

Images in this folder are used to replace the in-game toolbars associated with each of them.

## **HOW TO DISABLE**

\*To disable toolbar replacement, set the key below in 'Unleashed.ini'.

ReplaceToolbars = 0

\*To disable individual toolbars, you can move images to another folder.

## **HOW TO MAKE YOUR OWN**

Follow these simple rules:

- 1- Replacement files should have the same name as the current ones (see following pages for legend)
- 2- Each icon should be square in height and length, e.g. 24x24 pixels.
- 3- Place all icons on a single row, even if they appear in several rows
- 4- Image format should be bitmap. 16-bit and 24-bit bitmaps will work but 32-bit bitmap tends to yield better results.
- 5- 32-bit bitmap is not a conventional file format; if you don't have access to software capable of handling it, these 2 freeware image editors can be used:

- a- Paint.net (<https://www.getpaint.net/download.html>)

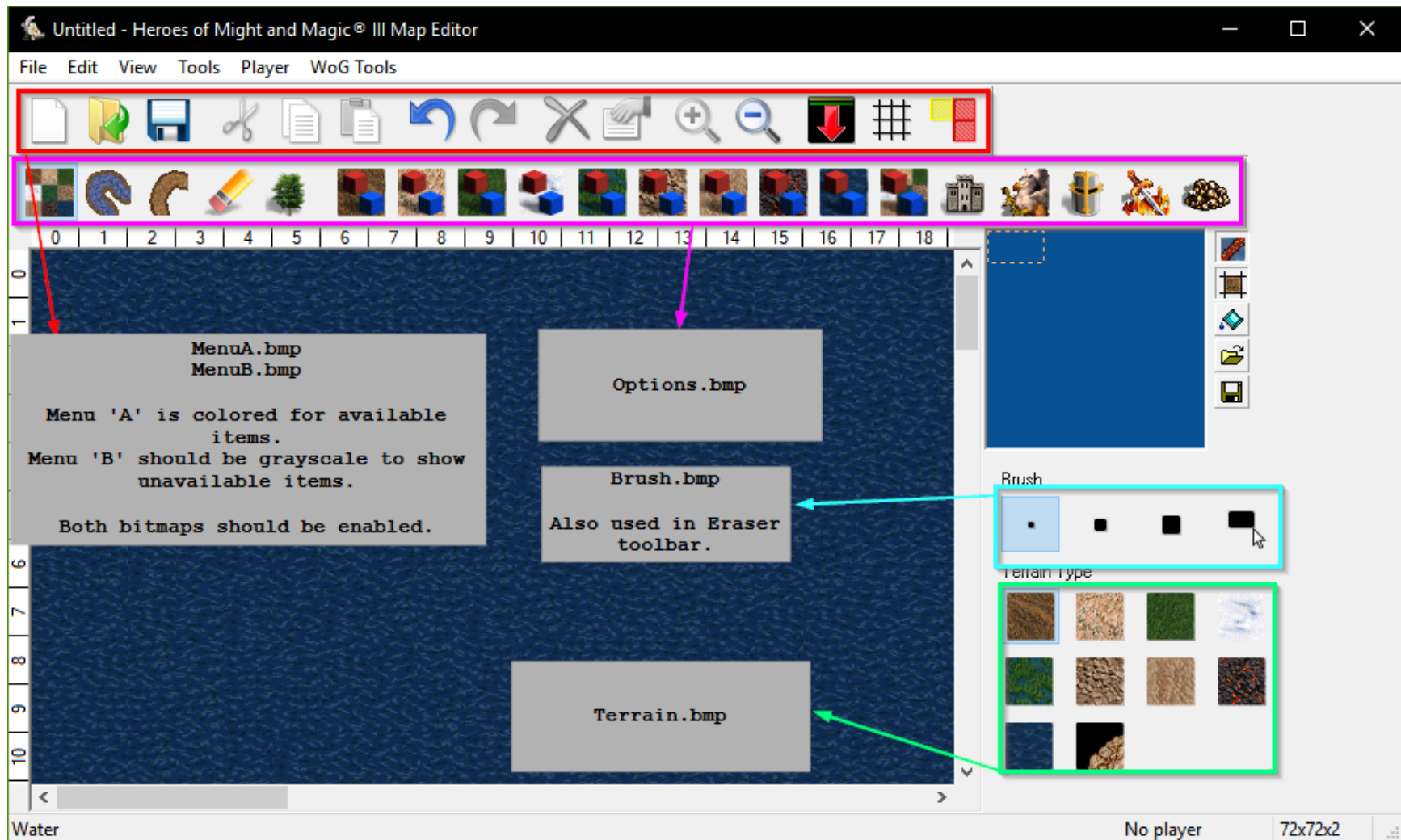
This lets you keep your icons in different layers and modify the transparency (which is useful for shadows). When your project is ready, save your single-layer image as 'PNG' or 32-bit bitmap directly if you have version 4.1.7 or more recent

- b- Pixelformer (<http://www.qualibyte.com/pixelformer/download.html>)

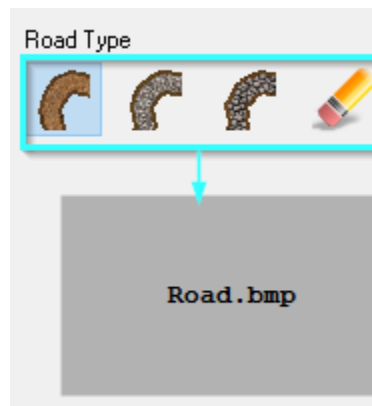
This software lets you export images as 32-bit bitmaps.

- Go to Image > Properties and select Target color format:  
RGB color with alpha channel (32bpp),  
Press 'OK'
- Go to Image > Export  
Enter bitmap name and click 'SAVE'  
In the next window, select the A8:R8:G8:B8 (32bpp) format  
Press 'OK'

## Main View and Terrain Toolbar



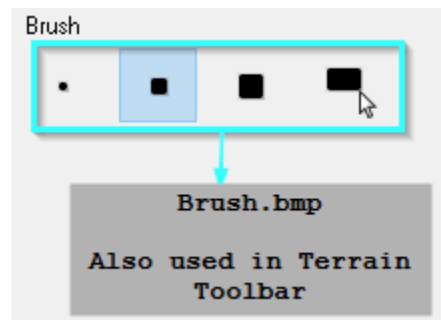
### Road Toolbar



### River Toolbar



### Eraser Toolbar



### Obstacles Toolbar

