

Martine BOCCANFUSO  
Marc EMILE

# Axialis IconWorkshop 6.1

## Corporate Edition

- Getting Started Guide
- How-To Procedures
- Reference Manual





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# 1

## Introducing, License

### What is Axialis IconWorkshop™?

Axialis IconWorkshop™ is a powerful tool designed to work with Windows® and Macintosh® icons. It has a fully integrated workspace which permits you to work efficiently and create professional icons in minutes.

### What can I do with IconWorkshop™?

- Create, read and save Windows Vista™ icons up to 256x256 with alpha channel and PNG compression.
- Create, read and save Windows® XP icons up to 256x256 with alpha channel.
- Create, read and save Macintosh® icons up to OSX 10.4 and 10.5 (including the latest 256x256 Tiger format and 512x512 Leopard Format).
- Modify, add, remove icons in EXE and DLL files. This is very useful to compress 256x256 icons for Windows Vista™ in programs (MS VS 2005 does not support compilation of compressed icons in resources).
- Creating attractive icons in seconds using ready-to-use Image Object Packs.
- Composing icons in seconds using mouse drag & drop and a powerful built-in image editor.
- Create icons with several built-in formats from images (BMP, PNG, JPEG 2000, PSD...) in one operation.
- Convert icons from Windows® to Macintosh® and vice versa.
- Apply automated operations to several icons at once (batch procedures) : Conversion Win <-> Macintosh; Icon creation from images; Image creation from icons; Icon format normalizing...
- Work easily with Adobe Photoshop® using a transfer plugin. With ready-to-use Photoshop templates, create icons in one step with several formats.
- Work easily with Adobe Illustrator® using a transfer plugin.
- Manage your icons using a built-in Librarian.
- Browse your computer for icons and images using a built-in explorer with preview.
- Customize your Windows® icons.
- Compile icon libraries and distribute them.

## What formats are compatible with Axialis IconWorkshop™?

Axialis IconWorkshop™ is the only icon tool to support creation, reading and writing of **Windows® XP, Windows Vista™**, (ICO, ICL) and **Macintosh®** (ICNS, RSC, BIN) icons. Axialis IconWorkshop™ supports Windows® XP Icons with alpha channel images (smooth transparency) and Macintosh® icons up to Macintosh® OSX v10.4 (Tiger) and 10.5 (Leopard).

This new version supports creation of Windows Vista™ icons with PNG compression and image sizes up to 256x256.

## Why choose Axialis IconWorkshop™?

Because Axialis IconWorkshop™ is the most complete icon tool available on the market. It has powerful features and is easy to use.

### Create quality Windows® XP and Macintosh® icons

Windows® XP and Macintosh® OSX come with a new generation of icons using variable transparency. This feature permits to create beautiful icons with smooth borders and shadows. You need a professional tool to create such icons. Axialis IconWorkshop™ has been designed with one goal in mind: "Icon Quality". Enjoy the powerful editor which permits to create the various image formats of an icon from an original drawing without quality loss. Axialis IconWorkshop™ is the only icon editor to create icons for both Windows® and Macintosh® systems.

### Create icons for Windows Vista™

Windows Vista™, the next version of Windows® to arrive, includes a new PNG compressed icon format. It permits to create icons up to 256x256 with alpha channel with smaller file size. Axialis IconWorkshop™ now fully supports this new format in all features: edition, automatic format creation, batch creation, batch conversion, format normalization... Don't wait and create today your icons for Windows Vista™. To get more information about Windows Vista™ icons, read this topic: "Introducing Windows Vista™ Icons".

### Make program files containing Windows Vista™ compressed icons

Microsoft Visual Studio versions 6 to .NET 2005 do not support creation of executables with PNG-Compressed 256x256 icons for Windows Vista™. Axialis IconWorkshop permits to compress icons directly in EXE/DLL files.

### Create icons the professional way using ready-to-use Photoshop templates

Create icons the professional way using ready-to-use Photoshop templates - 10 ready-to-use Photoshop® templates are provided with Axialis IconWorkshop™. Load templates in Photoshop® directly from IconWorkshop™, draw your icons in several formats and transfer the whole work in IconWorkshop: Your icon is created in one step. You can even create your own template using an easy to use XML descriptive format.

### Create attractive icons from Image Objects in seconds

The first Axialis Object pack for icons has been included in Axialis IconWorkshop™. It is a library of 150 graphical objects which will permit you to create an unlimited number of icons with various glossy effects and shapes simply using drag & drop. The images come in 256x256 high-quality PNG format. It permits to create icons containing various sizes up to 256x256 for Windows® XP, Windows Vista™ and MacOS®. To read more about this exclusive feature, read this topic: "Creating Icons from Image Objects".

## Convert icons between Macintosh® and Windows® formats

Macintosh® designers are prolific, especially when it comes to icon creation. Use Axialis IconWorkshop™ to read Macintosh® icons and convert them to Windows®. It reads all kind of Macintosh® icons up to OS-X. You can also convert your Windows® icons for the Macintosh®.

If you're a software developer, you'll enjoy the ability to create applications for both Windows® and Macintosh® platforms by converting your icons. If you're simply a Windows® user you'll be able to use your icons on both systems.

## Automatically create icons from images

Axialis IconWorkshop™ features a powerful editor. But sometimes it's easier to create an icon from an existing image. Basically, you can import all kind of existing images: PSD, PNG, BMP, JPEG, GIF, JPEG 2000...

An exclusive feature permits to create an icon, with its several image formats, in just one operation! All is done automatically: Alpha channel is preserved, palettes are calculated for 256 color formats and even 16 color formats with transparency are generated.

## Export icons to images to illustrate your applications

If you create applications, you know that images are required to create an attractive user interface. Axialis IconWorkshop™ permits to export any image included in an icon (Windows®/Macintosh®) to an external bitmap file. You'll be able to easily use these images in your program to create beautiful toolbars for example.

## Redistribute your icons

A compilation feature permits you to create professional installation packages to redistribute your Icon Libraries. It produces a compressed install program (the result is up to 70% smaller) convenient for Web distribution. Also, an advanced system, based on activation codes, permits you to protect your Icon Libraries. The user will be prompted for a personal code to proceed with the installation. An activation code generator is also provided.

## Customize Windows® icons

A built-in feature permits you to customize many Windows® icons. It works with all Windows® version up to Windows® XP. This new version permits you to customize each folder icon individually.

# What's New in Version 6.10?

This version includes several major improvements:

- **Compatible with Windows Vista™** - Many Windows Vista™ compatibility issues have been fixed in this version.
- **New Interface for Windows Vista™** - The application automatically detects Windows Vista™ and propose a new user interface compatible with the new Aero™ visuals.
- **Make program files containing Windows Vista™ compressed icon** - Microsoft Visual Studio versions 6 to .NET 2005 do not support creation of executables with PNG-Compressed 256x256 icons for Windows Vista™. Axialis IconWorkshop permits to compress icons directly in EXE/DLL files and use Windows Vista™ icons in your software projects.

- Create icons the professional way using ready-to-use Photoshop templates - 10 ready-to-use Adobe Photoshop® Templates are provided with Axialis IconWorkshop™. Load templates in Photoshop® directly from IconWorkshop™, draw your icons in several formats and transfer the whole work in IconWorkshop. Your icon is created in one step. You can even create your own template using an easy to use XML description file.
- Support for 512x512 Macintosh icons for OSX 10.5 Leopard - Create extra large 512x512 icons for the new MacOS 10.5. Axialis IconWorkshop now fully support this size.
- New Object Pack #2 for Icons (Realistic Buttons) - This pack is composed of 500 hi-res image objects which have been designed to create icons in the style of Windows Vista™. Using this pack you can easily create beautiful sets of buttons to be used in your projects (websites, application GUI, toolbars, dialog boxes...). With 156 symbols included and many shape effects (circle, rounded square, octagon, triangle) you can create a large variety of icons. The full set of objects is available for download on our web site to registered customers only.
- New Object Pack #3 for Icons (Quick Toolbars) - A collection of 256 image objects which permits to quickly create program toolbars. Using drag & drop, you can create in seconds icons and buttons for your toolbars by associating basic objects and overlays symbols. The objects do not contain details and have thick borders to allow the creation of small icons suitable for toolbars (32x32, 24x24, 16x16). The objects, which are provided in 256x256 format with alpha channel, permit to easily create icons containing various sizes for Windows XP®, Windows Vista™ & MacOS®. The full set of objects is available for download on our web site to registered customers only.
- New Object Pack #4 for Icons (Web 2.0 Icons) - This pack is composed of 601 image objects which permits to quickly create icons in the style of Web 2.0. Using drag & drop, you can create in seconds icons and buttons for your websites and applications by associating background shapes, glossy effects, shadows and various ready-to-use texts and symbols. The icons can also be saved as optimized GIF, JPEG or PNG images for inclusion in your websites. To permit you to work faster, more than 500 ready-to-use derived symbols and texts have been added to the pack, including effects like outer light glow, soft shadow, emboss and 15° rotation. The full set of objects is available for download on our web site to registered customers only.
- Other enhancements and bug fixes.

## Features included since version 6.0

This version includes several major improvements:

- Full Windows Vista™ icon support with PNG compression - Axialis IconWorkshop™ now loads, creates, edits, saves Windows Vista™ icons. Windows Vista™ the next version of Windows® to arrive, includes a new PNG compressed icon format. It permits to create icons up to 256x256 with alpha channel with smaller file size. Axialis IconWorkshop™ now fully supports this new format in all features: edition, automatic format creation, batch creation, batch conversion, format normalization... Don't wait and create today your icons for Windows Vista™.
- Object Pack for Icons (Glossy Buttons) - The first Axialis Object Pack for icons has been included in Axialis IconWorkshop™. It is a library of 150 image objects which will permit you to create an unlimited number of icons with various glossy effects and shapes simply using drag & drop. The images come in 256x256 high-quality PNG format. It permits to create icons containing various sizes up to 256x256 for Windows® XP, Windows Vista™ and Macintosh® OS.

- **Illustrator® to Axialis IconWorkshop™ transfer plug-in** - Now you can import vector images with transparency directly from Illustrator into Axialis IconWorkshop™ through memory. You don't need to create a temporary file anymore. [Read More...](#)
- **Full tutorial on how to use Image Objects** - Creating icons from image objects is easy and produce hi-quality results. This [tutorial](#) will learn you how to create attractive icons in minutes using Image Objects.
- **Background floating selection** - Using this command you can easily **place a floating object in background** of your icon. This is useful to add a shadow or a colored halo around an icon.
- **Copy/Paste Alpha Channels as Masks** - Now you can use a grayscale mask image to **apply it as Alpha Channel** to an icon. Also, you can **extract an alpha channel** from an icon to create a grayscale mask image.
- **256x256 and floating Preview Window** - The preview window is now **adjustable** (256x256 or 128x128). It can also be set as a floating window (easier to move in 256x256 mode).
- Other enhancements and bug fixes.

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---

## IconBuffet copyrighted icons

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## Acknowledgments

### Icons and Images used in the program

Thanks to these great icon artists for giving us permission to include some of their icons and images in the program (toolbar buttons, icons, dialog illustration):

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- . **IconBuffet** - Toolbar icons courtesy of IconBuffet, part of Mahattan and Redmond icon set ([IconBuffer.com](http://IconBuffer.com) 🌐)
- . **Jairo Boudewyn** - Special thanks to Jairo who made the IconWorkshop™ icon ([JairoBoudewyn.com](http://JairoBoudewyn.com) 🌐)
- . **Marvilla** - Some images in dialog boxes ([Iconica](http://Iconica) 🌐)

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Thanks to Ivan Stambolic for the **Serbian** translation ([Website](http://Website) 🌐).

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## PNG Support

Thanks to the creators of the PNG graphic file format and its related source code. Visit the official PNG Web page at: <http://www.libpng.org/pub/png/>

## JPEG Support

Thanks to **Thomas G. Lane** and the **Independent JPEG Group** for the JPEG graphic file format and its source code. Visit the official JPEG Web page at: <http://www.iijg.org>

## JPEG 2000 Support

Thanks to the **Joint Photographic Experts Group** for defining the JPEG 2000 graphic standard. Visit the official JPEG 2000 Web page at: <http://www.jpeg.org/jpeg2000/index.html>

Thanks to **Michael D. Adams**, creator of JASPER. This JPEG 2000 C library is used in Axialis products. Official JASPER website: <http://www.ece.uvic.ca/~mdadams/jasper/>

# System Requirements

Axialis IconWorkshop™ has been designed to work with Windows® 95, Windows® 98, Windows® ME, Windows® NT4, Windows® 2000, Windows® XP, Windows Vista™.

## Minimum

- Pentium® class CPU - 500 Mhz
- 65536 color video card - 1024x768
- 128 Mb RAM
- Microsoft Windows® 95 (with ComCtl32 v4.72+) or Windows® NT 4.0 SP4

## Recommended

- Pentium® 3/4 or AMD Athlon - 1.2 Ghz or more
- True Color Video Card (24 or 32 bits - 16,8 M colors) - 1280x1024
- 512 Mb RAM
- Microsoft Windows® ME, Windows® 2000, Windows® XP, Windows Vista™



# 2

## Getting Started Tutorial

### What is an Icon?

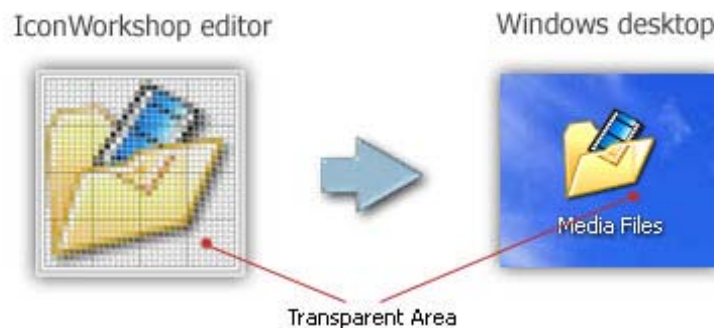
An icon is a graphic image, a small picture or object that represents a file, program, web page, or command. Icons help you execute commands, open programs or documents quickly. To execute a command by using an icon, click or double-click on the icon. It is also useful to recognize quickly an object in a browser list. For example, all documents using the same extension have the same icon.

That's almost all you need to know if you only use icons. But to create icons, which is the purpose of Axialis IconWorkshop™, you need to know more about them. What's the difference between a standard image and an icon image? What's the structure of an icon? How to create an icon which will display correctly on all screen configurations (size, colors...)? Can we save an icon to a file? Can we assemble several icons into one file? What about the new Windows® XP icon format?

### What are the differences between an image and an icon?

A computer image is a bitmap (composed of pixels) or vector (composed of drawing paths) picture, which can be saved using various formats (BMP, PSD, GIF, JPEG, WMF...). All these formats have several different properties (bitmaps, vectors, compressed, layered, animated...) and can be used to store pictures at any sizes and resolution.

