This utility is a functional reproduction of Rocketdock's original settings screen. The design is limited to enhancing what Rocketdock already provides. This will make the utility familiar to Rocketdock users.

Unfortunately, Rocketdock's settings screen has a few limitations. One of the limitations is the extended time Rocketdock can take to respond to a right-click on an icon in the dock. As this is how you change the appearance or the functionality of any Rocketdock icon, a delay here impedes your use of the tool.

Rocketdock has to read its entire stored library of .ICO or.PNG files so it can display a graphical selection of thumbnail icons for the user to choose from. This does not affect standard operation on a few icons but when your custom icon collection consists of hundreds of image files, a right click can take 20-30 secs to complete (based on a typical core2duo with a 2.5ghz CPU with an SSD). Even on newer, faster systems there is still a many-second delay while each icon is deciphered and stored in the 'cache'.

Library folders such as the British Library collection consists of over 1,500 icons, so you can imagine using a folder such as these, the subsequent delay would prove a serious bug that affects Rocketdock's usability. In fact I set out to re-write Rocketdock's settings screen and resolve this single bug but in so doing I enhanced what it provides in general.

This utility improves upon the original in certain areas:

- You can flip to the next Rocketdock item without having to leave the settings screen completely, as before.
- It indicates by number which Rocketdock item is currently selected.

- The user can delete unwanted icons directly from the file thumbnail display.
- The icon preview can be resized so the user can see how the icon will look in the dock.
- There are tooltips for all controls (before there were none).
- There is now a readily available help facility.
- The images in the thumbnail view are now more visible at 64x64 rather than 32x32 as they were before.
- The user can flip between file list and thumbnail view as it suits them.
- The new "get more" button is no longer a dead link but instead takes you to a useful location where there are a lot more icons for the user to download.
- There is a working icon type filter allowing you to select just one type of icon. The old drop-down was non-functional.
- The code is open source so that a user can change the utility themselves.
- The user can refresh the file list at any time if there have been any changes to a folder.
- The utility saves copies of the settings.ini file so that you can always revert your dock back to an earlier state.
- There are many more icon options for automatically creating icon entries.
- It provides a steampunk library of various unique icons.
- The dock is still fully functional while this utility is operating.
- It runs many times faster on the critical icon thumbnail view, taking less than one second rather than 2-3 secs or much more.

Note: If you hover your mouse cursor on the various components that comprise the utility a tooltip will appear that will give more information on each item. There is a help button on the bottom right that will provide further detail at any time.

This program is available in two flavours. The first is a VB6 version, this is the original. The second is a VB.NET version. The two are functionally the same, in almost all respects, the only real difference is that the VB6 version requires an OCX file to be registered in order to operate. The VB.NET version does not require this to be done. The choice of which tool to use is entirely up to you. The VB.NET version was created to future-proof this utility but the VB6 version should work on Windows 10 for the 'foreseeable future'. Note that the VB6 version will also operate on ReactOS, a 32bit Windows clone.

Folders
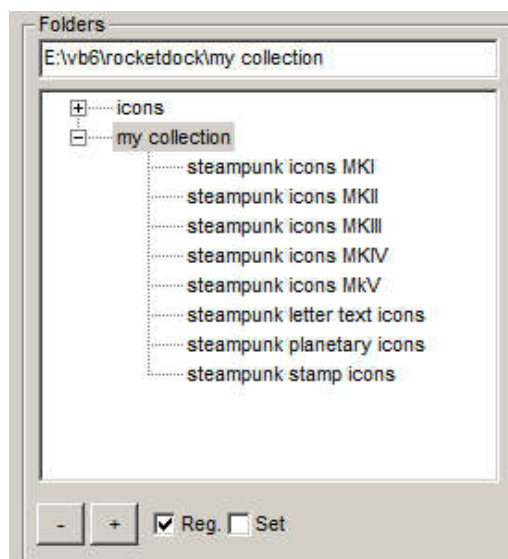
At the top left you will see a list of all the folders you currently have available to you. This display is called a treeview. The top folder is named 'icons'.
That folder is typically located at: *C:\Program Files\RocketDock\Icons* (default location).

The folder beneath that is named "My Collection" and it contains the Steampunk icons that are packaged with this tool. You can select these folders by clicking on any of these folders and the icons within each will be displayed.

