

App J Icon Database Editor

The icons used in the interface are organized into icon database files, with the suffix `.icons`. Many icon databases are included as part of `atx`; you can also create your own icon databases.

You can modify icon databases; you can also modify icons. Use the Icon Database Editor to modify the icon database. Use the Image Editor to modify individual icons. You cannot create one icon file, but you can create an icon database file that contains one icon.

Note—You cannot save an individual icon while in the Image Editor. To write the data related to an individual icon to disk, close the Image Editor and choose the Save operation in the Icon Database Editor to save the entire database.

The icon databases are stored in `<rel dir>\sys\icons`.

The following table lists common tasks related to icon databases and icons.

Table J-1 Common Icon Tasks

Task	Reference
Create a new icon database	Icon Database Editor
Cut, copy, paste, or delete an icon in an icon database	
Create a new icon	
Edit an existing icon	Image Editor

Icon Database Editor

The Icon Database Editor provides operations for managing icons. You access these operations from the menu bar, which contains the following menus:

- **File Menu**—includes operations that relate to high-level functions such as opening, closing, and saving icon databases.
- **Edit Menu**—includes operations that allow you to cut, copy, and paste individual icons in the icon database. The Edit menu also includes two operations that are specific to the Icon Database Editor:
 - **New Icon**—adds a new icon of the default design to the database. You can then edit and rename this template icon in the Image Editor.
 - **Delete Icon**—deletes the icon from the database.
- **Windows Menu**—includes all open editor windows and allows you to make one active.
- **Help Menu**—provides access to context-sensitive help, product documentation and tutorials, the License Manager, and other options.

Right-click on an icon in the database to display the Icon pop-up menu, which provides access to the following operations:

Table J-2 Icon Pop-Up Menu Operations

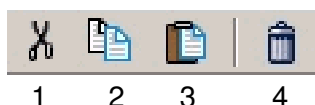
Menu item	Description
Edit	Opens the Image Editor with the selected icon
Set Name	Specifies the name of the icon
Delete	Deletes the icon
Cut	Removes the icon from the workspaces and places it on the clipboard
Copy	Copies the icon on the clipboard
Export	Saves a copy of the icon as a .gif, .tif, .ico, or .png file

Right-click on the workspace to display the Workspace pop-up menu, which provides access to the New Icon or Paste operations.

Toolbar Buttons

The Icon Database Editor has toolbar buttons for frequently-used operations.

Figure J-1 Toolbar Buttons (Icon Database Editor)



The following table lists the name of each toolbar button—the name appears as a tooltip when you rest the cursor on the button—and its equivalent menu command.

Table J-3 Toolbar Buttons (Icon Database Editor)

Button	Name in the Toolbar	Equivalent Menu Command
1	Cut Selected Icon to the Clipboard	Edit > Cut Icon
2	Copy Selected Icon to the Clipboard	Edit > Copy Icon
3	Paste Icons from the Clipboard	Edit > Paste Icon
4	Delete Selected Icons	Edit > Delete Icon

To customize the toolbar, right-click on the toolbar and select “Configure Toolbar”.

Adding a New Icon Database

Use this procedure to add a new icon database.

Procedure J-1 Adding an Icon Database

- 1 Create a new database and save it in a directory specified in the `mod_dirs` preference (or add the directory to `mod_dirs`).
- 2 Add the name of the new icon database (no path or suffix) to the `icon_dbs` preference.
- 3 Restart AppTransaction Xpert.
 - ➔ The new icon database and its icons are available when editing an object’s attributes.