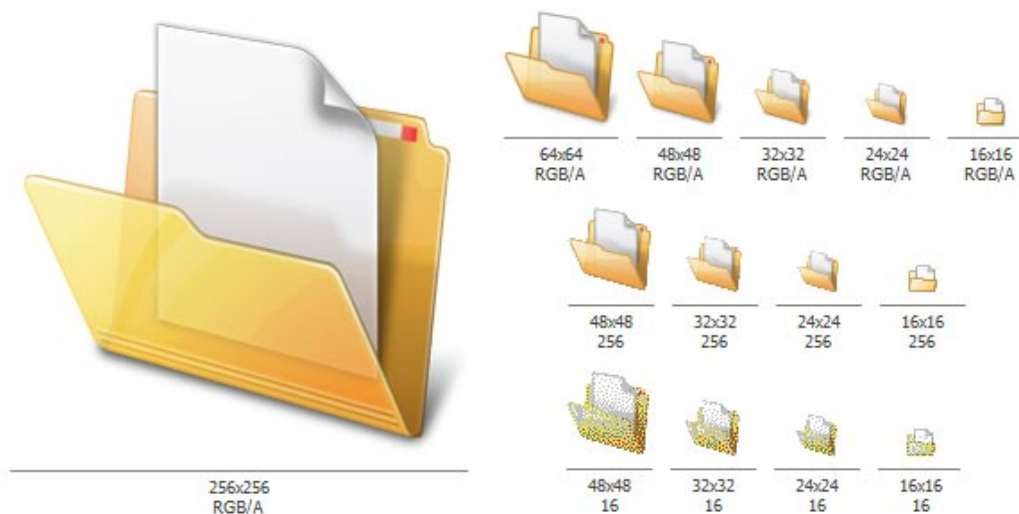
Icons are different from standard images. They have standard sizes (usually small): 16x16, 32x32, 48x48... One icon is composed of several images. Each of them with a different size and number of colors (mono, 16 colors, 256 colors, 16.8M...). And the most important property of an icon is the ability to include transparent areas. This allows seeing the screen background behind the icon within its square image (see illustration below).



## What is the structure of an icon?

An icon is a group of images of various formats (size and colors). Furthermore, each image can include transparent area. That's why you'll find a transparent color in the drawing palette for 16 or 256 color images and a variable opacity parameter using an alpha channel for the new RGB/A image format (opacity = 0 means transparent).

You need to include several images in an icon to permit Windows® or Macintosh® OS to choose the appropriate format when displaying it on screen. It may change based on screen number of colors and display location. For example, in the Windows® task bar icons are displayed using 16x16 image format and on the desktop, they are displayed at larger sizes (48x48, 96x96, 256x256). In Windows Vista™, some intermediate sizes are used (24x24, 32,32, 48x48 and 64x64). If a size does not exist in the icon, Windows Vista™ displays it automatically by resizing "on the fly" the largest size 256x256. The Macintosh® OSX uses the large formats 128x128, 256x256 and even 512x512 in OSX 10.5. All those formats include an alpha channel to create smooth transparency and permits nice resize effects .



**An icon contains several images formats (size and colors)**

This is very important to create several image formats in an icon (especially if you wish to redistribute it) in order to be compatible with all screen configurations. Axialis IconWorkshop™ includes a powerful feature which permits to create new formats based on existing images in a few clicks.

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**The image format 128x128 is used under Macintosh® OS 10.0 or more only. OSX 10.4 (codename "Tiger") supports icons up to 256x256. OSX 10.4 (codename Leopard) supports icons up to 512x512. Axialis IconWorkshop™ fully supports creation and edition of OSX icons up to 256x256 and 512x512.**

**Windows® XP does not display 128x128 icon formats in normal mode. By default, icon display in Windows® versions prior to Microsoft Vista™ is limited to 48x48 icons. Microsoft Windows Vista™ supports icon formats up to 256x256 with compression. Axialis IconWorkshop™ fully supports creation and edition of Windows Vista™ icons. To know more read this topic: "Introducing Windows Vista™ Icons".**

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## Which image formats should I include in my icons?

To be compatible with all display cases and screen configurations, you must consider creating icons containing various image formats. See below the minimum and recommended formats for different OS versions:

### Windows® 95, Windows® 98, Windows® ME, Windows® 2000

- **Recommended:** **48x48** (256 colors, 16 colors), **32x32** (256 colors, 16 colors), **16x16** (256 colors, 16 colors).
- **Minimum:** **32x32** (256 colors, 16 colors), **16x16** (256 colors, 16 colors).

### Windows® XP

- **Recommended:** **48x48** (RGB/A, 256 colors, 16 colors), **32x32** (RGB/A, 256 colors, 16 colors), **24x24** (RGB/A, 256 colors, 16 colors), **16x16** (RGB/A, 256 colors, 16 colors).
- **Minimum:** **32x32** (RGB/A, 256 colors, 16 colors), **16x16** (RGB/A, 256 colors, 16 colors).
- **Optional:** **128x128** (RGB/A).

### Windows Vista™

- **Recommended:** **256x256** (RGB/A), **64x64** (RGB/A), **48x48** (RGB/A, 256 colors, 16 colors), **32x32** (RGB/A, 256 colors, 16 colors), **24x24** (RGB/A, 256 colors, 16 colors), **16x16** (RGB/A, 256 colors, 16 colors).
- **Minimum:** **256x256** (RGB/A), **48x48** (RGB/A, 256 colors), **32x32** (RGB/A, 256 colors), **16x16** (RGB/A, 256 colors).
- **Optional:** **256x256** (256 colors, 16 colors), **64x64** (256 colors, 16 colors), other formats are possible to deal with HIDPI screens (see below).

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If you create an icon for recent versions of Windows®, the compatibility is ensured with previous versions. For example, if you create an icon containing a 256x256 image for Windows Vista™, it will display fine under Windows® XP. Based on our tests, the only exception we've found is: If you add **24x24 image formats** in your icon, it won't be compatible with Windows®98 and Windows®2000. The icon displays correctly in IconWorkshop™ but will be considered invalid by Windows®.

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### Windows Vista™ for HI-DPI screens

On hi-dpi screens (high DPI resolution LDC screens), Windows Vista™ code will downscale the images for sizes between 64x64 and 256x256. If you want your icon to be compatible with future screens, we recommend you to add the following sizes:

- **Recommended:** **256x256** (RGB/A), **64x64** (RGB/A, 256 colors), **48x48** (RGB/A, 256 colors), **40x40** (RGB/A, 256 colors), **32x32** (RGB/A, 256 colors), **24x24** (RGB/A, 256 colors), **22x22** (RGB/A, 256 colors), **16x16** (RGB/A, 256 colors).

Examples of scaling ratios applied to some common icon sizes:

DPI	Scale Factor	16x16 Icon Size	32x32 Icon Size	48x48 Icon Size
96	100%	16x16	32x32	48x48
120	137%	22x22	40x40	66x66 (scaled by code)
144	150%	24x24	48x48	72x72 (scaled by code)

192      200%      32x32      64x64      96x96 (scaled by code)

### Macintosh® OSX

- **Recommended:** 128x128 (RGB/A), 48x48 (RGB/A, 256 colors, 16 colors), 32x32 (RGB/A, 256 colors, 16 colors, mono), 16x16 (RGB/A, 256 colors, 16 colors).
- **Minimum:** 48x48 (RGB/A, 256 colors), 32x32 (RGB/A, 256 colors), 16x16 (RGB/A, 256 colors).

### Macintosh® OSX 10.4 Tiger

- **Recommended:** 256x256 (RGB/A), 128x128 (RGB/A), 48x48 (RGB/A, 256 colors, 16 colors), 32x32 (RGB/A, 256 colors, 16 colors, mono), 16x16 (RGB/A, 256 colors, 16 colors).
- **Minimum:** 128x128 (RGB/A), 48x48 (RGB/A, 256 colors), 32x32 (RGB/A, 256 colors), 16x16 (RGB/A, 256 colors).

### Macintosh® OSX 10.5 Leopard

- **Recommended:** 256x256 (RGB/A), 128x128 (RGB/A), 48x48 (RGB/A, 256 colors, 16 colors), 32x32 (RGB/A, 256 colors, 16 colors, mono), 16x16 (RGB/A, 256 colors, 16 colors).
- **Minimum:** 128x128 (RGB/A), 48x48 (RGB/A, 256 colors), 32x32 (RGB/A, 256 colors), 16x16 (RGB/A, 256 colors).
- **Optional:** 512x512 (RGB/A).

Below is a summary of the standard image formats that should be included in icons. If an image format is missing, Windows® displays the nearest existing image. The resulting image is generally blurred and distorted.

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	○	● *	○	●	●	●	●	●
256 Colors	○	○	○	○	●	●	●	●
16 Colors	○	○	○	○	●	●	●	●
Mono	○	○	○	○	○	○	○	○

**Windows® standard icon image formats** (\*) PNG compressed Windows Vista™

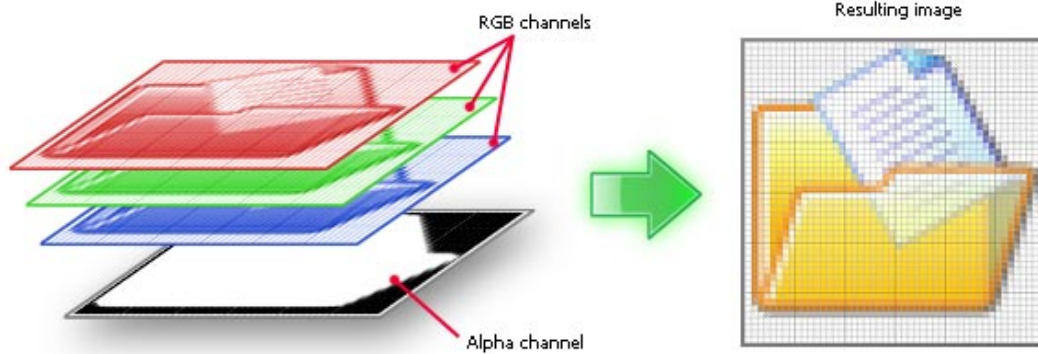
	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	○	●	○	○

**Macintosh® OS standard icon image formats** (\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended    ○ Optional    ○ Not Available

## What is the RGB icon format with Alpha Channel?

Also called RGB/A, this image format contains 16.8M colors coded in RGB plus an additional opacity channel. This channel is called the "Alpha Channel". Each channel is coded using 8 bits per pixel. As a result each pixel is coded in 32 bits (32 BPP - Bits Per Pixel). See the illustration below to understand how channels are organized in an RGB/A image.

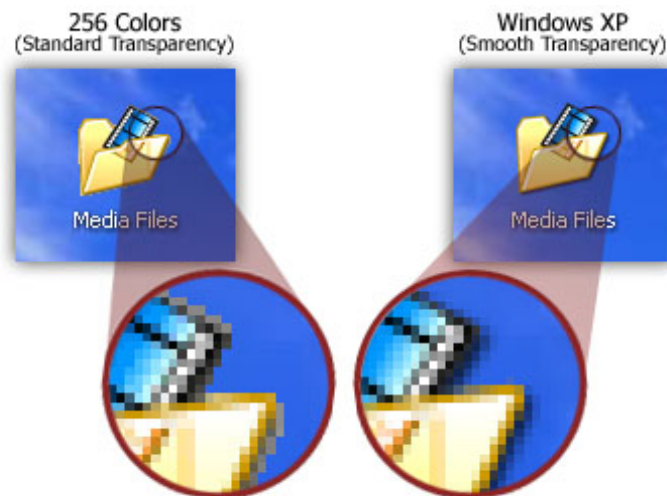


Structure of an image with Alpha Channel (RGB/A)

This is a new image format that you can find in new generation of icons. This image format is called Windows® XP RGB/A by Axialis IconWorkshop™.

The main advantage of this image format is that it permits to display a smooth transparency in icons. The resulting image is displayed with smooth contours on all backgrounds. It permits also to create dropped shadows behind icons. This interesting effect, which is recommended by Microsoft, is usually used in Windows® XP icons.

The following illustration shows the difference between a standard image format transparency (in 256 color formats for example) and the new Windows® XP smooth transparency:



Standard vs Windows XP Smooth transparency

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Windows® and Macintosh® icons support RGB/A images. These icons can be displayed in Windows®XP, Windows Vista™ and in Macintosh®OS 10 or more. Older systems does not support RGB/A icons. That's the reason why you need to include other standard formats in your icons.

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## Can we save an icon to a file?

Yes, the extension for a Windows® icon file is "ICO". The extensions for Macintosh® icons are "ICNS", "RSC", "RSRC" and "BIN". Only one icon can be saved in an icon file. If you want to group several icons in a file you must create a library (see below).

Axialis IconWorkshop™ fully support Windows® and Macintosh® icon files. You can create, read and save icons using those file formats. The MacBinary format "BIN" is used to transfer icons between Windows® and Macintosh® preserving Macintosh®resource forks (see "Macintosh® vs Windows® icons" topic to read more).

## Can we save several icons into one file?

Yes, you can assemble several icons in one file called an Icon Library. The extension for a standard Icon Library is ICL.

Axialis IconWorkshop™ fully supports ICL files. It can create, read and save ICL library files. Furthermore, ICL is fully supported by all versions of Windows®. For example, you can customize a Windows® shortcut by selecting a new icon in an ICL file. If you manage a large number of icons, we recommend you to store them in ICL files. ICL file size is limited to 64MB.

Creation of Macintosh® icon libraries is not yet supported by Axialis IconWorkshop™. However you can read RSRC files with several icons embedded as well as Icontainer libraries. Additionally you can save Macintosh® icons in ICL files. A small overlay image permits to distinguish them in Axialis IconWorkshop™. However you won't be able to open those ICL files under Macintosh®OS. Future versions of Axialis IconWorkshop™ will support Macintosh® icon library creation.

## What's New with Windows Vista™ Icons?

Microsoft Windows Vista™ comes with a new format of icons supporting PNG compression and sizes up to 256x256. The standard Windows Vista™ icons now includes the following image formats (grayed formats are optional):

256x256 - RGB/A	64x64 - RGB/A	48x48 - RGB/A	32x32 - RGB/A	24x24 - RGB/A	16x16 - RGB/A
256x256 - 256c	64x64 - 256c	48x48 - 256c	32x32 - 256c	24x24 - 256c	16x16 - 256c
256x256 - 16c	64x64 - 16c	48x48 - 16c	32x32 - 16c	24x24 - 16c	16x16 - 16c

The problem is: if you simply make the icon and save it in standard Windows® XP ICO format, the resulting file will be 400Kb on disk. The solution is to compress the images. Only the 256x256 images are compressed. The compression scheme used is PNG (Portable Network Graphic) because it has a good lossless ratio and supports alpha channel. The compressed icon sizes are 100Kb to 150Kb.

Axialis IconWorkshop™ permits to create Windows Vista™ icons. To read more about Windows Vista™ icons and how to create them using Axialis IconWorkshop™, read this article: "Introducing Windows Vista™ Icons".

## How to create an icon?

Graphics are among the primary ways of advertising the sale of goods or services. This is true for computing when designing software or website interfaces. The primary solution is to draw icons using either an image

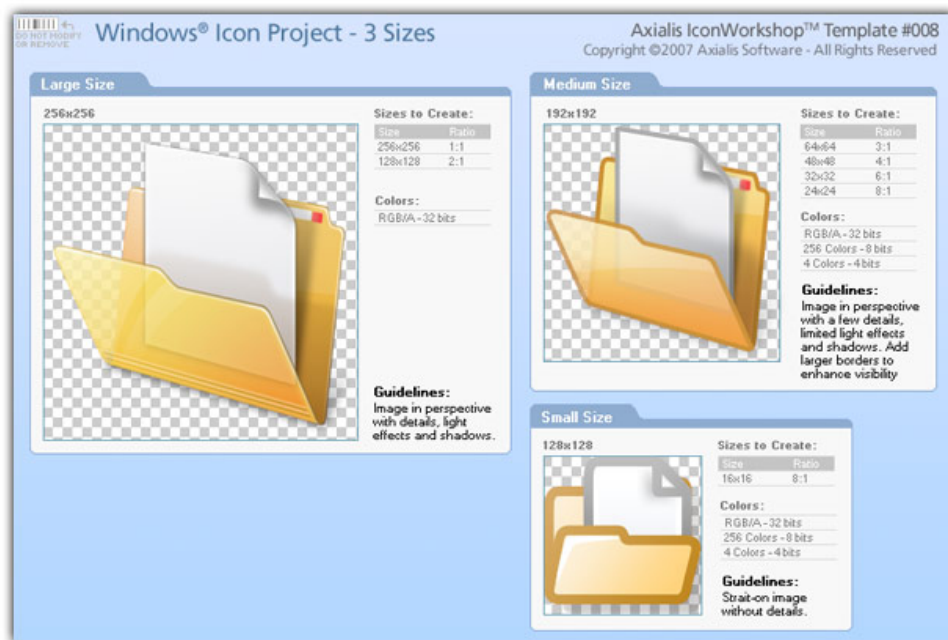


or vector editor. Then, when the image is done, use Axialis IconWorkshop™ to convert this image to an icon. If you don't use an external image editor, Axialis IconWorkshop™ contains some drawing tools that permit you to draw your own icons.

