

# CP\_IconEdit

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# Introduction

CP\_IconEdit is your tool for visual layout and creation of MacOS Icons and Window .ICO (icon files). In addition you can import or create MacOS Pictures and Windows .BMP files.

With CP\_IconEdit you can:

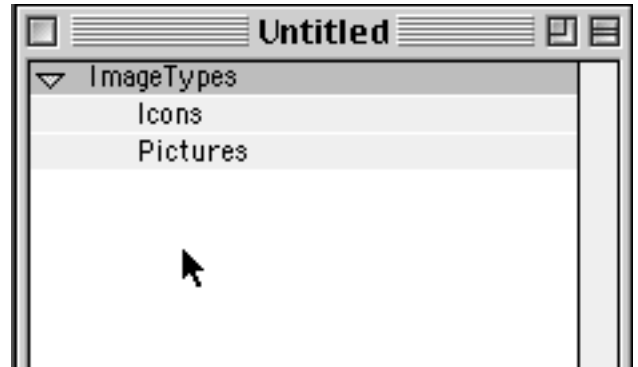
- Import MacOS icons - cicon, icon suites, icns resources
- Create new cicon, icon suites, icns resources
- Import / create / edit large MacOS icons (48x48 size)
- Import Windows .ICO icons (all device formats in an .ICO file)
- Create new Windows .ICO icons
- Convert between MacOS icon suites/icns resources and Windows .ICOs, and convert between Windows .ICOs and MacOS icon suites/icns.
- Import existing MacOS (PICT) or Windows (BMP) pictures.
- Import other image files formats (if QuickTime installed)
- Export pictures in various formats (if QuickTime installed)

# Creating a new project

To create a new project that will hold the various icons or pictures you create, select New from the File menu. This will give you the window shown at the right.

By double-clicking on either the icons or pictures table entry you will be prompted to enter the values for a new icon or picture image. This will add the new entry into this project tree.

In a project tree, you may have 1 or more images (either icons and/or pictures). You could create separate projects depending on how you would like to group your images.



## New Icon Properties

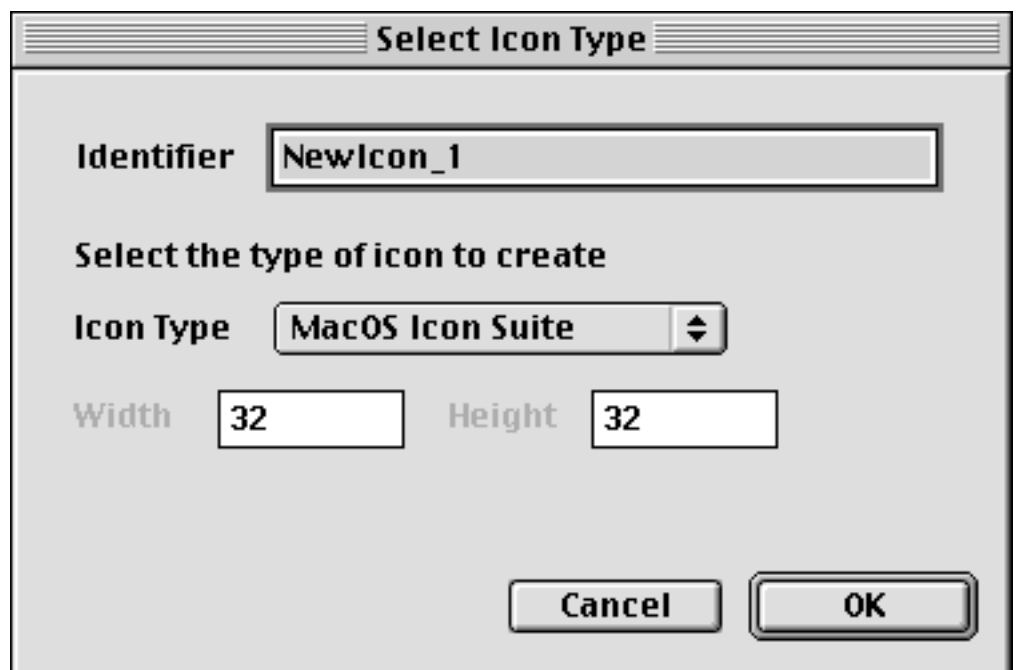
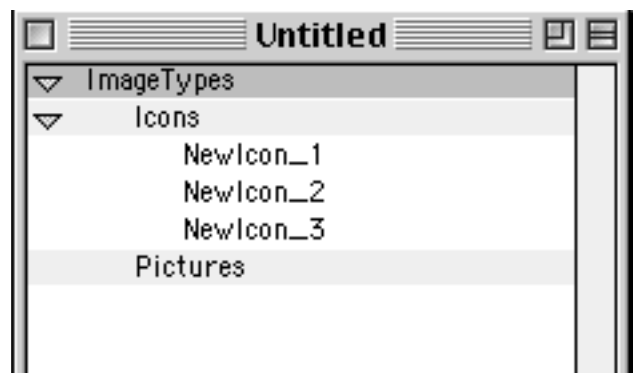
When you click on the Icons project header, you will be presented with the following dialog (Select Icon Type): This is where you enter the type of icon desired.