End of Procedure J-1

Related Topics

- *Icon Database Editor*

Image Editor

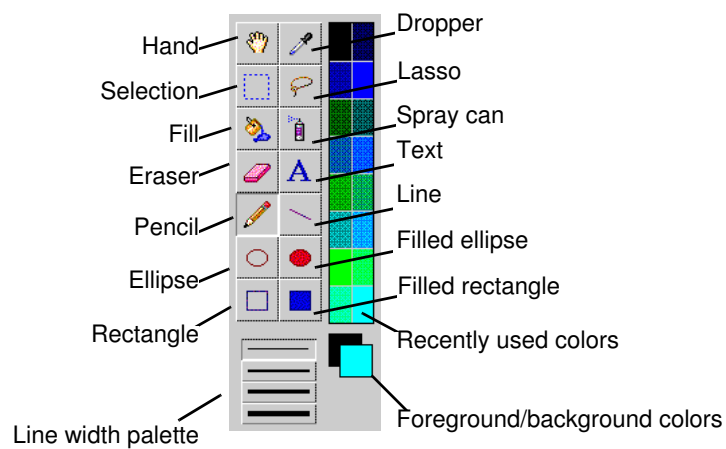
The Image Editor provides menu operations for importing, editing, and exporting icons:

- **File Menu**—contains operations that relate to high-level functions such as closing, importing, exporting, and saving icons.
- **Edit Menu**—contains operations that allow you to edit the appearance of an icon in the icon database.
- **View Menu**—contains operations that allow you to change the representation of the icon on your screen.
- **Options Menu**—contains operations that allow you to change the font or colors used and to create or delete a transparency for the icon.

The Tool Palette

The Tool Palette displays when you right-click on the icon and choose Edit from the pop-up menu.

Figure J-2 Icon Editor Tool Palette



The Tool Palette contains the following editing tools for creating and editing an icon.

Table J-4 Tool Palette Summary

Tool	Description
Hand	Repositions an oversize image. Select and drag the oversize image with the Hand Tool to reposition the image.
Dropper	Picks up the color from a pixel. Click anywhere in the image editing pane or the Color Palette to pick up a color. The color you pick up is displayed in the Foreground Color Box. To pick up a background color, press the Control key when you click the Dropper Tool.
Selection	Selects a rectangular area of an image for editing. To select the entire image editing pane, double-click the Selection Tool in the Tool Palette.
Lasso	Selects an irregular area.
Fill	Fills the enclosed area of an image with the foreground color.
Spray Can	Draws the foreground color with a “spray” pattern
Eraser	Replaces the color of an image with the background color. Drag the Eraser over the area you want to erase. Press the Shift key before erasing to constrain the Eraser Tool horizontally or vertically. To clear the entire editing area, click in the image editing pane, and then double-click the Eraser Tool in the Tool Palette.
Text	Places text into the image. Click in the image editing pane with the Text Tool to open an Image Text Window. Text entered in the Image Text Window appears as a selection in the image.
Pencil	Draws or erases one pixel at a time. Click in the image editing pane with the Pencil Tool to draw or erase a pixel. If the Pencil Tool is used on an image area that contains the foreground color, the Pencil Tool draws the background color. Otherwise, the Pencil Tool draws the foreground color. Drag the Pencil Tool to draw a continuous line. Use Fat Bits mode to draw one pixel at a time.
Line	Draws straight lines. Drag the Line Tool in the image editing pane to draw a straight line. Press the Shift key during the drag operation to constrain the line horizontally, vertically, or to a 45-degree angle.

Table J-4 Tool Palette Summary (Continued)

Tool	Description
Ellipse	<p>Draws an ellipse.</p> <p>Drag the Ellipse Tool in the image editing pane to draw an ellipse. Press the Shift key during the drag operation to constrain the ellipse to a circle.</p>
Filled Ellipse	<p>Draws a ellipse filled with the foreground color.</p> <p>Drag the Filled Ellipse Tool in the image editing pane to draw a filled ellipse. Press the Shift key during the drag operation to constrain the ellipse to a circle.</p>
Rectangle	<p>Draws a rectangle.</p> <p>Drag the Rectangle Tool in the image editing pane to draw a rectangle. Press the Shift key during the drag operation to constrain the rectangle to a square.</p>
Filled Rectangle	<p>Draws a rectangle filled with the foreground color.</p> <p>Drag the Filled Rectangle Tool in the image editing pane to draw a filled rectangle. Press the Shift key during the drag operation to constrain the rectangle to a square.</p>
Line width palette	<p>Specifies the width of any lines drawn with the line tool or the border of an ellipse or rectangle.</p>
Recently used colors	<p>Contains the 16 colors most recently used in your image. When you select a new color, it is added to the bottom of the palette and a color is deleted from the top.</p> <p>To make a color in the palette the foreground color, left-click on it. To make it the background color, right-click on it.</p>
Foreground/background colors	<p>To select a new foreground or background color, click and hold the color box. When the Color Palette displays, drag the pointer to a new color.</p>

File Menu

The File menu contains operations that relate to high-level functions.