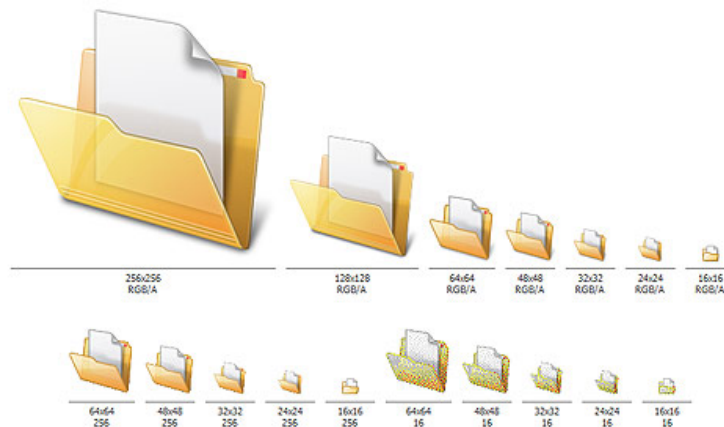
Axialis IconWorkshop™ offers alternate solutions for Adobe Photoshop® users and programmers who don't have drawing skills.

## Using Project Templates for Photoshop®

If you work with Adobe Photoshop®, a new feature has been added which permits you to draw your icon at different sizes and automatically export it into IconWorkshop™. The resulting icon is automatically created with all its formats. Several ready-to-use templates have been added for Windows® and Macintosh® icon creation. See below how the templates work:



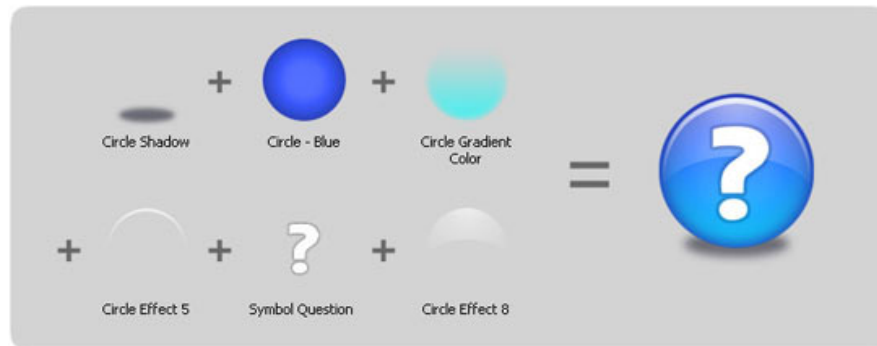
1. Draw the 3 versions of your icon (in the empty squares with transparency chessboard texture).
2. Export this Template to IconWorkshop™
3. The icon is automatically created with all its image formats embedded.



## Using Image Objects

Most of us are not graphic designers and we have a problem when it comes to create attractive icons or web graphics. The question is: **"How to create attractive custom icons without drawing skills?"** Image Objects are the answer.

The solution is to use a set of image objects already done by a skilled computer graphic artist, and assembling them together to create a final artwork that will match your needs. Using a set of existing image objects the possibilities are almost infinite. You can create many different icons or graphics simply by adjusting various parameters of each object like Hue (tint), Saturation, Brightness, Contrast, Size, Opacity and more:



This association can be easily done with Axialis IconWorkshop™ using a few mouse clicks and drag-and-drops. Creating different versions of an icon is very easy with an object pack. See below some examples of the help icon made in a few minutes simply using the mouse and without drawing one pixel (non-exhaustive list of course!):



## Macintosh® vs Windows® icons

### What are the differences between Windows® and Macintosh® icons?

Microsoft Windows® and Apple Macintosh® icons are very similar. They both have several image formats embedded in the same icon. But the file format is totally different. You cannot use Macintosh® icons as is under Windows®. The file format is not compatible. You must convert them to Windows® ICO file format (with Axialis IconWorkshop™ of course!). This is the same under Macintosh® OS which cannot read Windows® icon files.

Axialis IconWorkshop™ supports the following Macintosh® icon files: ICNS, RSC and BIN. You can easily open them into the Icon Editor and save them as Windows® ICO format. During this operation, we recommend

you to remove special Macintosh® formats which are useless under Windows®. You can also read a Windows® icon and save it as Macintosh® format.

Recommended image formats embedded in icons are slightly different in Windows® and Macintosh®. See the comparison tables below:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	○	● *	○	●	●	●	●	●
256 Colors	○	○	○	○	●	●	●	●
16 Colors	○	○	○	○	●	●	●	●
Mono	○	○	○	○	○	○	○	○

**Windows® standard icon image formats** (\*) PNG compressed Windows Vista™

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	○	●	○	○

**Macintosh® OS standard icon image formats** (\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   
 ○ Optional   
 ○ Not Available

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Some image formats are unavailable in Macintosh® icon specifications. Therefore IconWorkshop™ won't event permit you to create them. If you try to save or convert a Windows® icon to Macintosh®, some format will be removed. Note that all image formats can be created in Windows® icons, even custom formats not listed above.

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## Image formats included in Macintosh® icons

Only a limited list of image formats are available in Macintosh® icons (no other or intermediate formats can be defined):

### Macintosh® OSX

- **Recommended:** 128x128 (RGB/A), 48x48 (RGB/A, 256 colors, 16 colors), 32x32 (RGB/A, 256 colors, 16 colors, mono), 16x16 (RGB/A, 256 colors, 16 colors).
- **Minimum:** 48x48 (RGB/A, 256 colors), 32x32 (RGB/A, 256 colors), 16x16 (RGB/A, 256 colors).

### Macintosh® OSX 10.4 Tiger

- **Recommended:** 256x256 (RGB/A), 128x128 (RGB/A), 48x48 (RGB/A, 256 colors, 16 colors), 32x32 (RGB/A, 256 colors, 16 colors, mono), 16x16 (RGB/A, 256 colors, 16 colors).
- **Minimum:** 128x128 (RGB/A), 48x48 (RGB/A, 256 colors), 32x32 (RGB/A, 256 colors), 16x16 (RGB/A, 256 colors).

### Macintosh® OSX 10.5 Leopard

- **Recommended:** 256x256 (RGB/A), 128x128 (RGB/A), 48x48 (RGB/A, 256 colors, 16 colors), 32x32 (RGB/A, 256 colors, 16 colors, mono), 16x16 (RGB/A, 256 colors, 16 colors).

- **Minimum:** 128x128 (RGB/A), 48x48 (RGB/A, 256 colors), 32x32 (RGB/A, 256 colors), 16x16 (RGB/A, 256 colors).
- **Optional:** 512x512 (RGB/A).

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**The 32x32 Monochrome format is recommended for Macintosh® icons to ensure display compatibility on old Macintosh® systems with B/W screens.**

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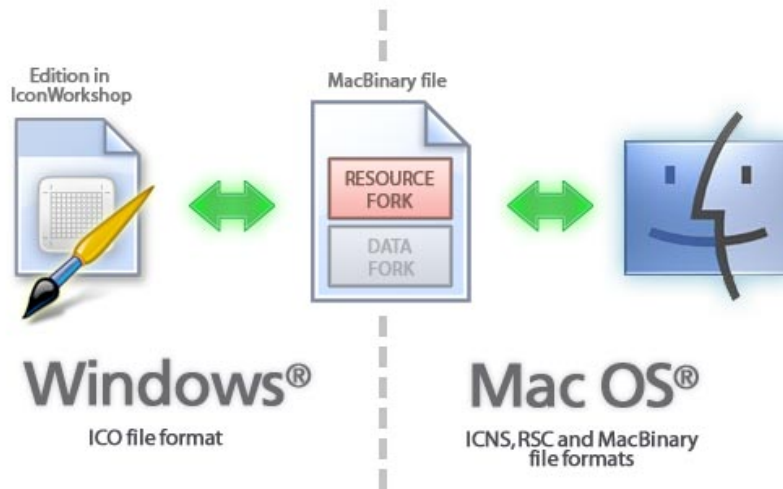
## Various Macintosh® file types

Macintosh® icons can be saved using two different file formats: "ICNS" and "RSC" (or "RSRC" is used). A third format MacBinary "BIN" is used for transfer purpose between Windows® and Macintosh®.

- **ICNS** - This is the standard Macintosh® icon file format. Only one icon (with several formats) can be saved in this format. This format is the most commonly used.
- **RSC or RSRC** - This is the Macintosh® resource file format. It is used mainly by developers. This format can contain several icons. Axialis IconWorkshop™ support reading of RSC files with several icons but can write only RSC files with one icon.
- **BIN** - MacBinary format. This format permits to easily transfer files between Macintosh® and Windows®. For more information on this format, visit this website: <http://en.wikipedia.org/wiki/MacBinary>.

To transfer an icon between Windows® and Macintosh®, the easiest method is to use the MacBinary format. This format permits to generate an icon compatible with the Macintosh® OS forks.

The MacBinary format permits to merge the 2 forks in one file handy for transfer, mail attachment or Web publishing. When IconWorkshop™ saves an icon in MacBinary format, it writes the icon in the resource fork. The data fork is left empty. As a result, as soon as you receive or see the file in Macintosh®, the icon appears automatically. Then, you can handle it using the standard Finder/MacOS user interface.



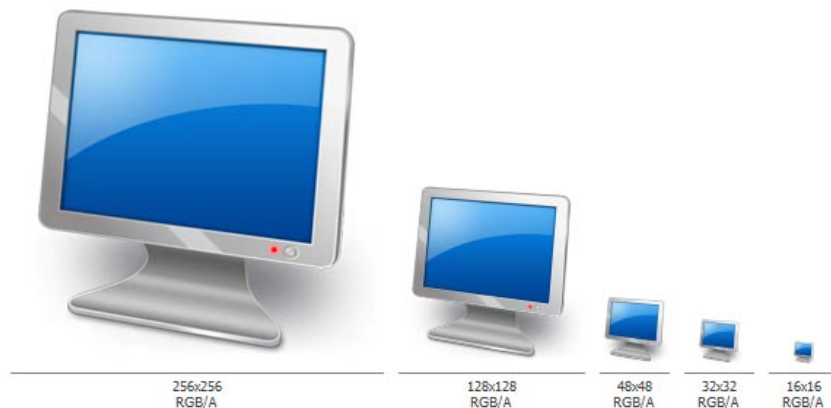
Use of MacBinary format to transfer an icon between Macintosh® OS and Windows® OS

## Information about the new 256x256 format for Tiger (OS-X 10.4)

The new Macintosh® OS version 10.4 (Tiger) introduces a new icon format which permits to create 256x256 icons. In the upcoming months a new generation of flat LCD displays will have much higher resolutions. The screens won't be larger but the number of pixels per inch (DPI) will increase. This will result in smaller items on screen including icons. To compensate this effect, Apple® has planned to create a new resolution-independent user interface and the ability to display icons with higher definition in Tiger.

This format is highly compressed and permits to create large 256x256 icons using less than 100 KB. The compression is based on JPEG 2000. This format is similar to JPEG but can include a transparency channel (Alpha Channel). However, JPEG 2000 has an additional option which permits to compress the image without quality loss (unlike JPEG which "destructs" the original image to increase the compression ratio). In OS-X 10.4 icons, the icons are compressed using this lossless method, keeping the original image quality. The resulting compression ratio is about 1:2 (similar to PNG).

Keep in mind that a 256x256 icon is 28 times the size of a 48x48 icon! It will change deeply the way you'll create icons in the future. But be sure we'll add many features to help you in future versions. To get an idea of things to come, see an icon snapshot comparing sizes from 256x256 to 16x16:



## Information about the future 512x512 icon format for Leopard (OS-X 10.5)

**This is preliminary subject to change** (August 2007)

The next Macintosh® OS version 10.5 (Leopard) introduces an extra large icon format which permits to display 512x512 icons on future HI-DPI screens. This format uses the same compression format as 256x256 format for Tiger (see above).

A 512x512 icon is 4 times the size of a 256x256 icon and 114 times the size of a 48x48 icon! Keep this in mind when you're designing the image. The 512x512 image can be complex with a high level of details. To get a better idea, see an icon snapshot comparing sizes between 512x512 and 256x256 image formats:



## Introducing Windows Vista™ Icons

Microsoft Windows Vista™ include many new features and enhancements. The most visible evolution will be the new Graphical User Interface (GUI). A first look at Aero (the codename for the Windows Vista™ user experience) reveals a slicker interface with sharper graphics.

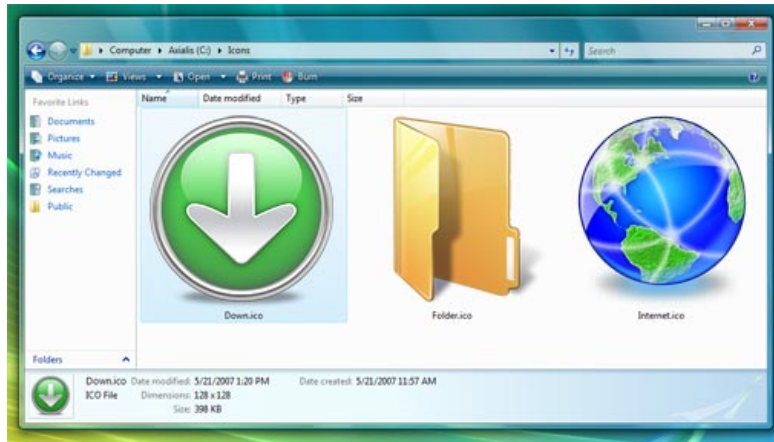
But the changes are not only visual. Aero has been designed to comply with computer technology that will be delivered over the next decade. Many new features have been implemented in Aero to support the hardware changes to come.

### Windows Vista™ – A Resolution-Independent User Interface

One of the most important enhancements of Aero is its ability to deal with the high-resolution displays of the future, and that feature a resolution-independent UI. At present, monitors generally have a resolution of 96-DPI (dots/pixels per inch). Simply put, 48x48 icons are displayed on screen in a half-inch square.

Future LCD screens however will support resolutions up to 192 DPI. Therefore, to be displayed at the same size without quality loss, icons must include much larger images. That's the reason why Windows Vista™ introduces a new standard for Windows® icon size: 256x256 pixels.

The screenshot below shows the Windows Vista™ File Explorer displaying icons using the maximum resolution available: 256x256. Of course the result seems a bit "large" on a 96-DPI screen, but keep in mind that this technology has been designed for future screens. The icon files have been created with Axialis IconWorkshop™.