Beneath this location lies any custom folders of your own that you wish to add. Initially there will be none but you can add any icons to this folder and have them available to select as you choose. The - and + buttons allow you to add and remove your own icon folders. They will be remembered when the tool is next re-opened.

Two small tick boxes indicate how Rocketdock is currently saving its settings, either to a file or the registry, this is for information only.

Icons
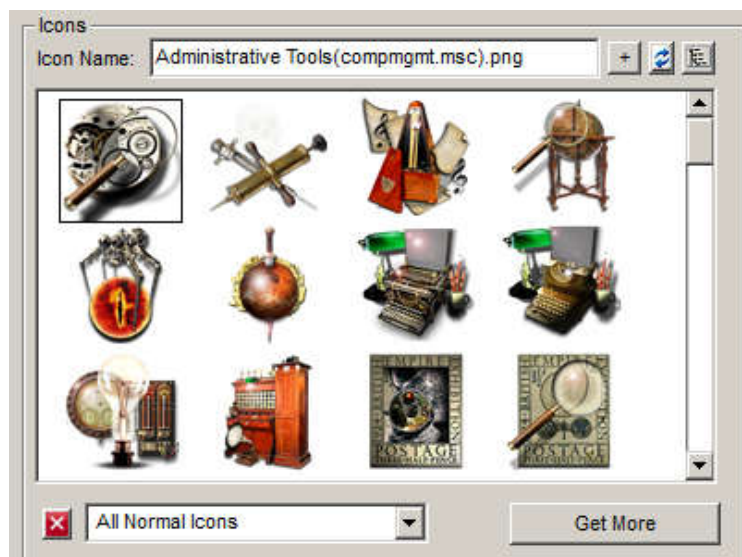
This pane (on the top right) will show you a preview of any icons available in the folder you have selected in the treeview. The drop down menu below the Icons list allows you to select icon types (gif, png, ico, bmp &c). A small red 'x' allows you to select a specific icon file for deletion. You can select one of three view types, a file list, a large thumbnail view or a small thumbnail view. A right click on the thumbnails gives you the alternative choice. A click on the small filelist button (top right) selects the file list view. There is a refresh button to the right that will cause the icon list to be re-read from the folder you have selected.

A single-click on any icon in the icon pane will show the icon in larger size in the preview pane below.

A right-click on any icon in the icon pane will give you more options, one of which selects the chosen icon for insertion into the icon map. The + button at the top right does the same. The preview and the map will update and only a press on the 'save' button is required. You can use left and right keys to navigate through the icon thumbnails.

Icon Map

The icon map is analagous to the Rocketdock itself. The icon map is hidden when the tool first starts. A click on a small down button on the centre-right hand side of the tool will cause the icon map to appear. The map is kept hidden so that the overall look of the icon settings tool matches the appearance of the original Rocketdock icon settings screen. A single-click on any icon in the icon map will show the icon in larger size in the preview pane below. The icons in the map relate to the icons as shown in the Rocketdock. They appear in the same order and will have the same appearance. The icons are numbered from one upward. The dock can contain as many as seventy icons or more depending upon how much you intend to use Rocketdock. A right click on the map gives you more choices, the option to add, delete or clone an icon as well as the ability to re-order the icons as you see fit.

You can navigate the icon map using the large left and right buttons, the slider or using the keyboard cursor movement keys as well as HOME/END.

There is a refresh button to the right that will cause the map to be re-read from Rocketdock's own settings. Note that this reads the icons directly from Rocketdock and it will overwrite any of your recent changes. Press "save & restart" to commit your changes before any refresh.

You can use left and right keys to navigate the dock. Other controls consist of a slider, two large navigation buttons and an 'up' button to hide the dock.

A right click on the map will bring up the following menu that will allow you to add, delete, clone or re-order an icon in the map.:

Preview

This pane allows you to see which icon you have currently selected to view. These are selected from the icon map in the middle or the icon pane at the top right. The size of the displayed icon can be modified using the slider at the bottom. There are also two slim buttons on the left and right which allow you to select the next or previous icons, those subsequently displayed are the icons on the map. The size of the image is displayed where it is appropriate to do so.

Properties

Here is where you change the item title, the target and other special actions that are available. There is a large number on the right hand side, that corresponds to the location of the icon in the icon map. As you click the right or left button on the preview pane that number will change accordingly. The icon indicated in the map will also change.