The IconType popup will allow you to create a new icon of the following types:

- .icn
- MacOS icon suite
- MacOS icon collection (icns resource)
- Windows .ICO

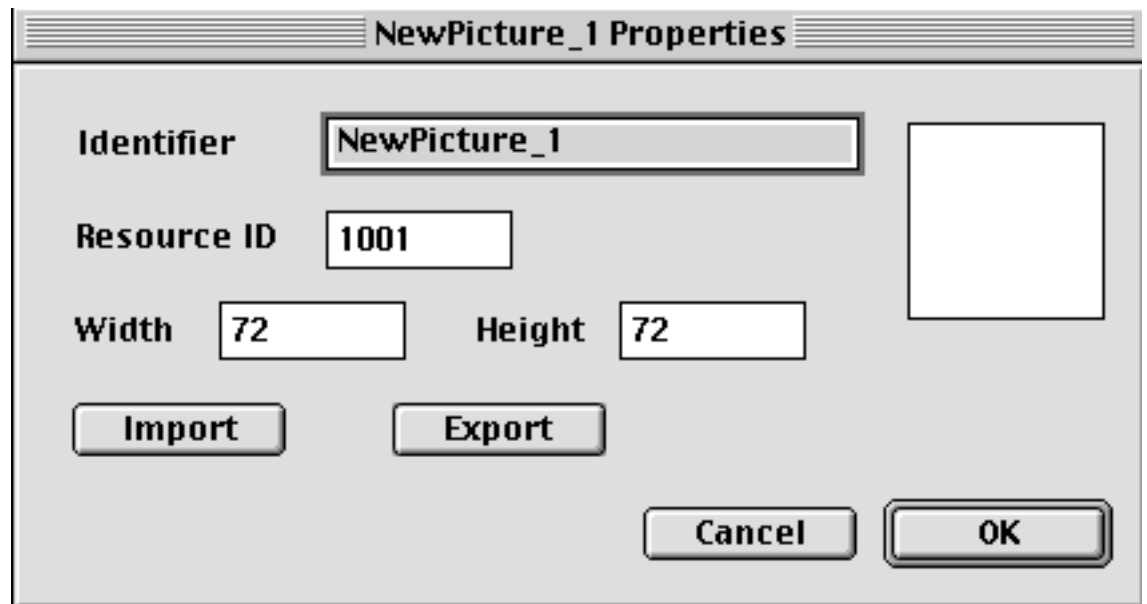
The identifier field will be the file name for your icon.

If you choose to create a .icn or Windows .ICO, then the Width and Height edit fields will be enabled, allowing you to create an icon of the desired size. When done, click OK, and a new project entry will be created, and the icon editor will be launched ready to edit your new icon.



## New Picture Properties

When you click on the Pictures project header, you will be presented with the following dialog (Select Picture Properties): This is where you enter the size of picture desired. Like in the icon properties



dialog, the Identifier field controls the name of the generated picture/bmp file.

If QuickTime is installed you will be able to use this dialog to import and export your image to various file types, as supported by QuickTime.