Windows Vista™ displaying 256x256 icons

An additional option will permit you to display icons at smaller sizes more attune to medium-res screens (say 120-DPI) screens. In such cases Aero uses the 256x256 image and shrinks it the desired size without any quality-loss. The result looks really slick with real-time zoom!

## Windows Vista™ 256x256 PNG Compressed Icons

Microsoft Windows Vista™ comes with a new format of icons supporting PNG compression and sizes up to 256x256. The standard Windows Vista™ icons now includes the following image formats (grayed formats are optional):

256x256 - RGB/A	64x64 - RGB/A	48x48 - RGB/A	32x32 - RGB/A	24x24 - RGB/A	16x16 - RGB/A
256x256 - 256c	64x64 - 256c	48x48 - 256c	32x32 - 256c	24x24 - 256c	16x16 - 256c
256x256 - 16c	64x64 - 16c	48x48 - 16c	32x32 - 16c	24x24 - 16c	16x16 - 16c

The problem is: if you simply make the icon and save it in standard Windows® XP ICO format, the resulting file will be 400Kb on disk. The solution is to compress the images. Only the 256x256 images are compressed. The compression scheme used is PNG (Portable Network Graphic) because it has a good lossless ratio and supports alpha channel. The compressed icon sizes are 100Kb to 150Kb.

See below the different formats included in our sample icon **down.ico** (the 16-color formats are not displayed but are present in the icon):



Example of Windows Vista™ icon images

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The PNG compression is embedded in the ICO file for the 256x256 images only. PNG compressed Windows Vista™ icons cannot be read and edited with an Windows® XP-only compatible icon editor, nor can you open them with a PNG image editor. **You will require a Windows Vista™ compatible icon editor, like Axialis IconWorkshop™, to edit such icons.**

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## Compatibility with Windows® XP

Windows Vista™ compressed icons are compatible with Windows® XP. They can be used in Windows® XP but only using the standard formats (48x48, 32x32 and 16x16) which will be read and displayed. The 256x256 PNG formats will be ignored.

For example, if you save the **down.ico** (see link above) on your Windows® XP desktop, it will be displayed as 48x48. The most important fact is that Windows® XP won't reject Windows Vista™ icons.

### Can we add other formats, such as 128x128, in Windows Vista™ icons?

Yes, but this is not recommended. 128x128 format is used by Windows® XP Desktop or Dock-Bar applications. These applications will probably support 256x256 icon format when ported under Windows Vista™.

### Can we create 256x256 icons which display under Windows® XP?

Simply by creating uncompressed versions of the icons. They will work on all versions of Windows. However, if you want to display at large size under Windows® XP, you must install a Desktop Enhancer application. The drawback is the icon file size: 400Kb for an icon! Using Axialis IconWorkshop™ you can easily remove the PNG compression option.

## Create a Windows Vista™ Compressed Icon with Axialis IconWorkshop™

Here is a step-by-step tutorial on how to create a Windows Vista™ compressed icon using Axialis IconWorkshop™.

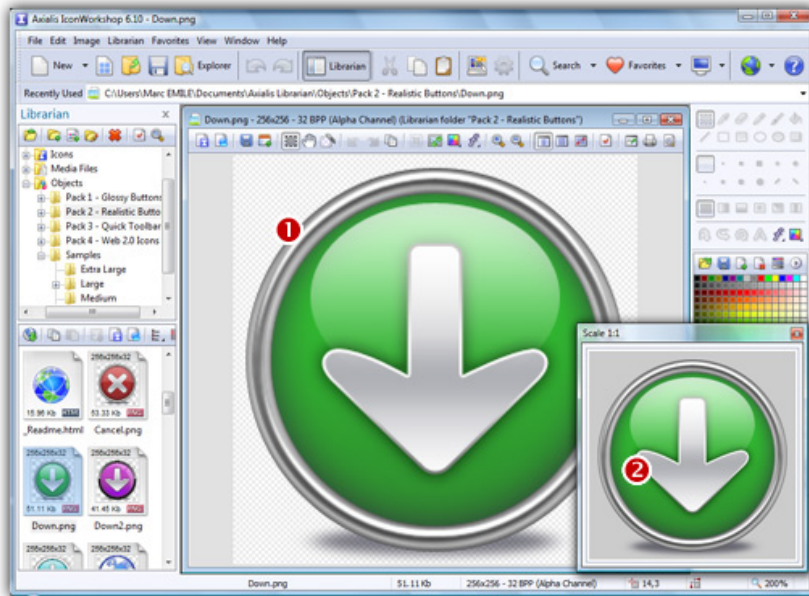
1. Create a 256x256 version of your icon image using any image/vector editor. Save your artwork with smooth transparency (32 BPP alpha channel) using a file format that is compatible with Axialis IconWorkshop™: BMP, PNG, JP2000, PSD.

You can also transfer your work from **Adobe Photoshop®** using the Axialis transfer plug-in (see [this tutorial](#)) or you can create an icon by assembling several **image objects** (see [this tutorial](#)).

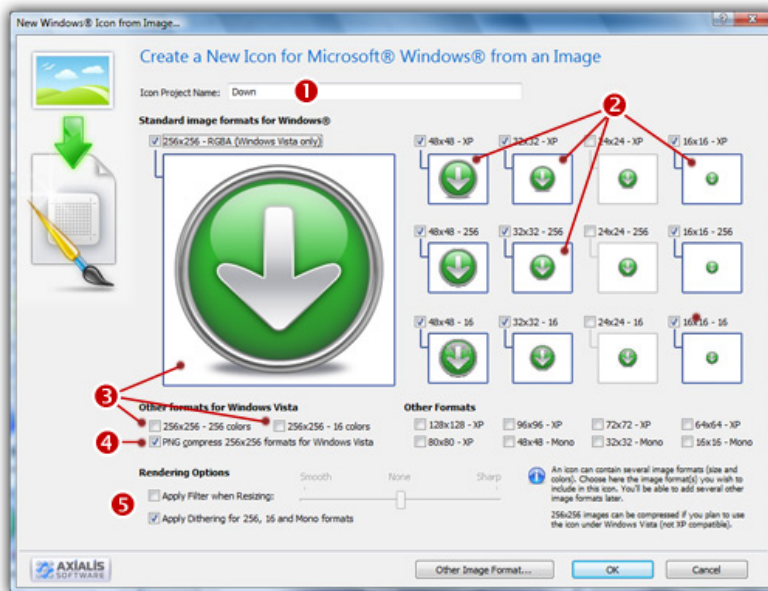
In this procedure, we'll use this file: **down.png** (we recommend you to download it and save it on your disk - use right click and choose "Save Target As"). You can also find the file in the **Librarian**, folder "**Objects/Pack 2 - Realistic Buttons**". If this object pack is not present in the folder, you can download it from [here](#).

2. Launch Axialis IconWorkshop™ and open the image file. It is loaded in an image document window, not an icon editor window, as shown below (❶):



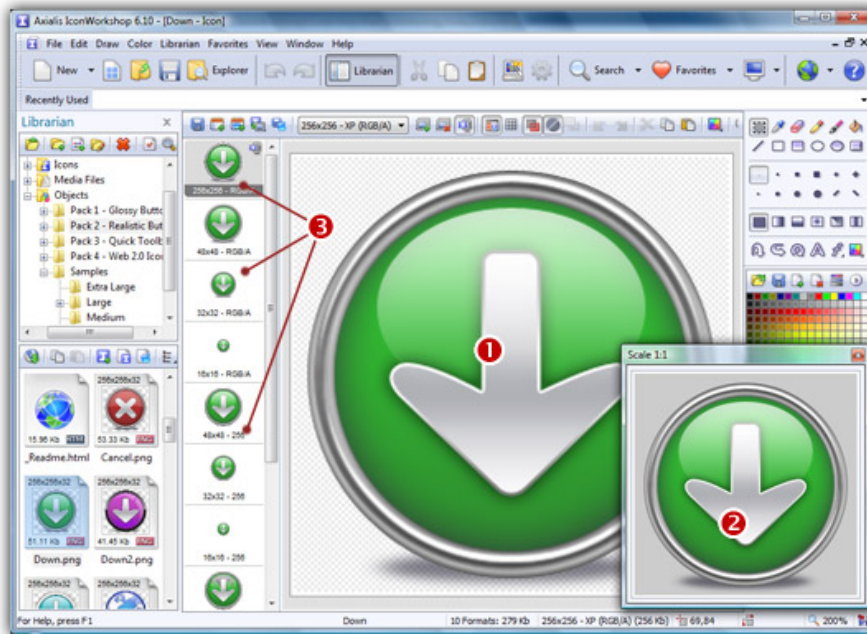


3. If the scale-1:1 preview window is not in 256x256 mode, the preview image will be cropped. It is recommended that you switch to 256x256 preview mode if you want to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose "**256x256 Display**". The preview window now looks as shown above in floating mode (2). Use the same method to return to the previous state: choose "**128x128 Display**", remove the "Floating Window" option and use the mouse to dock the window.
4. Select the whole image. Choose **Edit/Select All** or press **Ctrl+A**. An animated selection rectangle is now drawn around the image.
5. Choose **File/Create Windows® Icon From Selection** or press **I**. A large dialog box opens. This dialog box will permit you to create all the image formats you want to include in your icon in one simple step:



6. Type the **Name** of the new icon project (1). The root of the image file is proposed by default.

7. Select the images formats to include in the icon (2) by clicking on the images. To create a Windows Vista™ icon, it is recommended that you follow the Windows Vista™ specifications as specified above. Don't forget to add the 256x256 Windows Vista™ formats in RGB/A (Windows® XP), 256 and 16 color modes (3).
8. To create a fully-compliant Windows Vista™ icon, you'll need to compress the 256x256 formats in PNG. Select the associated option (4).
9. You can also choose to apply the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (5). View the results in the preview images.
10. When done, click **OK**. A new icon project is created in a document window:



11. The main window with the grid (1) is the edition area where you can retouch the icon. The gray chessboard-like texture behind the icon is the transparent portion of the icon (the alpha channel info has been preserved). The scale 1:1 preview is displayed in the associated window (2).
12. All the available formats are displayed in a list (3). You can select them to edit (1) or preview (2) them. See the application built-in help (press **F1**) to learn how to add/remove formats or work with this icon project.
13. The compressed format (only the 256x256 formats can be compressed) are marked with this overlay PNG compression image: . You can add/remove this option by choosing **Draw/Compressed Image Format (Windows Vista™)** or by pressing "**K**". You can also use the local toolbar or a right-click menu.
14. When done, save the icon by choosing **Edit/Save** or pressing **Ctrl+S**.

## Use of Windows Vista™ Compressed Icons in Software Projects

Windows Vista™ PNG compressed 256x256 icons will be supported in **Microsoft Visual Studio® 2008** (codename "ORCAS"). We've tested PNG compressed icons on **Visual C++ 6.0** and **Visual .NET 2003/2005** and they all reject the icon during the resource compilation:

```
Error RC2176: old DIB in res\app.ico; pass it through SDKPAINT
```



This is unsurprising to us since this new ICO file format introduces a new header which points to raw PNG data. Of course the compiler returns a false error message. The DIB header is not old, it is PNG. Passing it through SDKPAINT does not help.

Windows Vista™ compressed icons have also been reported as not functioning in the **Delphi** programming environment. New components will no doubt be developed in the future that identify these shortfalls.

### Compiling a Program with a 256x256 PNG icon using Visual C++ 6.0 and .NET 2003/2005

Create a 256x256 icon with all formats embedded as recommended for Windows Vista™. Save your icon **without compressing** your 256x256 formats (approximately 400Kb icon file). Once the icon is created, work on your project as usual. The compiler will handle correctly the image since it won't be a PNG image.

When your project is finished and before releasing the program file, follow the procedure below:

1. Open the EXE file containing the uncompressed icon in IconWorkshop.
2. The file opens in a document window with all the embedded icons displayed. Be sure to display all the formats in raw: choose "**View/Display Icons/All Formats In Raw**".
3. Double-click on the icon you want to compress. It opens in another document window.
4. In the list of available formats (vertical list on left), right-click on the first "256x256 RGB/A" format, a menu opens. Choose "**PNG Compressed Image Format (Windows Vista)**". A small overlay icon indicating the compression is displayed (.
5. Repeat step 4 with the other 256x256 image formats (if any).
6. Save the icon "**File/Save**". Close the icon window.
7. Back in the EXE document window, you see the compression overlay icon () displayed on all the 256x256 formats. Repeat steps 3 to 6 for all the other icons containing 256x256 images (if any).
8. Save your EXE document, close the window.
9. You're done! The EXE file size is smaller indicating that the compression is made.

## Conclusion

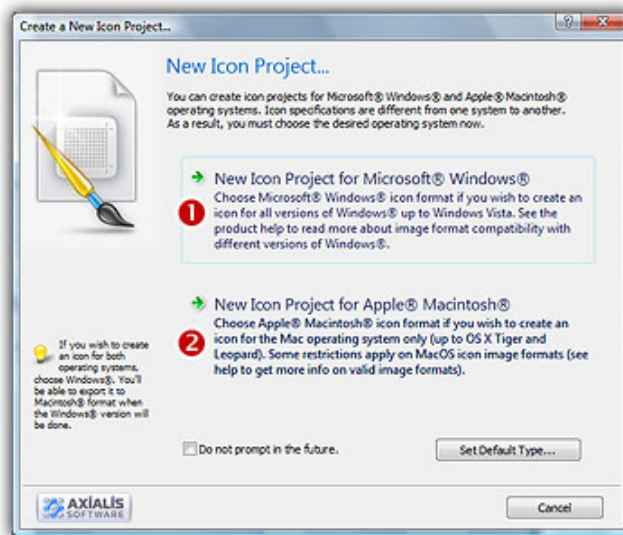
Windows Vista™ icons deliver a new framework of icon presentation for high definition monitors and operating systems while remaining compatible with Windows® XP and lower definition screens. The larger 256x256 icon format provides additional opportunities for icon designers to explore more subtle and detailed development in their aim to create visual symbols that aid the user in their use of the computer environment.

## Lesson 1 – Creating a new icon from scratch

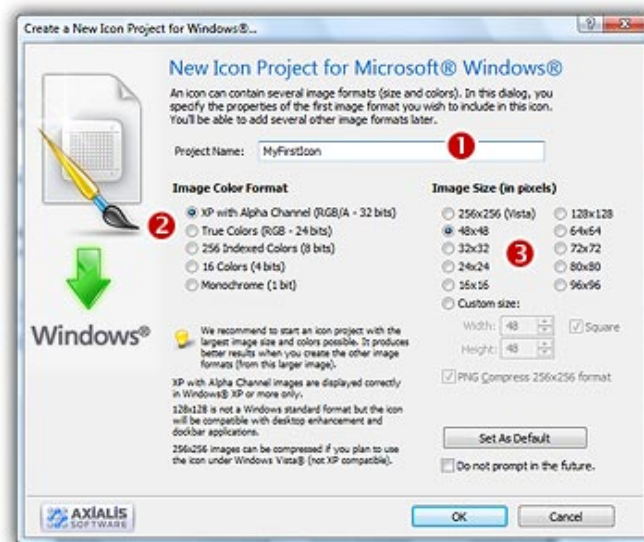
In this lesson, we'll create a new blank icon and take a look at the Icon Editor window.

### Start the new icon project

1. Choose **File/New/Icon Project** or press **Ctrl+N**. A new dialog box opens:



2. Axialis IconWorkshop™ support both Windows® and Macintosh® icons (see format comparison to learn more). We'll start this tutorial by creating a Windows® icon. Select the **Microsoft Windows® Icon Project** option (1), click **OK** (3). A second dialog box opens.