- **Name:** Set the label that will appear above your icon when your mouse cursor is hovering over the dock.
- **Current Icon:** When you have selected an icon from the icon pane the full path of the icon will appear here.
- **Target:** Set the target location of the item on your computer, this can be a file, folder, URL or program.
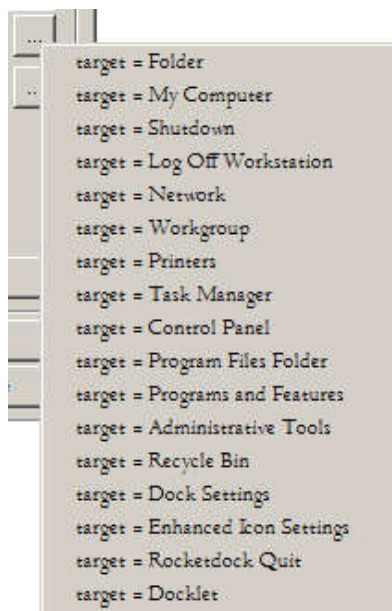
Next to the target property field is a button that when pressed, will disclose a file selection dialog allowing you to choose a target file, program or image.

- **Start In:** This sets the working directory for the target application if the target program requires a default folder to operate within. See *1 below.

Next to the 'start in' property field is a button, that when pressed, will disclose a folder selection dialog allowing you to choose a target folder.

- **Arguments:** Sets optional parameters for the target application.
- **Run:** This sets the minimised/maximised state of the window when the item is launched from RocketDock.
- **Open Running:** This drop down menu allows you to override the "Open Running Application Instance" on a per icon basis. You get the choice of: "Use Global Setting," "Always," and "Never."
- **Popup Menu:** This enables additional actions to be displayed in the RocketDock context menu for the specific icon.

*1 A right click on the target button will provide a number of alternative target options such as folder, network &c.

```
target = Folder
target = My Computer
target = Shutdown
target = Log Off Workstation
target = Network
target = Workgroup
target = Printers
target = Task Manager
target = Control Panel
target = Program Files Folder
target = Programs and Features
target = Administrative Tools
target = Recycle Bin
target = Dock Settings
target = Enhanced Icon Settings
target = Rocketdock Quit
target = Docklet
```

As you make changes to the above property fields ensure that you click "save" or your changes will be lost as you swwitch to the next icon. Any icon changes will then appear in the icon map. An icon will not appear in the map until save is pressed.

None of your changes will yet appear in Rocketdock itself until you press the "Save & Restart" button. The reason for this is that Rocketdock does not read its settings except on startup. A press on this button causes Rocketdock to close and restart for this to occur. Any changes you make in this tool must at some point be followed by a "save & restart". The restart is very quick and causes your new icons to appear in the dock straight away.

| ☑ Toggle info. dialogs | Backup | Help |
| Generate Dock | Save & Restart | Close |

The backup button causes a backup of the settings.ini file to take place, it also gives you the option of taking the user directly to the backup folder where the bkpSettings.ini backups are stored. It then allows you to select a specific file to restore. Once done, you can then press the "save & restart" button and the restored icon settings will re-appear in the Rocketdock.

A check box toggles the information dialog on/off. When it is selected confirmation messages will be given before any radical change takes place. Turn it on or off as you require.