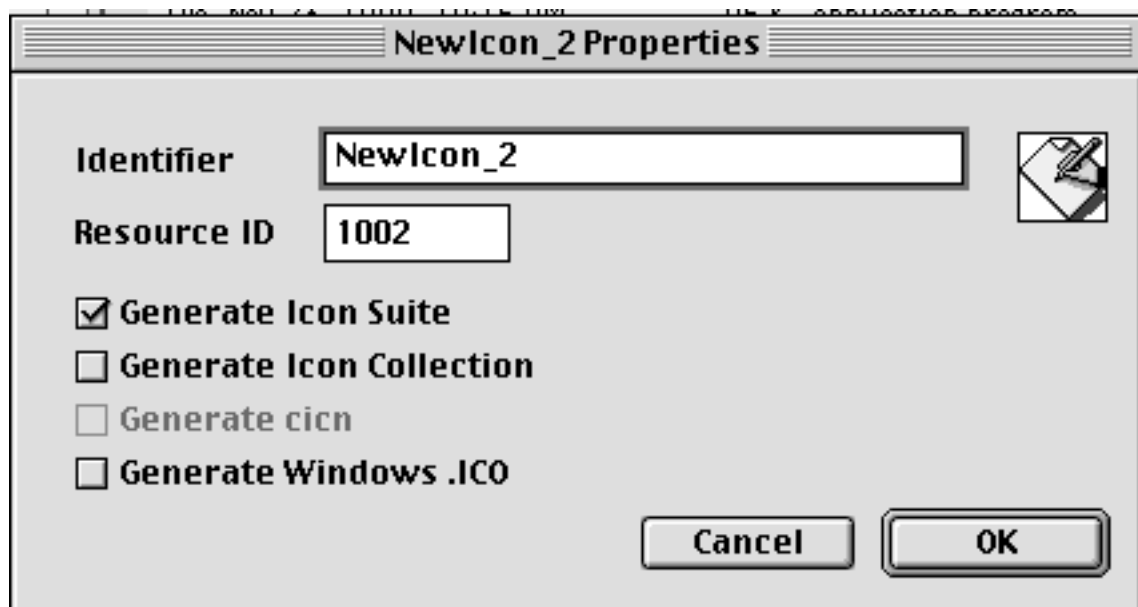
Clicking the Import button will ask you for the file to import as a picture.

You can only export a picture that you have previously created or imported.

The ResourceID field will be the resource id used when generating this picture resource.

## Editing Icon Properties

When you option click on an entry in the Icons portion of the project tree, the following dialog will appear:



In this dialog, you can see a preview of your icon, and control the resource id used when generating the icons. In addition you control what type of icons are generated from this icon.

For each box checked, the appropriate icon type will be generated, so for example, from the above picture we want to generate just an icon suite from it, however we could also choose to generate an icon collection (icns resource) and/or a Windows .ICO icon.

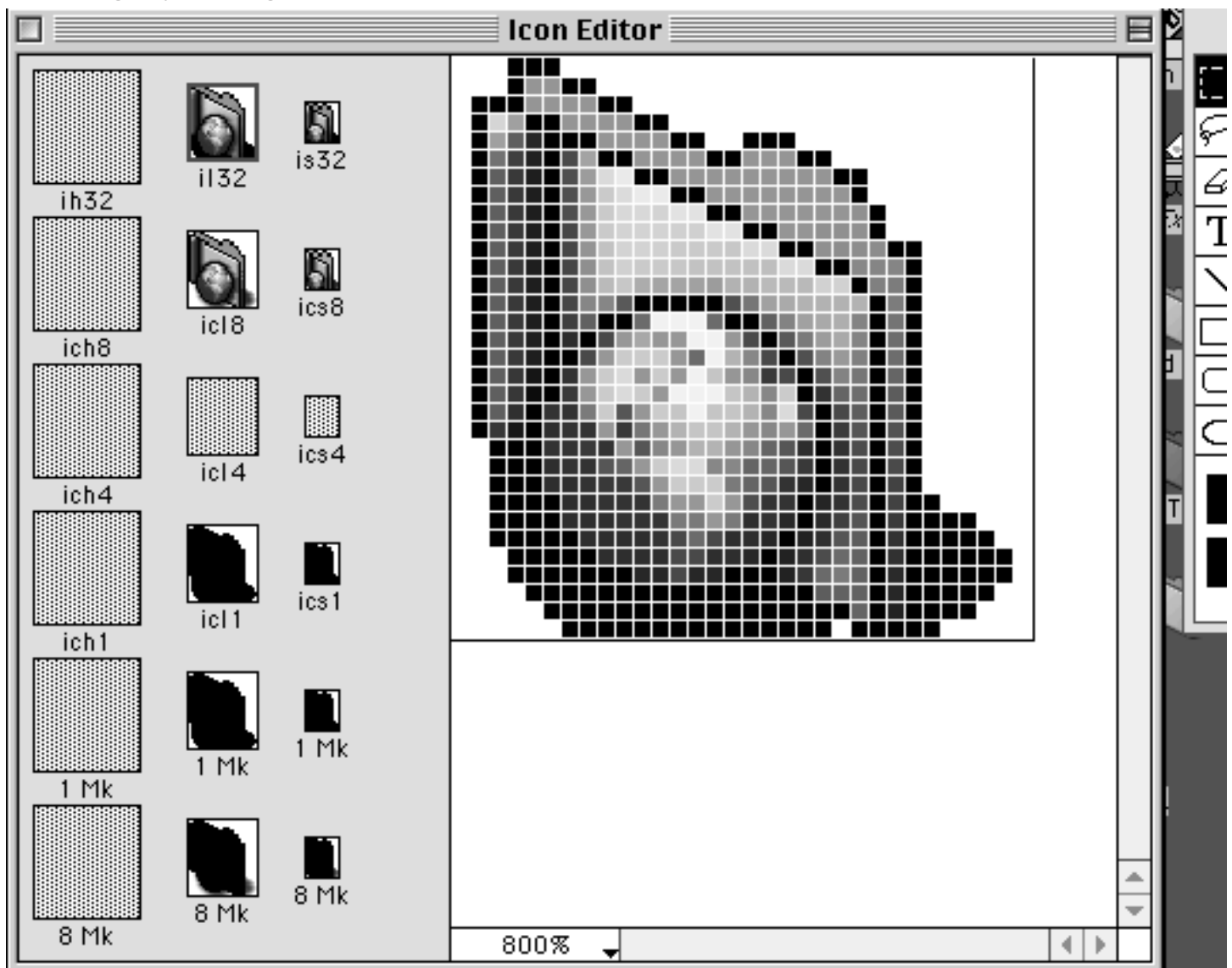
Not every icon type will allow for cross-generation of different types, for example a cicon can only generate a cicon.