2. In the **Project Name** edit zone (1), enter the icon project name: "MyFirstIcon". Do not specify any extension.

3. In the **Colors** group (2), select: **XP with Alpha Channel (RGB/A - 32 bits)**. This format will be used only if the icon is displayed under Windows® XP. This format uses an additional Alpha Channel to create smooth shades and object borders (see [what is an icon](#) to learn more).

 We strongly recommend you to always start creating your icons with this color mode.

Yes, even if you don't have Windows® XP, this is **easier to start working in this mode** then create the other image formats from this one. Also, if you upgrade to Windows® XP in the future all your icons will display using this smooth mode. Of course, if you plan to redistribute your icons, this color mode is highly recommended.

4. In the **Size in Pixels** group (3), choose: **48x48**. In this tutorial, we start using this size since this is the largest size supported by default in Windows® XP (on the Desktop).

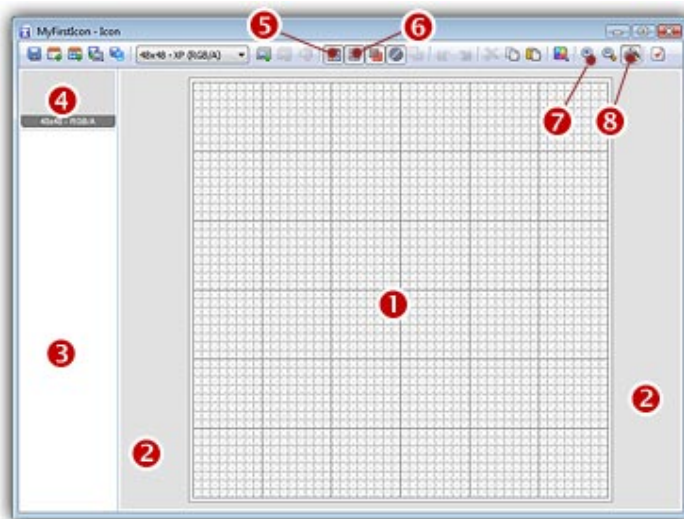
 We strongly recommend you to start an icon project using the largest size you plan to include in your icon.

This is easier to draw a large image then create the other image formats from this one. Additionally, the smaller formats will be created with better results (shrinking an image always produces better results). See [what is an icon](#) to learn more about icon formats.

5. Click **OK**, the dialog box closes.

## A Quick Tour of the Editor Window

6. This new **Editor Window** opens:

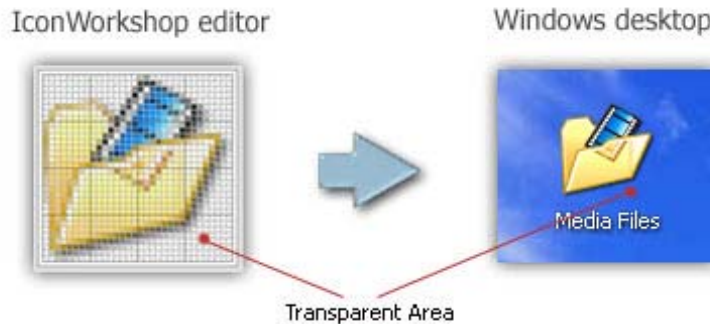


The **Drawing Area** (1) permits you do draw your icon image. This area use the 2 mouse buttons to draw: **Left button** for the **Foreground Color**, **Right button** for the **Background Color**. As a result, you cannot right-click in the drawing area to open a local context menu. To open a local menu, right-click around the drawing area (2) or in the Image Format list (3).

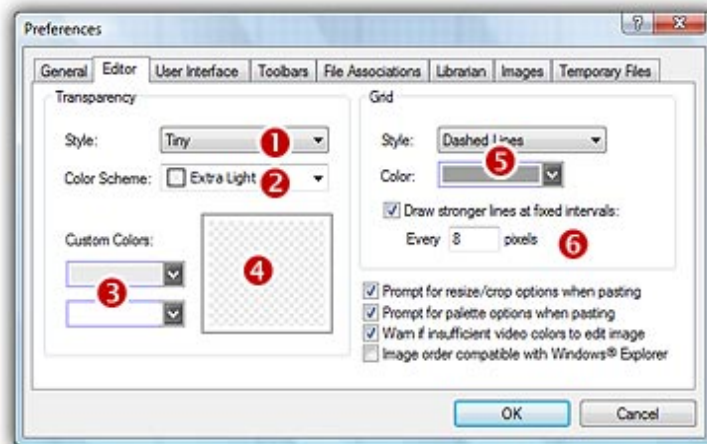
The **Image Format List** (3) shows all the image formats available in your icon (only 1 image for the moment). The selected image (4) format is always displayed in the Drawing Area. You can show/hide this list (Press "I" or choose **View/Icon Image Formats/Show**). You can also place it on the left or right side of the Edit Window (choose **View/Icon Image Formats/Left** or **Right**).

The **Local Toolbar** includes many commands. For now, just try to click the **Image Format List show/hide button** (5). You can also show/hide the **Grid** in the drawing editor (6). Actually the **Zoom Factor** is automatically based on the window size (8), but you can change it manually by clicking on + or - (7).

7. The **Drawing Area** displays a special texture (like a chessboard). This texture indicates a transparent area. Actually, as you have not drawn anything, the icon is fully transparent. Transparent areas allow to see the screen background behind the icon within its square image (see illustration below).



8. This texture can be customized to meet your needs. Choose **Edit/Preferences** or press "F2". A dialog box opens, choose the **Editor** tab:



First, you can modify the size of the **Transparency** chessboard squares (1). Then, to change the colors of the texture you can either select a predefined scheme (2) or choose custom colors (3). You can see the changes in the preview area (4).

Changing the **Grid** aspect may also be interesting (5). To finish, you can activate or deactivate a feature which permits to draw stronger (darker) lines at fixed intervals. By default this interval is 8 (6).

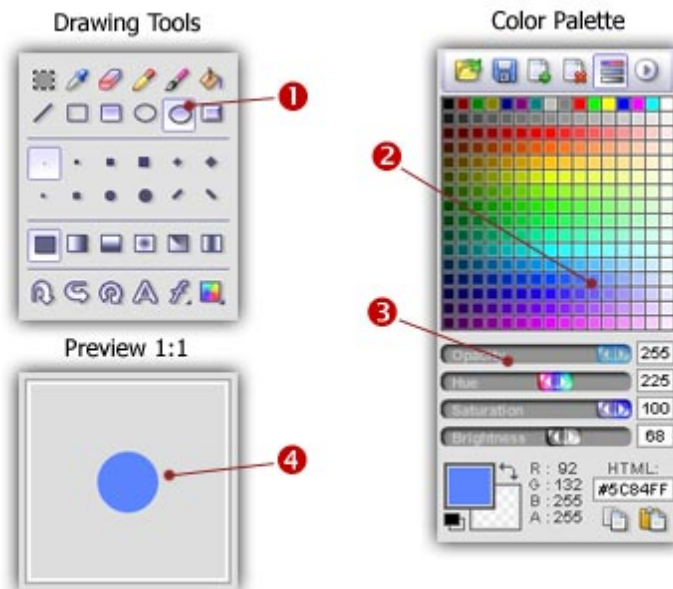
When done, click **OK**.

## Lesson 2 – Drawing an icon using the built-in tools

In this lesson, we'll start drawing a basic information image (a blue filled circle with a "i" letter drawn inside), using some of the available tools.

### Selecting a tool, a color and drawing

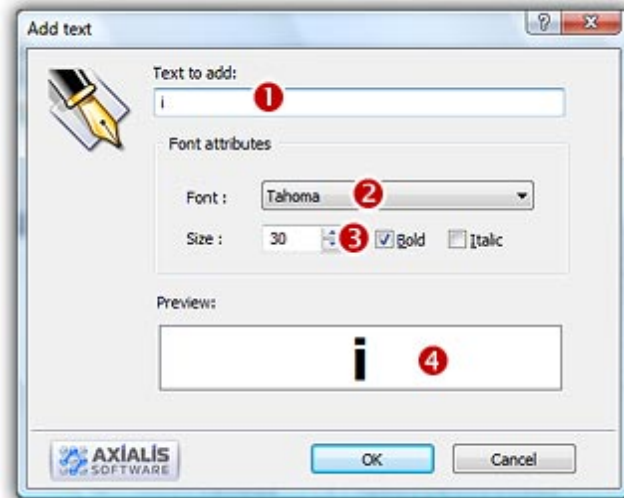
1. Click the Filled Ellipse drawing tool (1) or Draw/Drawing Tools/Filled Ellipse:



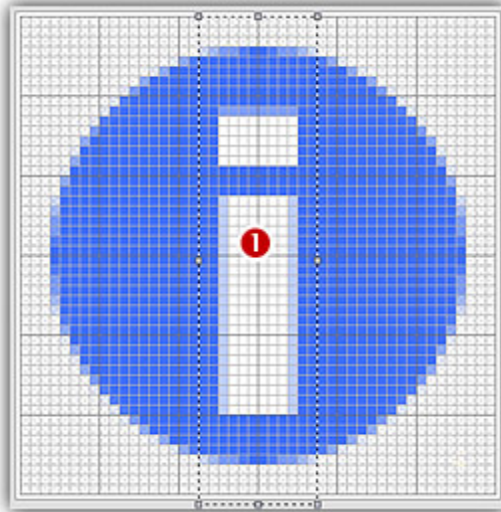
2. Left-click the **Blue Color** (#3F6FFF) we'll use to draw the circle in the color swatches (2). Check that the drawing **Opacity** is 255 (3).
3. Using the **Left Mouse Button**, start drawing your circle from coordinates (3,3) to (44,44). Press **SHIFT** key while drawing to create a circle (width = height) rather than an ellipse. The circle is dynamically drawing while moving the mouse. When you release the mouse button, the circle border is automatically smoothed. It works only with RGB/AP image formats. It can be enabled/disabled by pressing "E" (Smooth Edges in the local toolbar).
4. When done, you see the blue circle in the drawing area and in the Preview 1:1 floating palette (4).
5. Oops! If you made a small error while drawing, you can **Undo** what you did. Choose **Edit/Undo** or press **Ctrl+Z** or **Alt+Backspace**. Now you can try again.

### Drawing a letter in the circle

6. To do so, Axialis IconWorkshop™ includes a **Text** feature. First select **White Color** (255,255,255) in the color swatches (the procedure is similar to 2 you did before).
7. Click the **Text tool** (a 'A' letter button at the lower-right corner of the Drawing Tools). A Dialog box opens:



8. In the **Text to add** zone (❶), type the "i" letter. In the **Font** list (❷), choose "Tahoma". In the **Size** zone, choose 30 and click **Bold** (❸). You can check the result in the preview zone (❹). When done, click **OK**.
9. A large **selection box** has been added in the upper-left corner on the drawing area. This selection contains the large "i" letter drawn in white. This is a floating selection that can be moved over the existing image.
10. Move the mouse pointer over this selection area. The pointer automatically switches to a four-arrow cursor (⊕). Now left-click in this area (keep the button pressed) and move your mouse to the center on the Drawing Area in order to get the following result (❶):



11. You can **apply the floating selection** by click left-clicking anywhere.  
CONGRATULATIONS! you've created your first icon image



## Lesson 3 – Adjusting the icon image

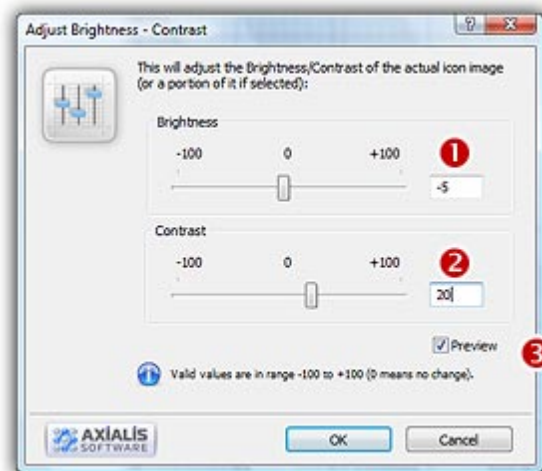
In this lesson, we'll **modify the icon image** we've drawn in Lesson 2 using some of the **Adjustment Tools** available. These tools do NOT permit you to draw something but to modify appearance of an existing image (brightness, contrast, hue, size, rotate...).

### Changing the brightness and contrast of our icon

1. Select the whole image: Use the **selection tool** (upper-left button of the tool palette) and select the whole icon using Drag & Drop or Press **Ctrl+A**. When done, an animated dashed rectangle has been created.

 All adjustments apply to the selection only.

2. Choose Draw/Adjustments Effects/Brightness-Contrast or press "B". A Dialog box opens:



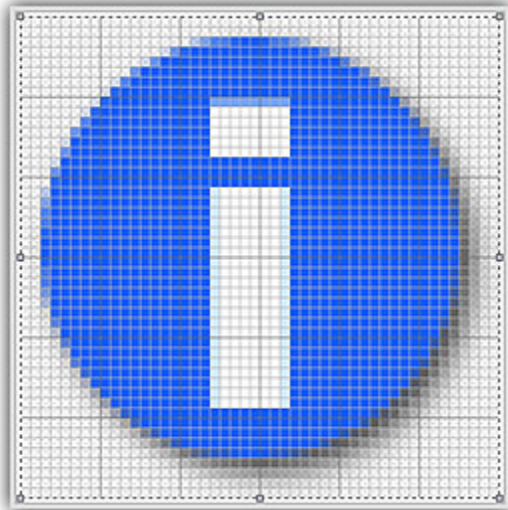
3. In the Brightness group (1) specify **-5** either using the slider or the edit zone. In the Contrast group (2) specify **20**. We recommend you to click on the **Preview** option to see the change in real time in the editor and preview windows. When done, click **OK**. The image has been adjusted (a stronger blue color).

### Moving the image

4. Select the image: Use the **selection tool** (upper-left button of the tool palette) and select the whole icon using Drag & Drop or Press **Ctrl+A**. When done, an animated dashed rectangle has been created.
5. We want to move the image by one pixel in the upper-left direction.  
Using the mouse: Move the mouse pointer over this selection area. The pointer automatically switches to a four-arrow cursor (⊕). Now left-click in this area (keep the button pressed) and move your mouse by one pixel up and one pixel left.  
Using the keyboard: Press the **Up Arrow** key and the **Left Arrow** key once.
6. **Important**: By doing this, you've transformed the selected portion in a **Floating Selection**. A floating selection can be moved over the rest of the image preserving the transparent area. When you've finished moving this selection you must **apply** it by cleft-clicking anywhere in the image.

## Creating a shadow behind the icon (Windows® XP style)

7. Select the image: Use the **selection tool** (upper-left button of the tool palette) and select the whole icon using Drag & Drop or Press **Ctrl+A**. When done, an animated dashed rectangle has been created.
8. Choose **Draw/Adjustments Effects/Drop Shadow** or press **"D"**. A shadow has automatically been added behind the icon. If you want to create a stronger shadow, just repeat the operation. In the example below we've repeated the operation twice (pressed "D" two times).



## Lesson 4 – Adding new image formats

In this lesson, we'll add **New Image Formats** to the icon. This is very important to create several image formats in an icon (especially if you wish to redistribute it) in order to be compatible with all screen configurations (see [What is an Icon](#) for more info).