The close button will read 'cancel' or 'close' depending upon whether any changes have been made to an icons properties and if a save is required. Once the save is done the button text will revert to 'close'.
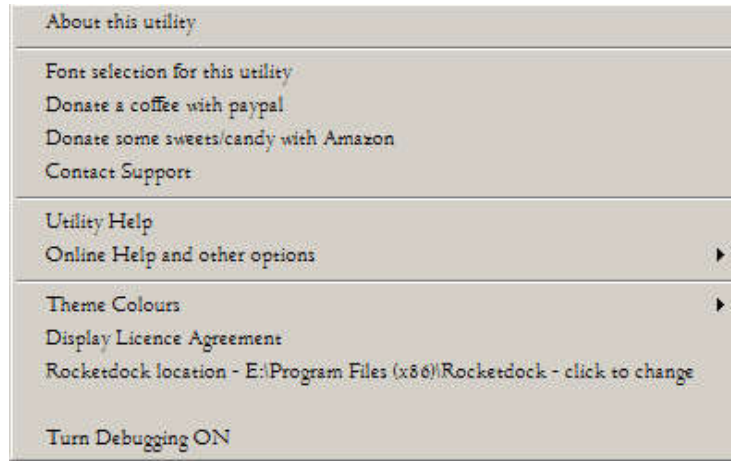
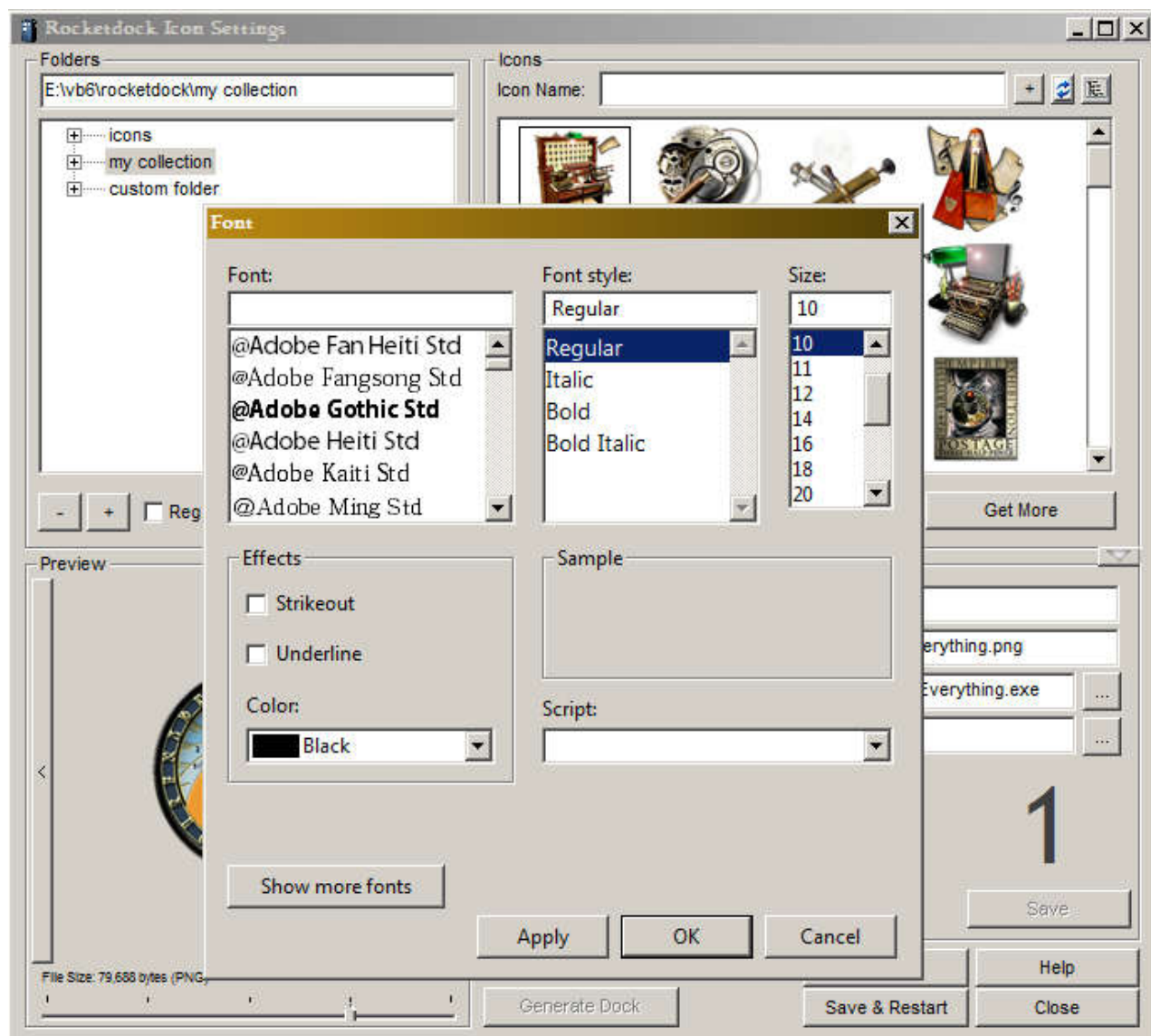The help button reveals a graphical help image.
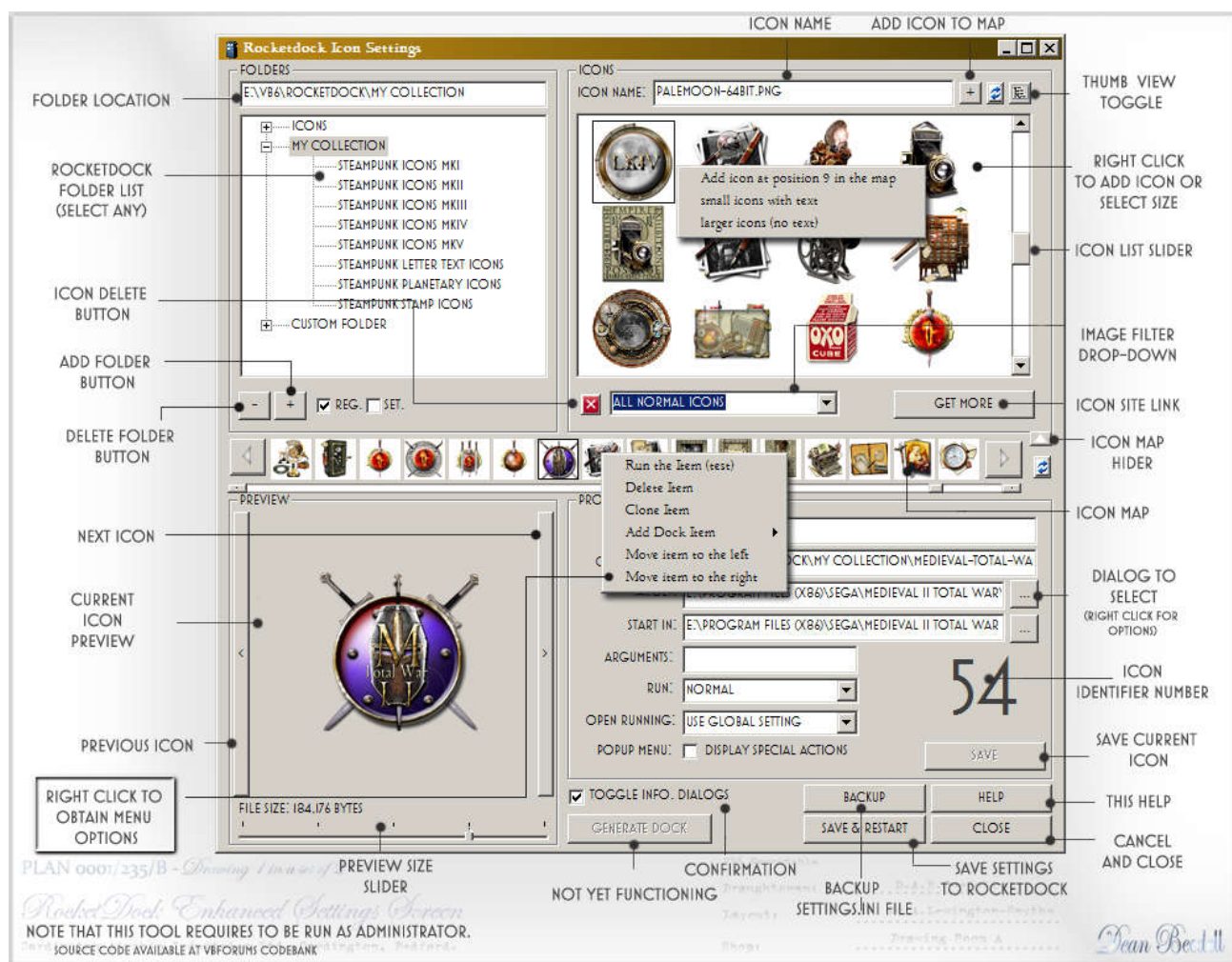
Menus & Other Options