Table J-5 File Menu Summary

Menu item	Description	Reference
Close	Closes the Image Editor and places a copy of the edited icon in memory. When the icon database is saved (written to disk), the edited icon will be saved.	—
Import	Imports an image.	Importing an Image
Export	Exports the image.	Exporting an Image
Set Size	Sets the size of the image, in pixels. The size of the image editing pane does not change automatically when you change the size of the image. Use the zoom options to change the pane size so you will see the entire image in the pane.	—
Revert	Returns the image to the one shown when the Image Editor was opened (the version in the Icon Editor's memory).	—

Importing an Image

Procedure J-2 Importing an Image

- 1 Choose File > Import...
 - ➡ The Open dialog box displays.
- 2 Use the Filters option in the file chooser to specify an image format.
- 3 Select the file you want to import.
 - ➡ The imported image is displayed in the Image Editor.

End of Procedure J-2

Exporting an Image

Procedure J-3 Exporting an Image

- 1 Choose File > Export...
 - ➡ The Save As dialog box displays.
- 2 Specify the exported image format by selecting it from the Filters menu item.

- 3** Enter the exported file's name. You may want to include the format as part of the file name.

➡ The file is saved with a suffix that indicates the image format.

End of Procedure J-3

Edit Menu

The Edit menu contains operations for changing the appearance of icons.

Table J-6 Edit Menu Summary

Menu item	Description
Undo	Undoes the last editing operation.
Redo	Redoes the last undo.
Cut	Cuts the selected pixels, placing them in the clipboard.
Copy	Copies the selected pixels to the clipboard.
Paste	Pastes the pixels stored in the clipboard.
Clear	Deletes the selected pixels without storing them in the clipboard.
Rotate	Rotates the selected pixels one-quarter turn counter-clockwise.
Flip Horizontal	Flips the selected pixels around a vertical axis.
Flip Vertical	Flips the selected pixels around a horizontal axis.
Mask Selection	Masks the selected area, as described in the Create Transparency discussion. See Creating a Transparency.
Crop to Selection	Crops to the selected area. Pixels outside the selection are discarded.

View Menu

The View menu contains operations for changing the way the icon is displayed in the Image Editor.

Table J-7 View Menu Summary

Menu item	Description
Fat Bits	Magnifies the image so each pixel can be viewed. When Fat Bits is disabled, the image returns to its actual size. (The default magnification is five times the size of the image.)
Draw From Center	Defines the starting point for certain drawing tools. Normally, the line, ellipse, and rectangle tools begin drawing an item from the end (or perimeter) of the item. Draw From Center specifies that drawing begins at the center of the item.
Show Grid	Displays the image in a grid. Individual pixels are outlined with the grid pattern. When the bit size displayed is smaller than three pixels, the grid is not shown.
Show Position	Displays the coordinates of an image. The origin of the image is the lower left corner. X: The position of the item on the X axis Y: The position of the item on the Y axis DX: The change in X as you draw or move an item DY: The change in Y as you draw or move an item Len: The distance between the starting point of the operation and the current position Ang: The arc, in degrees, described from the starting point as you draw or move an item
Preview	Displays the entire image in a separate Preview Window. If you use the Hand Tool to pan through an oversize image, the visible area of the image is outlined in the Preview Window.
Zoom In	Magnifies the image. Select repeatedly to continually increase the magnification.
Zoom Out	Decreases the magnification of the image. Select repeatedly to continually decrease the magnification.

Options Menu

The Options menu contains operations that change the font or colors used and to create or delete a transparency for the icon.