The following table shows the common Windows® and Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	○	● *	○	●	●	●	●	●
256 Colors	○	○	○	○	●	●	●	●
16 Colors	○	○	○	○	●	●	●	●
Mono	○	○	○	○	○	○	○	○

Windows® standard icon image formats

(\*) PNG compressed Windows Vista™

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	○	●	○	○

Macintosh® OS standard icon image formats

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended    ○ Optional    ○ Not Available

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**IMPORTANT** - If you add 24x24 image formats in your icon, it won't be compatible with Windows® 98 and Windows® 2000. If you use these Windows® versions, the icon will display correctly in Axialis IconWorkshop™ but will be considered as invalid by Windows®.

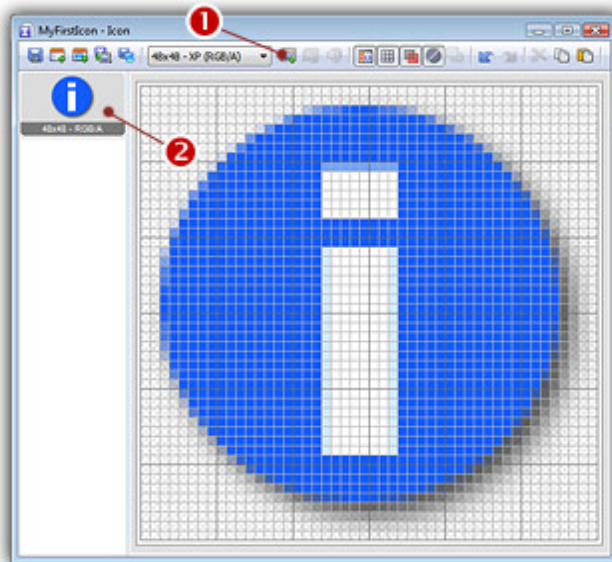
---

In this tutorial we'll choose to comply with Windows® XP standard icon formats. We won't add the 256x256 Alpha format which is not supported by Windows® XP (we recommend it for Windows Vista™). So we'll add the following images:

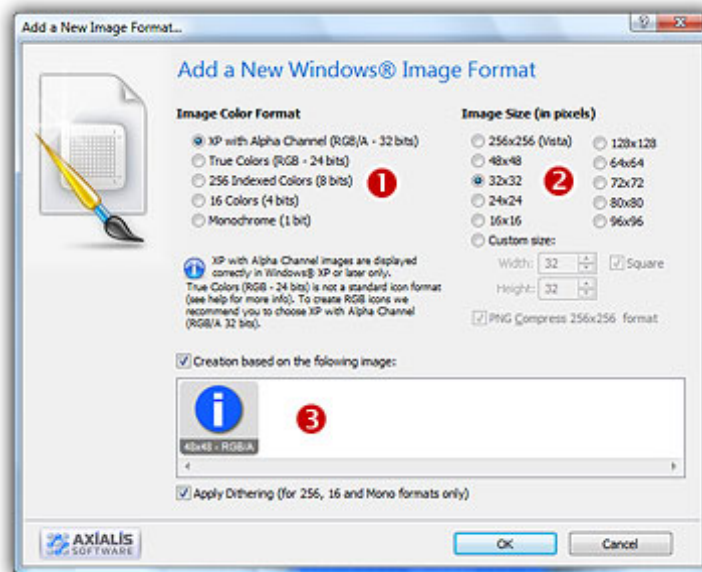
- 48x48 - Windows® XP Alpha (already done)
- 32x32 - Windows® XP Alpha
- 16x16 - Windows® XP Alpha
- 48x48 - 256 colors
- 32x32 - 256 colors
- 16x16 - 256 colors
- 32x32 - 16 colors
- 16x16 - 16 colors

## Adding a new icon format based on the current image

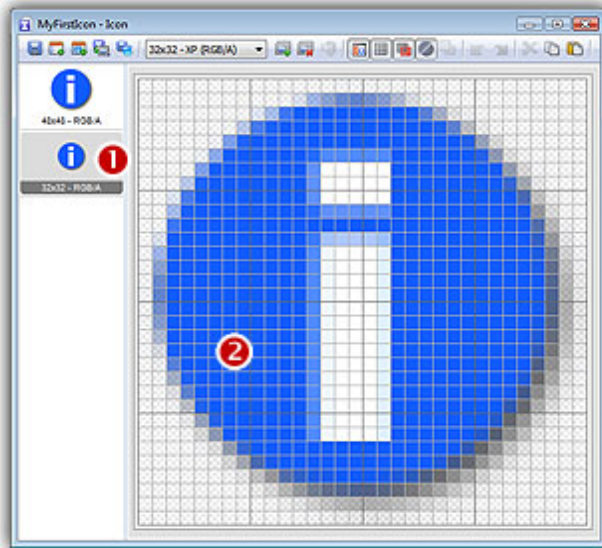
1. Select **Draw/New Image Format** or press **Ins**. You can also click on the button (🔴) in the local toolbar or right-click in the Image Format List (🔴) then choose **New Image Format**.



2. A Dialog box Add a New Windows® Image Format opens:

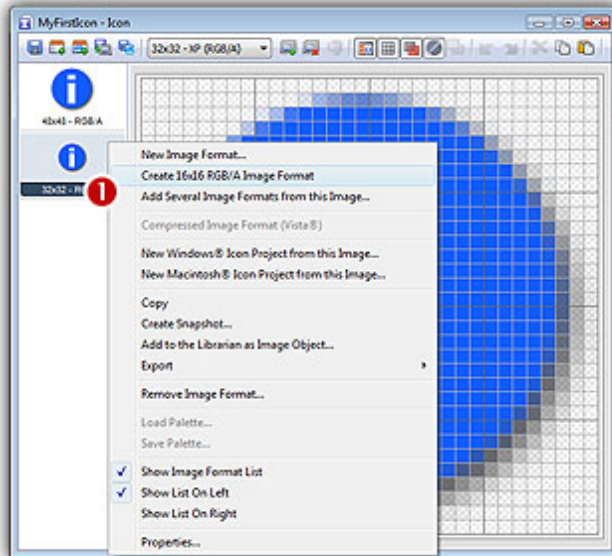


3. In the **Colors** (1) and **Size** groups (2), Axialis IconWorkshop™ propose you to create the next missing image format (based on the recommended Windows® image formats - see the above table). Leave the actual selection as is "XP Alpha Channel" and 32x32.
4. You can choose to create this new format based on an existing image format. By default, Axialis IconWorkshop™ choose the best existing image format to create the new one. You can change this proposal and choose your own selection (this is not recommended). Be sure the option **Creation based on the following image** is selected (3).
5. When done, Click **OK**. The new image format is created and the previous image format has been automatically resized. The new format is selected in the list (see below 1) and is displayed in the drawing area (2):

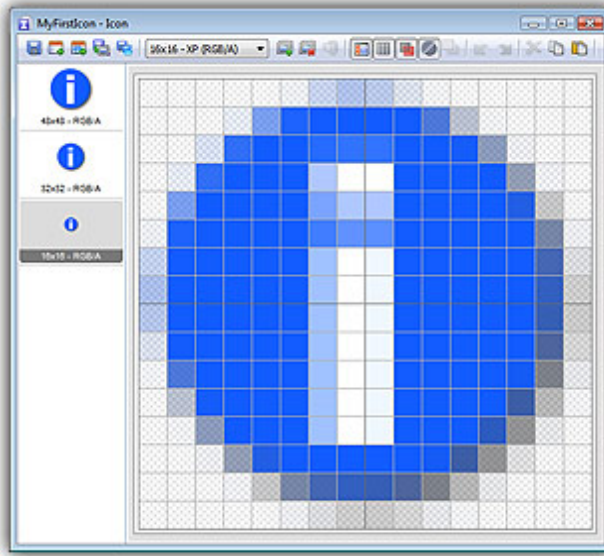


## A Faster way to create a new format

4. If you want to **create quickly a new standard image format**, just right click on an image format in the list. A menu opens and proposes you to create the next missing format based on the selected image. For example, right-click on the **32x32 Windows® XP** image format and choose **Create 16x16 Windows® XP Image Format** in the menu (see below **1**):



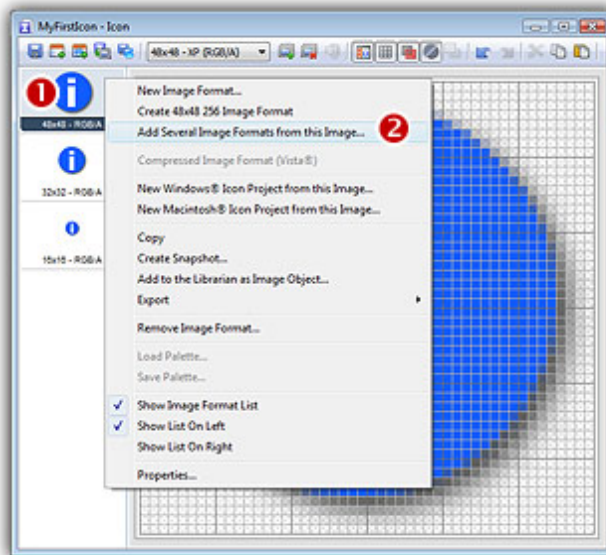
- The new image format is **automatically created** and selected.



Of course you can repeat the same operation to create the other formats. However we prefer to learn you a faster method to create all the other formats on one operation (see below).

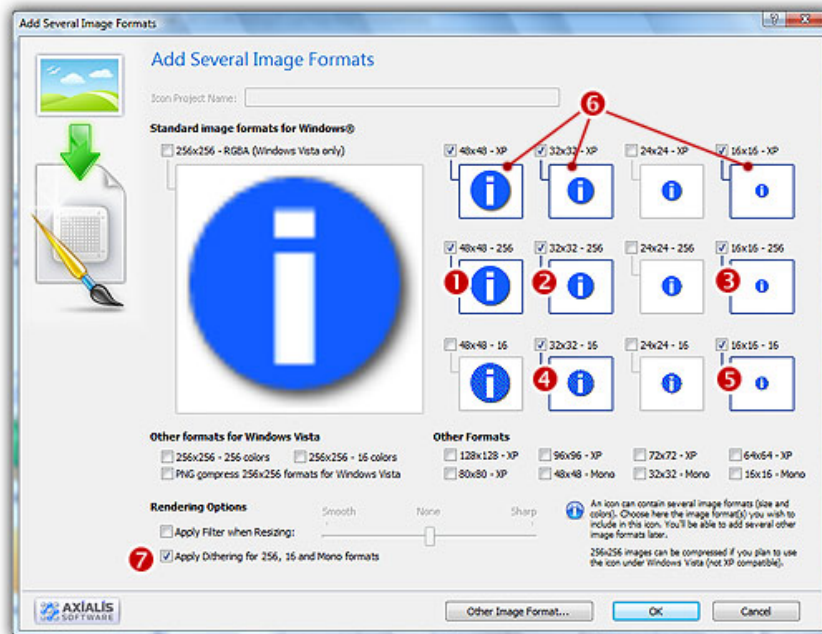
## Adding several formats in one operation

- Right-click on the **48x48 Windows® XP** format in the list of available icon formats (1 on the left of the editor window), a context menu opens, select **Add Several Image Formats from This Image** (see below 2).



- A new dialog box opens. This will permit you to add several formats in one step based on the image you've selected in step 6 (in our case **48x48 RGB/A**).

**Remark** – As you can see, the format 256x256 is also proposed but the image has poor quality. This is because it has been created from a smaller original image (48x48 RGB/A). This operation is called **"upscaling"**. It always produce bad results and is not recommended.



8. Select the following formats (click directly on the preview image)

- 48x48 – 256 Colors (1)
- 32x32 – 256 Colors (2)
- 16x16 – 256 Colors (3)
- 32x32 – 16 Colors (4)
- 16x16 – 16 Colors (5)

We don't select any format larger than 48x48. You can just ignore (select or not) the image formats already present in the image (6). You can also apply or not the dithering option to the 256/16 color images (try 7 and see the results in the preview images).

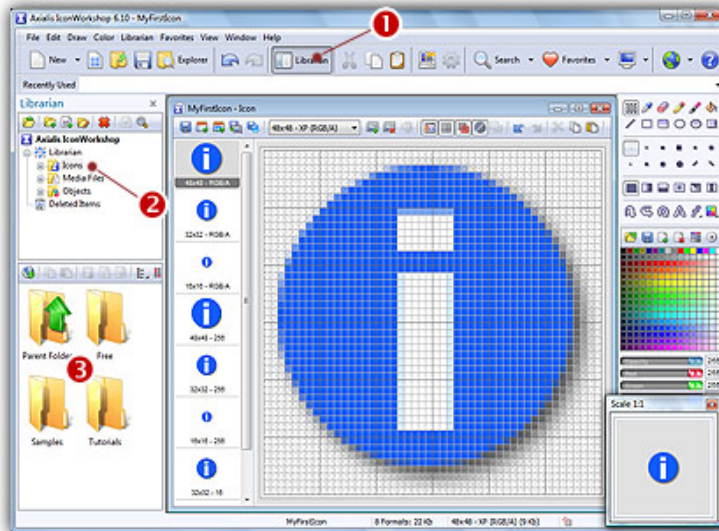
7. When done click OK. The formats are automatically created.

## Lesson 5 – Saving the icon, storing it in the Librarian

In this lesson, we'll **save the icon we've created in the Librarian**. Actually, the icon is loaded in memory but not saved. If the computer is turned off now, your work will be lost. For the moment we'll save it as an ICO file (see [What is an Icon](#) for more info regarding icon files).

## Adding the icon to the librarian

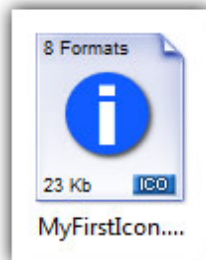
1. To save this icon to the librarian, you must **be sure that the librarian is visible**. If the librarian window is not visible (❸), check the Librarian button in the main toolbar (❶) or press **ESC**.



2. Select the folder "Icons" in the Librarian tree (❷). This is where we want to save the icon, its contents appears in the zone below (❸).
3. Choose the **File/Add to the librarian** or click on the command button in the local toolbar (see below ❶):



4. A dialog box **Add Icon to the Librarian** prompts you. In the **Name** edit zone be sure the name is correct (it propose you the name you gave to the icon project).
5. When done, click **OK**. The icon is **saved and added** to the librarian:





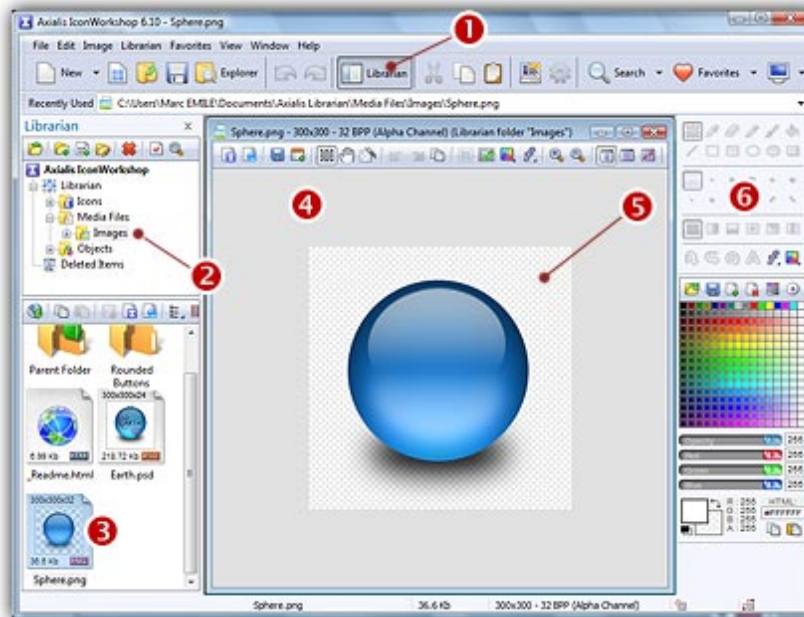
- Now you can close the Icon Project Document window then open it again by double-clicking on the associated item in the librarian (see above picture).