A right click here and there will bring up other menu options.

The main menu is disclosed when right-clicking on everywhere else.

| |
|---|
| About this utility |
| Font selection for this utility |
| Donate a coffee with paypal |
| Donate some sweets/candy with Amazon |
| Contact Support |
| Utility Help |
| Online Help and other options ▸ |
| Theme Colours ▸ |
| Display Licence Agreement |
| Rocketdock location - E:\Program Files (x86)\Rocketdock - click to change |
| Turn Debugging ON |

Font Selection from the main right-click menu.

Only the font name and size will be accepted, all other variations will be ignored.

The about screen.
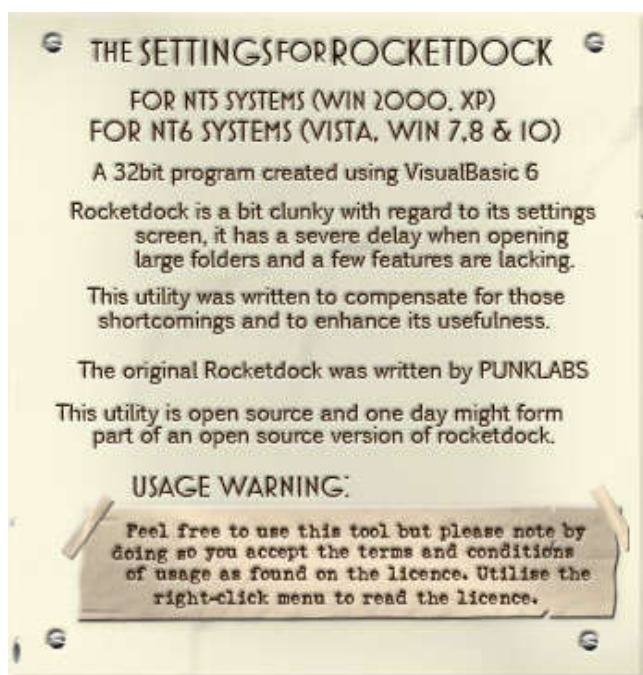
Other options include a theme change (only partially implemented), manually selecting an alternative Rocketdock installation folder and a debug option in case the program throws an error. Other menu options provide information and social-media URLs.

The utility was created using VB6, Microsoft's once vaunted flagship language. It used VB6 to prove it can be done and to reacquaint myself with the technology. The utility has been migrated in parallel to VB.NET so there is a version without external dependencies. This help file applies to either version as they are functionally identical.

VB6 Version Credits:

- Shuja Ali (codeguru.com) for his settings.ini code.
- LA Volpe (VB Forums) for his transparent picture handling.
- KillApp code from an unknown, untraceable source, possibly on MSN.
- Registry reading code from ALLAPI.COM.
- Punklabs for the original inspiration and for Rocketdock, Skunkie in particular.
- Active VB Germany for information on the undocumented PrivateExtractIcons API.
- Elroy on VB forums for his Persistent debug window
- Rxbagain on codeguru for his Open File common dialog code without dependent OCX

Built using: VB6, MZ-TOOLS 3.0, CodeHelp Core IDE Extender Framework 2.2 & Rubberduck 2.4.1

VB.NET Version Credits:

- Shuja Ali (codeguru.com) for his settings.ini code.
- Punklabs for the original inspiration and for Rocketdock, Skunkie in particular.
- Active VB Germany for information on the undocumented PrivateExtractIcons API.
- Elroy on VB forums for his Persistent debug window

Built using: VB.NET 2010, initially migrated from VB6 using VB Express (.NET 2008).

Some credit goes to the chaps on the VB forum who answered my incessant questions without giving up on me. Not in any particular order: si_the_geek, jmcilhinney, .paul, elroy, krool, schmidt, passel, Shaggy Hiker, Chris.E, LaVolpe and Fafalone to name but a few who have responded or commented.

Finally, credit to Harry Whitfield, Emeritus Professor, University of Newcastle upon Tyne, for helping me with ideas, testing and being a sounding board for my ideas. I would have done none of this without him as he is my programming Yoda and my inspiration to do better.

Links

- MZ-TOOLS
  `https://www.mztools.com/`
- CodeHelp

  `http://www.planetsourcecode.com/vb/scripts/ShowCode.asp?txtCodeId=62468&lngWId=1`
- Rubberduck
  `http://rubberduckvba.com/`
- Rocketdock
  `https://punklabs.com/`
- Registry code ALLAPI.COM

  `http://www.planet-source-code.com/vb/scripts/ShowCode.asp?txtCodeId=67466&lngWId=1`
- PrivateExtractIcons code
  `http://www.activevb.de/rubriken/`
- Persistent debug code
  `http://www.vbforums.com/member.php?234143-Elroy`
- Open File common dialog code without dependent OCX-
  `http://forums.codeguru.com/member.php?92278-rxbagain`
- Open font dialog code without dependent OCX

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