be edited here, then return them to the server).

Soft Dev

bug-mail.png	Report a bug

bug_green.png	Bug fixed
bug_red.png	Found critical bug
bug_yellow.png	Found a "warning" bug
console.png	Icon for configuring Halo PC/CE settings when testing