## Lesson 6 – Creating a new icon from an existing image

In this lesson, we'll create a new icon from an existing image. We'll create a Windows® and a Macintosh® icon.

### Opening an image file in Axialis IconWorkshop™

- First, we're going to load a file which is located in the Librarian. You must **be sure the librarian is visible**. If the librarian window is not visible (❸), check the Librarian button in the main toolbar (❶) or press **ESC**.



- Select the **"Media Files/Images"** folder (❷). In the thumbnail preview list (below), you see a file named **"Sphere.png"** (❸). Select it and press **Enter** or just double-click on it. The file opens in a document window (❹).

The image **"Sphere.png"** is a Transparent PNG file. It means that it includes transparent areas in the image. This is where you see the "chessboard" texture (❺).


Note that the drawing tools are grayed (❻) because Axialis IconWorkshop™ does not currently support edition/drawing of images. Drawing is supported in icons only.

---


**It is highly recommended to create icons from transparent images. Axialis IconWorkshop™ will convert images to 32 BPP with transparency when possible. The following image formats can include transparency: Photoshop PSD, PNG, RGB, GIF, JPEG 2000 and WMF.**

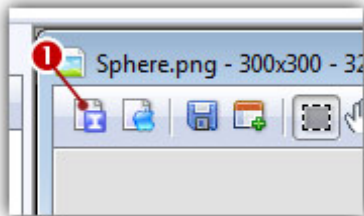
---

## Creating a Windows® icon from this image

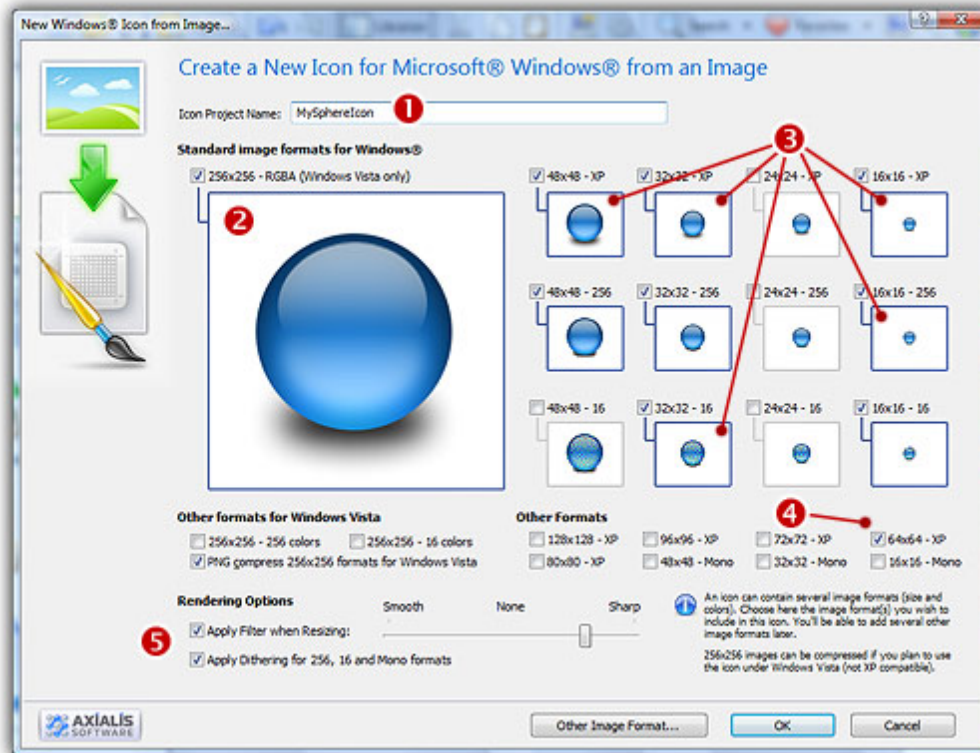
3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent area around your image (this is the case in this image), the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select a **256x256 portion** of the image (do not cut the shadow below the sphere). This will produce the best results when creating the 256x256 formats of the icon. To track the size of the selection on-the-fly, see the **selection indicator** in the status bar (lower-right corner of the main window:  **256x256** ). When done, an animated dashed rectangle has been created. See the result below:



5. When the selection is done, choose **Image/Create Windows® Icon from Selection** or press "I". You can also click the following command button in the local toolbar (  ):



6. A large dialog box **New Windows® Icon From Image** opens (see below). In the **Icon Project Name** zone (  ), enter the icon project name: **"MySphereIcon"**. Do not specify any extension.

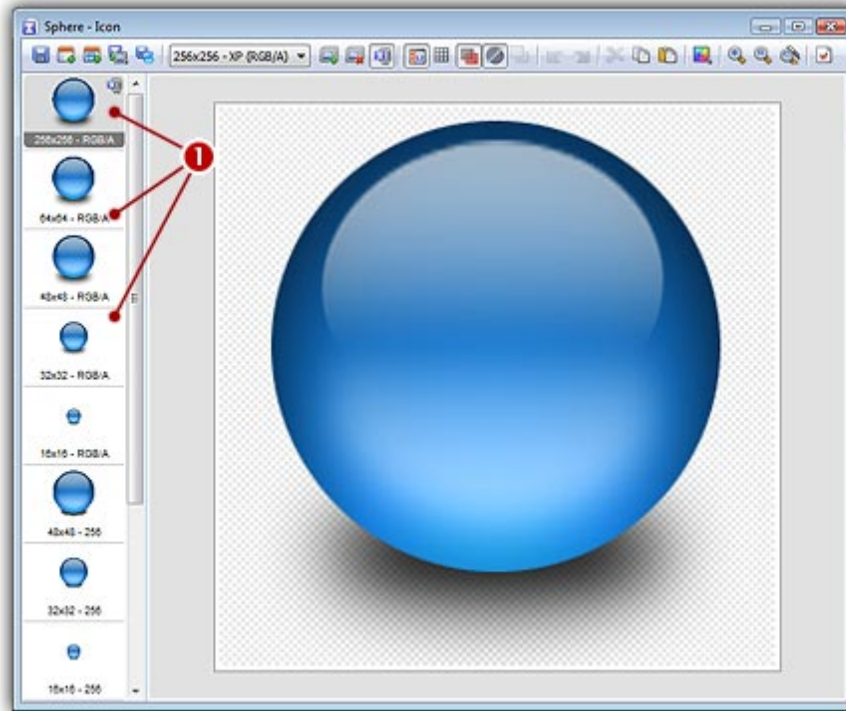


7. In the **Standard Image Formats for Windows** group, **select** the image formats to add in the icon (2) (3) (4). Just click on the image preview to select. We recommend you to add the following formats in a Windows® icon:

- 256x256 - RGB/A
- 64x64 - RGB/A
- 48x48 - RGB/A
- 32x32 - RGB/A
- 16x16 - RGB/A
- 48x48 - 256 colors
- 32x32 - 256 colors
- 16x16 - 256 colors
- 32x32 - 16 colors
- 16x16 - 16 colors

You can also apply or not the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (try 5 and see the results in the preview images).

8. When done, click **OK**. The icon is automatically created with the various image formats you've chosen. You can click on the various image formats you've created (1) to see the results in the editor window.



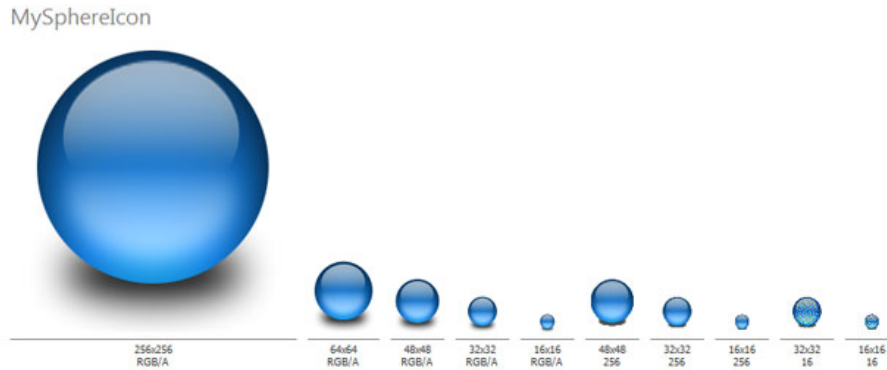
9. In the preview window you see the icon displayed at scale 1:1 (or 1:2 for the 256x256 format) on a gray background. It is recommended that you switch to 256x256 preview mode if you want to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose "**256x256 Display**". The preview window now operates in floating mode. Use the same method to return to the previous state: choose "**128x128 Display**", remove the "Floating Window" option and use the mouse to dock the window.
10. As it could be useful to see how the icon is displayed on several type of background lightness, an easy way to change the preview background has been implemented. Just **click with the left button** of your mouse in the preview window and the background lightness will change (cycle from white to black).

---

**By changing the background lightness of the preview window (left-click in it), you can appreciate how Axialis IconWorkshop™ has resized the image and created perfect borders around the sphere object.**

---

11. Why don't take a look at all the formats you've created and admire your work? This is possible to display all the format on the same document by using the "Snapshot" feature. Choose "Edit/Create Snapshot". A dialog box opens, several options are available. Select White Background and 16/2 colors (if necessary). Click OK. The following image document is created (see below). You can print it or save it for reference.

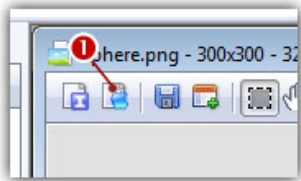


12. Don't forget that the icon is created in memory but not saved. Please save it in the librarian (in the "Icons" folder) as specified in Lesson 5 (name it "MySpherelcon"). It is saved in ICO format.

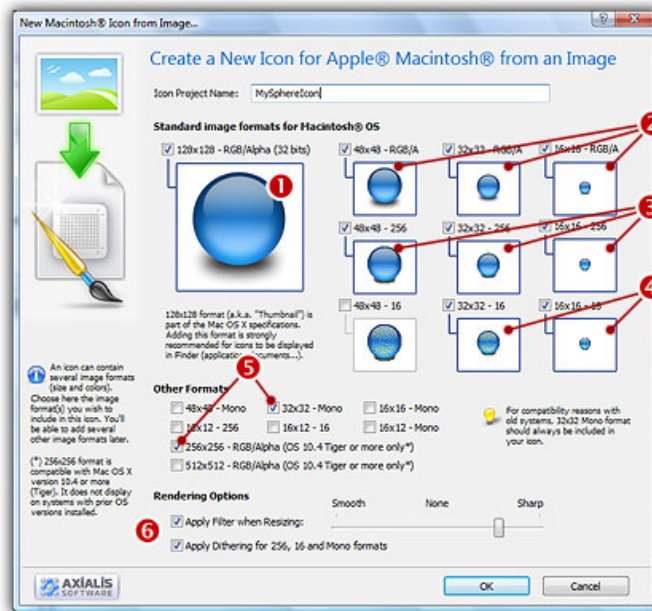
## Creating a Macintosh® icon

Close the Windows® icon document you've just created, return to the "sphere.png" document and redo steps 3 & 4 of the previous topic.

5. When the selection is done, choose **Image/Create Macintosh® Icon from Selection** or press "M". You can also click the following command button in the local toolbar (1):



6. A large dialog box **New Icon From Image** opens (see below). In the **Icon Project Name** zone, enter the icon project name: "MySpherelcon". Do not specify any extension.

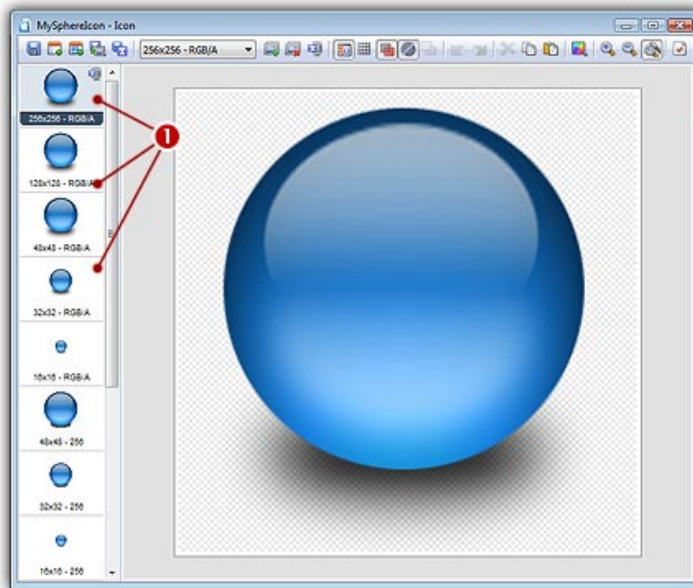


7. In the **Image Formats** group, **select** the image formats to add in the icon (**1 2 3 4 5**). Just click on the image preview to select. We recommend you to add the following formats in a Macintosh® icon:

- 256x256 - RGB/A
- 128x128 - RGB/A
- 48x48 - RGB/A
- 32x32 - RGB/A
- 16x16 - RGB/A
- 48x48 - 256 colors
- 32x32 - 256 colors
- 16x16 - 256 colors
- 32x32 - 16 colors
- 16x16 - 16 colors
- 32x32 - Mono

You can also apply or not the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (try **6** and see the results in the preview images).

8. When done, click **OK**. The icon is automatically created with the various image formats you've chosen. You can click on the various image formats you've created (**1**) to see the results in the editor window.

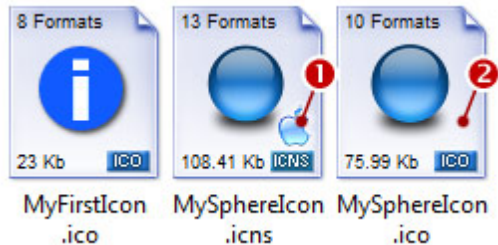


9. In the preview window (**2**) you see the icon displayed at scale 1:1 on a gray background. **Click with the left button** of your mouse in this window to change the background lightness (cycle from white to black).

10. Save it in the librarian (in the **"Icons"** folder) as specified in Lesson 5 (name it **"MySpherelcon"** and choose the **ICNS** file format). To learn more about Macintosh® file formats, see Macintosh® vs Windows® icons.

## A quick look at the icons stored in the Librarian

The two icons are now stored in the Librarian. The folder "Icons" should be selected and the 2 newly created icons displayed as shown below:



Note that Macintosh icons are displayed with a small overlay symbol which permits to easily distinguish their type (❶). The Windows® icons do not have any overlay symbol (❷).