## Editing Picture Properties

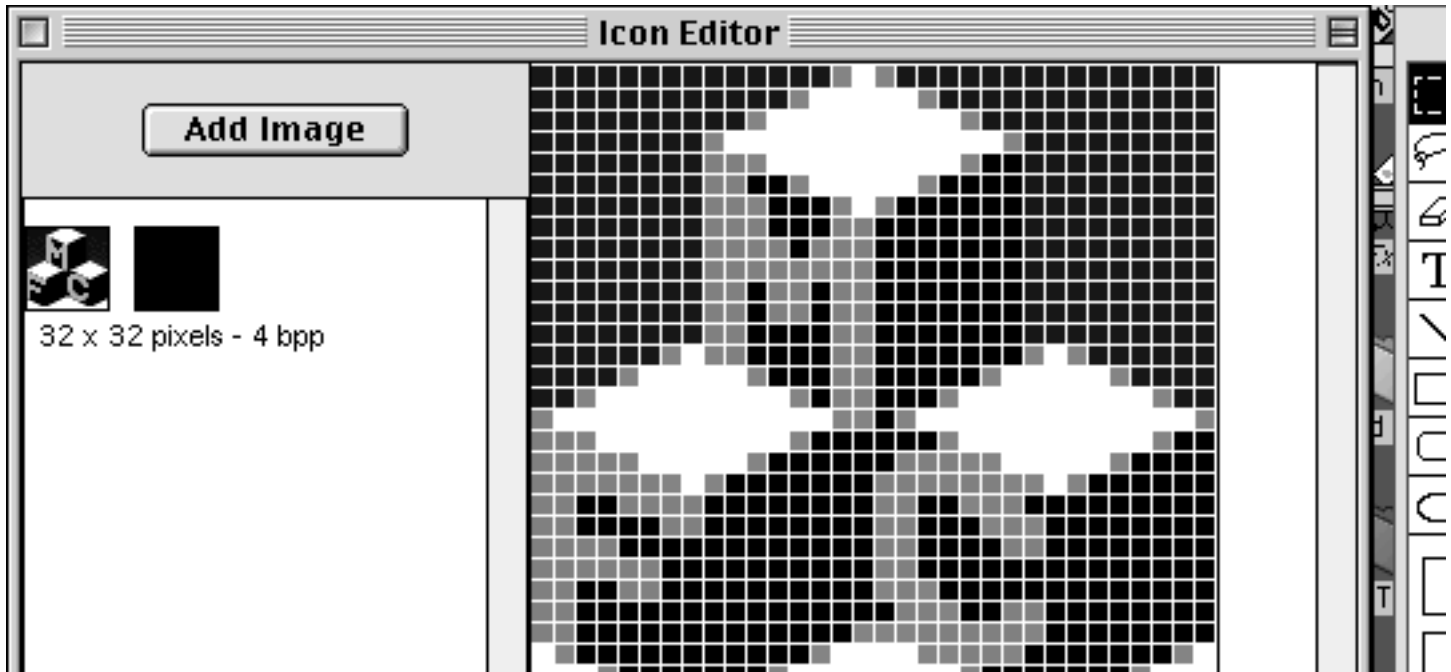
When you option click on an entry in the Pictures portion of the project tree, the same dialog appears as under the the New Picture Properties above.

