# First Stack - Part Two

In the last tutorial we created a simple calendar application. Although this fulfills it's purpose the stack is not visibly impressive. This tutorial aims to change that by introducing ways in which you can improve the look and feel of your stack. Topics covered include rollover icons, skins and stack shapes.

Rollover Icons

Rollover icons are used to provide visual feedback to the user by changing the appearance of a button when a cursor is moved across it or when it is clicked. A button can be assigned up to six icons but, for the purpose of this tutorial, we will focus on just three:

- A *general icon* which will be used when the button is not selected and there is not a cursor over it.
- A *hilite icon* which will be used when the button is being held down.
- A *hover icon* which will be used when the cursor is over the button.
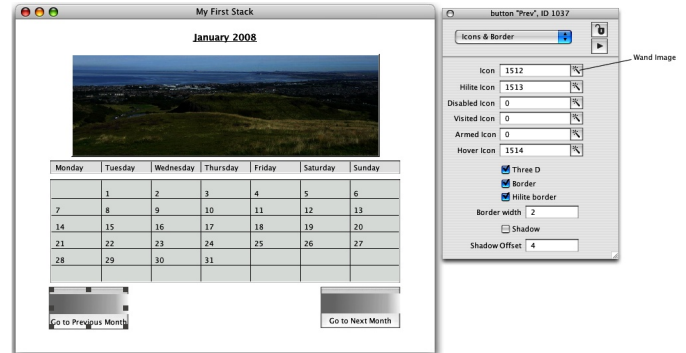
To assign icons to a button open it's property inspector and navigate to the **Icons and Borders** card. Find the icon which you want to set and click the *wand* image next to it. This will open a new image library stack. When you have chose an image to use as the icon simply double click it. You will notice by using the drop down menu at the top of the image library that images contained within your own stack can be used as icons. We recommend that you keep any images which you plan to use as icons on a single card or within a substack.

Resizing Buttons

When an icon is assigned to a button the icon image may be cropped if it is larger than the button. To stop this happening you can force the button to take on the size of the icon by opening the button's property inspector, navigating to the **Size & Position** card and clicking the *fit to content* buttons which are placed next to the *width* and *height* fields. To keep your application constant you should ensure that all the icons you are using for a button are the same size. This will stop the button visibly resizing every time it is clicked or a cursor is moved across it.
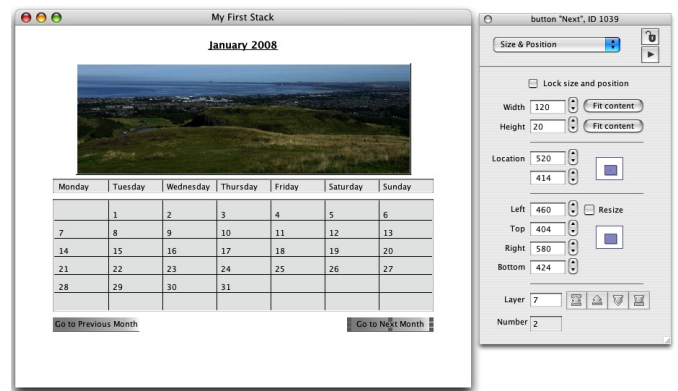
Skins and Stack Shapes

Within Revolution it is possible to change the shape and appearance of the actual stack.
You can create a background image in any graphic editing application such as Gimp or Photoshop then import it into Revolution as a control. This image can then be copied into the background group using the *edit group* control. If the imported image has a particular shape you can force the stack itself to take that shape. This is done using the stack *shape* property which can be set from the **basic properties** card of the stack's property inspector. You set it much like you would a button icon, by clicking the *wand* symbol next to the property. This will bring up the image library for you to select from. If the stack doesn't take on the correct shape after you have set it you may need to increase/decrease the stack size.
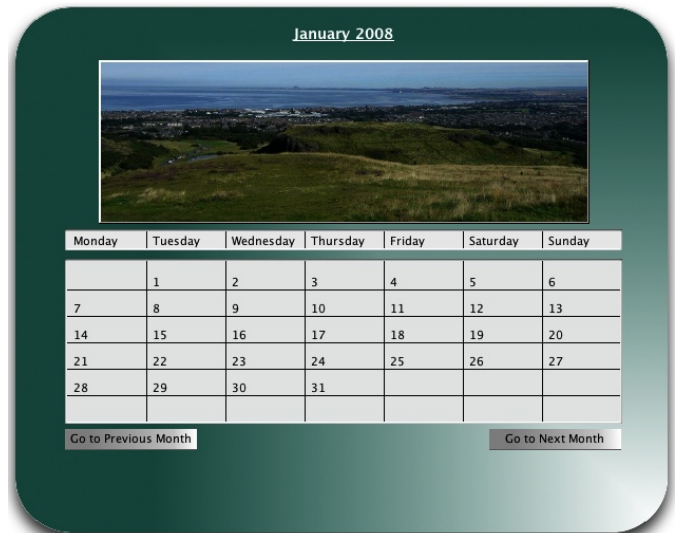
Window Decorations

When you change a stacks shape it's window decorations no longer work. You must therefore create buttons which close and minimize the stack. You can use normal push buttons for this and assign them appropriate icons.