Table J-8 Options Menu Summary

Menu item	Description
Choose Font	Allows you to choose the font desired
Edit colors	Allows you to select, edit, and install a pre-defined palette, or to create and save a custom palette. For more information, see Color Palette Editor.
Create Transparency	Creates a pane where you define the transparency to be used with the icon. For more information, see Transparencies and Masks.
Delete Transparency	Deletes an existing transparency.

Color Palette Editor

Use the Color Palette Editor to

- Edit individual colors in the Color Palette
- Save edited color palettes
- Install different color palettes

The following procedure describes how to select and edit colors in a palette.

Procedure J-4 Editing Colors in a Palette

- 1 Select the color or series of colors by clicking on the color in the palette or dragging the cursor over a series of colors.

➡ An outline appears around the selected colors.
- 2 Click on an editing button to start or complete an operation using the color(s) you selected (see Table J-9).

End of Procedure J-4

The following table lists the operations you can do with the editing buttons in the Color Palette.

Table J-9 Editing Buttons

Button	Description
New	Creates a new color. You can then use the other buttons to edit the color.
Delete	Deletes the selected color.
Pick...	Displays a Color Chooser.
Ramp	Creates a spectrum of shades (very light to very dark) of one color. This can be useful if you want to give subtle shading to a figure.
Blend	Creates a color that is a blend of two others. To create the blended color, select three contiguous colors, then click on the Blend button. The middle color becomes a blend of the two flanking colors.
Contrast	Changes the selected color to be its opposite on the color wheel. Red, for example, becomes green.
Lighter	Adds white to the selected color.
Darker	Adds black to the selected color.
Warmer	Adds a warm shade (red, orange, or yellow) to the selected color.
Cooler	Adds a cool shade (blue, purple, green) to the selected color.
Remap To Closest Color	<p>Controls how the colors in an image are mapped when a new color palette is installed.</p> <p>If Remap To Closest Color is checked, the colors of the image are mapped to the closest colors in the newly-installed palette. This default behavior minimizes changes to an image when installing a new palette.</p> <p>If Remap to Closest Color is not checked, colors are mapped according to their position on the palette. For example, if the color in the top-left cell of the old palette is black, and the color in the same position in the new palette is green, all black pixels in the image become green.</p>

The following procedure describes creating a shade spectrum and installing it as a color palette.

Procedure J-5 Creating and Installing a Shade Spectrum

- 1 Determine the number of different shades you want use (five in this example) and the color of the spectrum (orange in this example).
- 2 Dragging from left to right, select *seven* color cells, making sure that the left-most cell is orange.

3 Click on the Ramp button.

- ➡ The seven cells are recolored. The left-most cell is white. The right-most cell is black. The five cells in between range from light orange to dark orange.

4 Click on the Install button.

- ➡ The color palette is installed. The Color Palette Editor closes and the image in the Image Editor changes to reflect the newly installed color palette.

End of Procedure J-5

Transparencies and Masks

To understand the role of transparencies, consider the following:

- An icon displays against the background of the object palette or editor.
- The icon itself is composed of the figure you designed, overlaid on a black rectangle.

The transparency is a black and white copy of your icon that sits in a separate layer underneath the icon. It controls what parts of the background are visible and which are hidden. White areas of the transparency allow the background to display. Black areas prevent the background from displaying, making your icon the visible layer.

A common use of a transparency is to mask the icon's black rectangle, as shown below.

Figure J-3 Using a Transparency To Hide the Black Background



No transparency. Black rectangle of icon displays.



With transparency. Black rectangle is hidden, gray background displays.

The Mask Selection operation on the Edit menu creates an effective transparency.

Procedure J-6 Creating a Transparency**1** Open the icon in the Image Editor.

- ➡ The image displays in one pane of the Image Editor.

2 Choose Options > Create Transparency.

- ➡ A second pane (the transparency pane) appears to the right of the first pane.

- 3 Use the selection tool to demarcate the area to mask.
- 4 Choose Edit > Mask Selection.
 - ➡ A mask of the selection appears in the transparency pane.
- 5 Choose File > Close.
 - ➡ The Image Editor closes and the newly-masked icon appears in the Icon Database Editor.
- 6 Choose File > Save to save the changed icon.

End of Procedure J-6

Related Topics

- *Icon Database Editor*