## Editing Your Image

When you double click on an entry in the project tree, the icon/image editor will open, allowing for editing of your image or icon.



The above image shows a MacOS icon being edited, while the screen shot below shows a Windows .ICO icon being edited.



### Image Editor Tools

The screen shot below shows the various tools available in the icon/image editor. Briefly they are as follows:

**Marquee** - used to select a rectangular area in the image.

**Lasso** - used to select a free form area in the image.

**Eraser** - erases part of an image. This will use the currently selected background color.

**Text tool** - used to enter text into the image.

**Line** - used to draw lines connected by 2 points.

**Rect, Round Rect, Oval** - used to draw a hollow shape of either rectangle, round rectangle or oval.



**Movement** - used to move the current selection.

**Eye Dropper** - click on an image and the foreground color will be set to the color of the image.

**Pencil** - used to draw free-form shapes.

**Paint bucket** - fill an enclosed area with the current foreground color.

**Wand** - click on the image and a selection based on the color under the clicked point will be created.

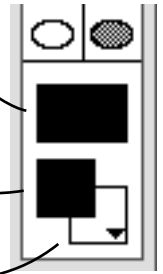
**Solid Rect, Solid Round Rect, Solid Oval** - used to draw a solid shape

Pattern selection - clicking on this area will allow selection of a pattern to use in drawing solid shapes.

Foreground color selection - used to select the foreground color.

Background color selection - used to select the background color.

This is the color that the eraser will use to erase foreground pixels.



## File Menu



New - create a new project

Open - open an existing saved project

Close - close the frontmost window, closing the project window will cause that project to be closed also.



Save / Save As... - save the current project

Import - use this menu to import existing MacOS or Window .ICO files.

Quit - Quits CP\_IconEdit

## Edit Menu



Can't Undo / Can't Redo- provides undo / redo support (up to 20 levels deep) for various drawing operations.

Cut / Copy / Paste / Clear - provides standard editing operations for selections on images.

Paste Selection - this command will paste the clipboard contents (if a picture) into the current selection in your image, shrinking or enlarging to fit. This would be used if you wanted to shrink your large icons down to small ones.

Select All - Selects the entire image

Select None - Removes the current selection.

Preferences... - Brings up the preferences dialog shown below

Author

Copyright

☐ Generate .r (Rez) file

☒ Generate individual MacOS icon files

**Files Types and Creators**

Icons:	File Type	<input type="text" value="rsrc"/>	File Creator	<input type="text" value="RSED"/>
Pictures:	File Type	<input type="text" value="rsrc"/>	File Creator	<input type="text" value="RSED"/>

Grid Color

## Preferences Dialog

If the Generate .r (Rez) file check box is checked, then the Author and Copyright edit fields will be enabled, these are used to write a header at the top of the .r file. This will also cause the MacOS resources to be written out as a .r (MacOS Rez format) resource file.

If the Generate individual MacOS icon files checkbox is checked, then each icon in your project will be created in its separate resource file, using the images identifier as the file name.

The File Type / File Creator edit fields control the type and creator used in creating the resource image files.

The Grid Color box controls the colors of the grid lines in the image layout editor.



## Generate Menu

The Generate Resources menu items is used to generate your MacOS and/or Windows .ICO files.





# Images Menu

**Hide Tools / Show Tools** - hides and shows the tools window

**Hide Grid Lines / Show Grid Lines** - hides and shows grid lines in the image editing window, when the magnification is greater than 100%.

**Pen Width** - determines the width of the pen used in drawing (from 1-10 pixels in size).

**Flip Vertical** - Flips the current selection vertically

**Flip Horizontal** - Flips the current selection horizontally

**Rotate...** brings up a dialog asking for degrees to rotate, and then rotates the image.

**Invert** - inverts the current selection.

# Developers Note

CP\_IconEdit was written the CPLAT cross-platform framework. Developers who would like the source code to CP\_IconEdit features can purchase the CPLAT framework, which includes a RADTools/Resource Editor that incorporates all of the features of this program in it.

Details on CPLAT and other programs from Ken Stahlman can be found at:

<http://www.ksoft.net>