»Lesson 7 – Composing an icon from several image objects

## Lesson 7 – Composing an icon from several image objects

In this lesson, we'll create a **new icon from several images** (we also call these images "Objects") by assembling them in order to create a composite icon. The most famous example of composite icon is the document folder icon:



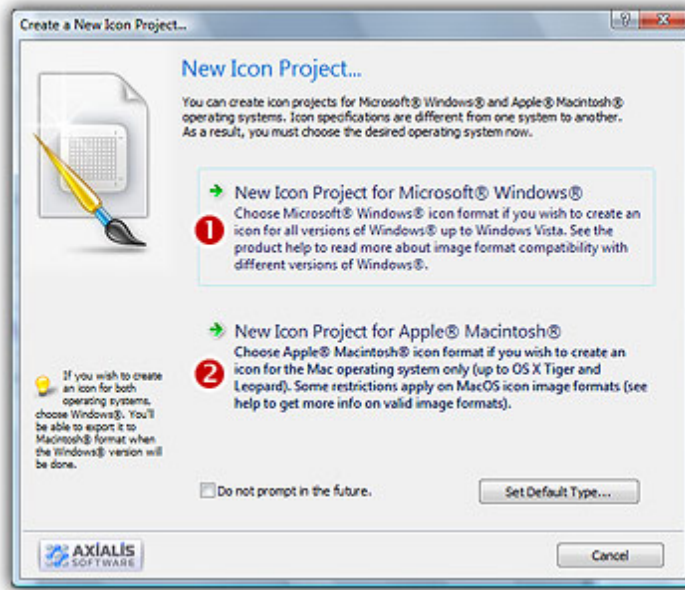
Using the three objects above, we'll make this icon in minutes using exclusively features included in Axialis IconWorkshop™. The icon will include formats from 256x256 to 16x16 in RGB/A, 256 and 16 colors (based on the recommended formats specified in *What is an icon* topic).

This folder image has been created by Axialis Team. It's free of charge so you can use them in your own icons (see *Sample Icons Terms Of Use*).

### Create the new icon

First, we're going to create the new icon. When creating a new icon, we choose the first image format to insert in it (usually the largest one). The largest one will be 256x256 RGB/A, so we'll start with this format.

1. Choose **File/New/Icon Project** or press **Ctrl+N**. A new dialog box opens:



2. Select the **Windows® Icon Project** option (1). A second dialog box opens.

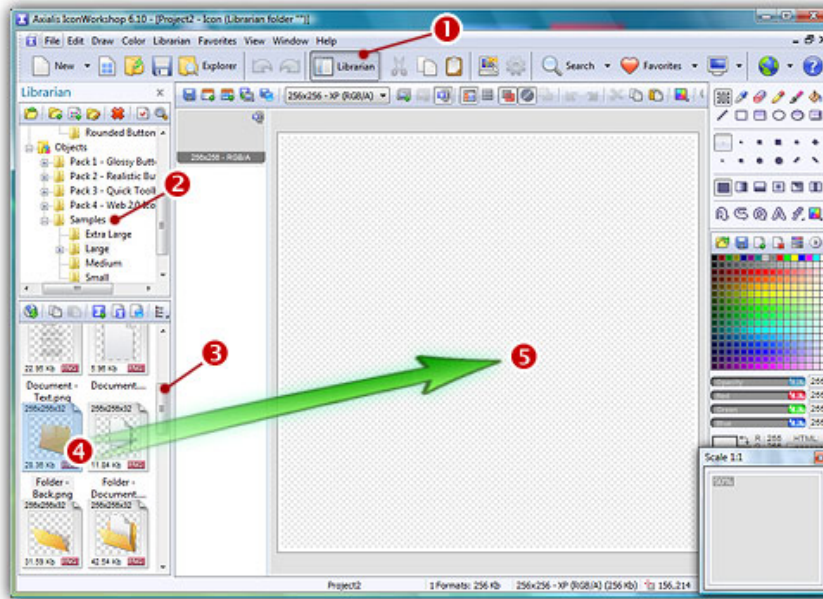


2. In the **Project Name** edit zone (1), enter the icon project name: "Document Folder". Do not specify any extension.
3. In the **Image Color Format** group (2), select: XP with Alpha Channel (RGB/A - 32 bits).
4. In the **Image Size** group (3), choose: **256x256 (Vista)**.
5. Click **OK**, the dialog box closes. The new blank icon document is created, the **256x256 RGB/A** image format is selected.

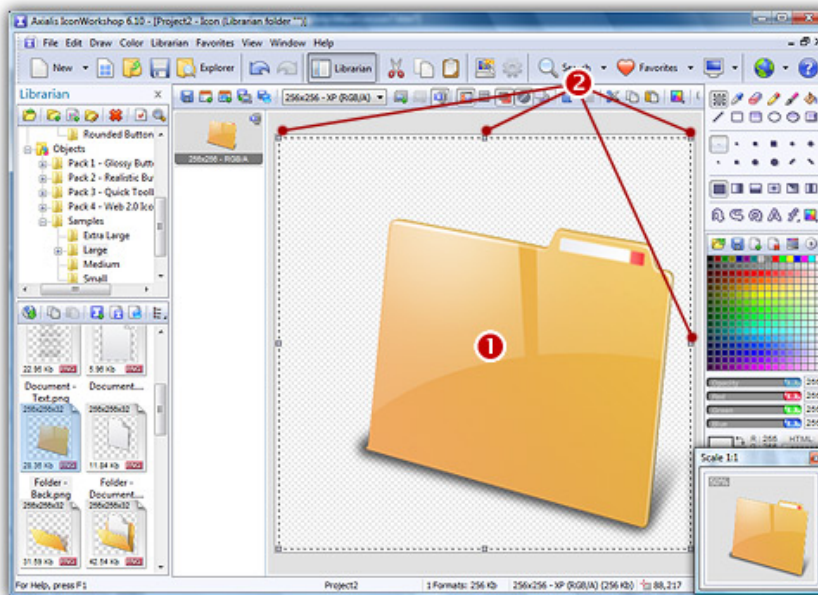
## Adding the first object: The folder background

6. To add an object, you must **be sure that the librarian is visible**. If the librarian window is not visible (2), check the Librarian button in the main toolbar (1) or press **ESC**.



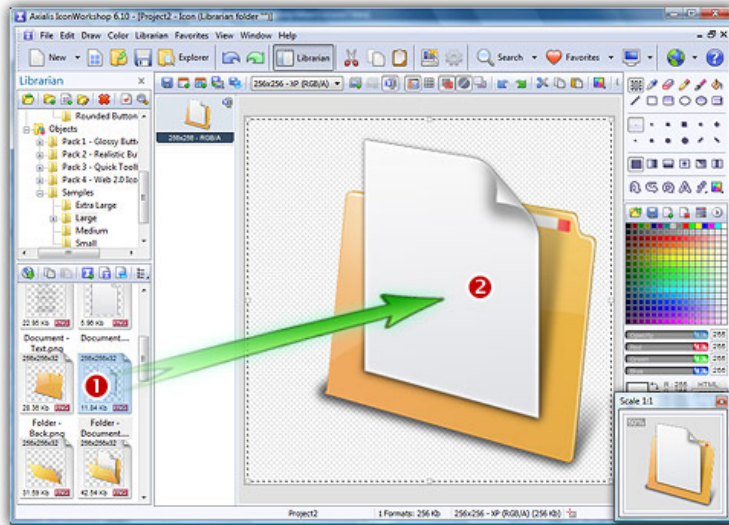


7. Select the folder "Objects/Samples/Large" in the Librarian tree (2). The contents of the folder appears in the zone below. Using the slider (3) scroll the window contents until you see the file "Folder Back.png".
8. Using drag & drop (4) place the file "Folder -Back.png" in the editor window (5). The object is automatically added to the icon project as a floating selection (1 below):



## Adding the second object: The document

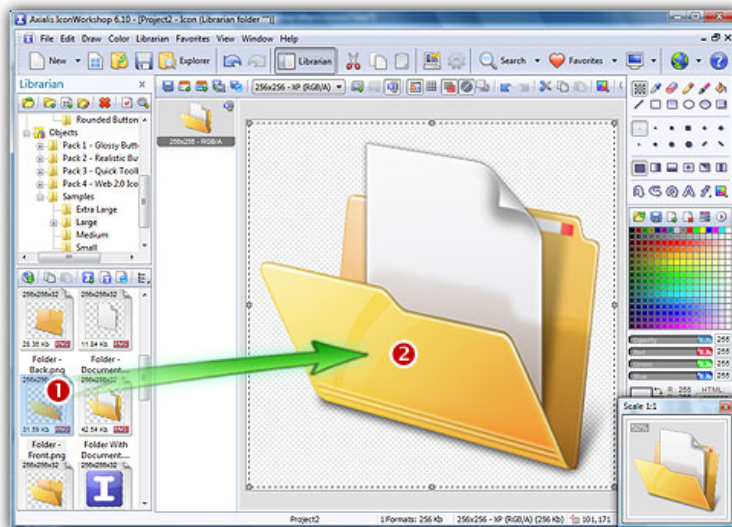
9. We'll perform a similar operation to add the document object. In the same folder, select the object named "Folder -Document .png". Use mouse drag & drop from this object (1) to the icon project window (2):



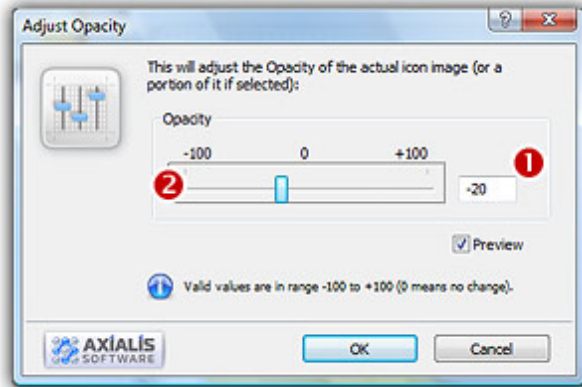
10. The document object is added onto the back pane of the folder already present. This is the way **image objects** work (click here to learn more). The transparency around the object is used to create a layer-type effect. You can add as many objects as you want on top of each other using this method. Once an object is added you can also resize / move it using the mouse or the arrow keys.

## Adding the third object: The folder front

11. We'll perform a similar operation to add the document object. In the same librarian folder, select the object named "**Folder - Front.png**". Use mouse drag & drop from this object (2) to the icon project window (3). The resulting icon looks like this:



12. The front folder object is opaque (we don't the document object through it). In order to get better results, we're going to make it a little transparent. Select **Draw/Adjustments Effects/Opacity** or press the **"O"** key. A dialog box opens. Set the opacity to **-20** using either the edit zone (1) or the slider (2):



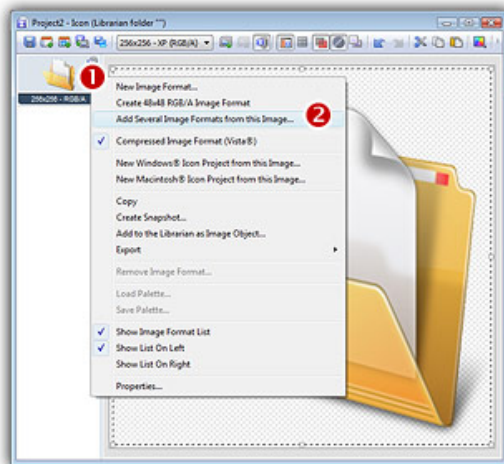
13. When done click **OK**. The transparency of the front object has been adjusted so that you can slightly see the document through the front panel.

**Congratulations!** The 256x256 image format is done. Now we're going to create the other formats of the icon from this one.

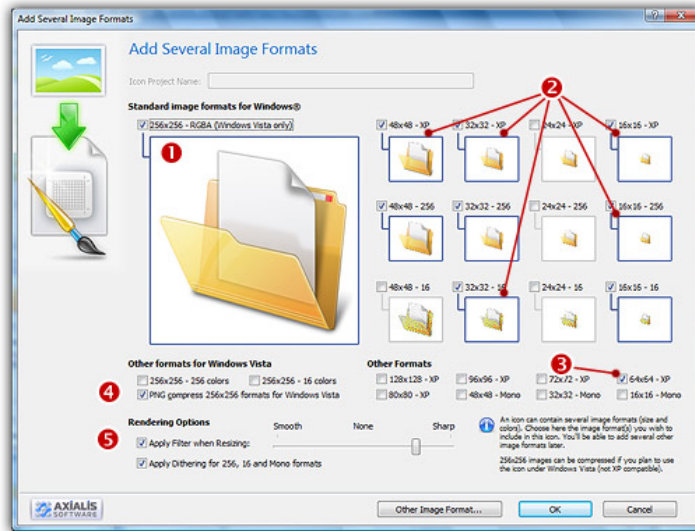
## Creating all the image formats

As we've seen in lesson 4, an icon contains several formats. We'll add them using the fastest method: adding several formats in one operation.

14. Right-click on the **256x256 RGB/A** format in the list of available icon formats (1 on the left of the editor window), a context menu opens, select **Add Several Image Formats from This Image** (see below 2).



15. A new dialog box opens:



16. The format **256x256 RGB/A** (1) is already present in the icon, so selecting it is not necessary (if selected it will be ignored).

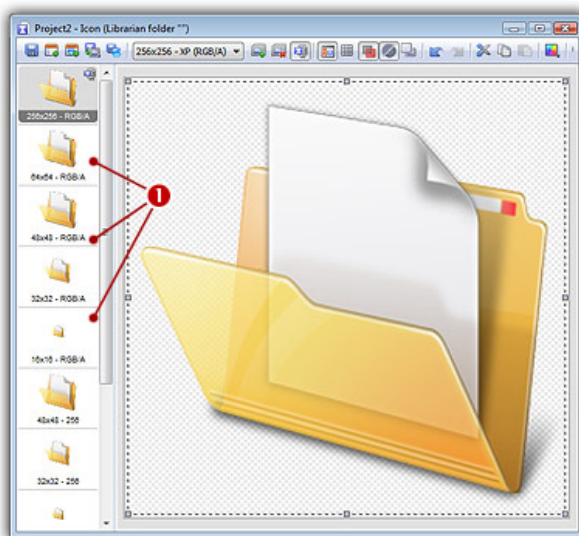
17. Select the following formats to add (click directly on the preview image)

- **48x48, 32x32, 16x16 - RGB/A** (2)
- **48x48, 32x32, 16x16 - 256 Colors** (2)
- **32x32, 16x16 - 16 Colors** (2)
- **64x64 - RGB/A** (3) is recommended for Windows Vista™

18. If you plan to use your icon under Windows Vista™, we recommend you to compress the 256x256 formats. Check the option **"PNG Compress 256x256 Formats for Windows Vista™"** (4)

19. To get the best results possible, we recommend you to apply a sharp filter while creating the small images. Select the **Apply Filter when Resizing** option and adjust the slider as shown in the above image (5).

20. When done click OK. The formats are automatically created:



**You're done! Congratulations!** Now save/add the icon in the librarian in the **"Icons"** folder (follow the same procedure as lesson 6). If you want to compare the icon you've done with ours, you can open this file: **"Icons/Tutorials/Folder - Document.ico"** (we also added 24x24 formats).

## Going further...

When you make an icon by creating small sizes automatically, sometimes details are lost especially while converting the large 256x256 image into small sizes (32x32 to 16x16). You may need to retouch or simply redo these images. Check the icon we've done and saved as **"Icons/Tutorials/Folder - Document 2.ico"**. It contains different versions for sizes 64x64 to 24x24 and 16x16. You can easily do this using the same method based on objects:

1. Browse the folder **"Objects/Samples/Medium"**. You'll find medium-resolution objects you can use to create sizes **64x64 to 24x24**.
2. Browse the folder **"Objects/Samples/Small"**. You'll find small-resolution objects you can use to create sizes **16x16**.

## Exercises

Using the following objects:

- Objects\Samples\Large\Document.png
  - Objects\Samples\Large\Document - Text.png
  - Objects\Samples\Large\Pen.png
- create this icon:



2. Using the following objects:

- Objects\Samples\Large\Document.png
  - Objects\Samples\Large\File Types\PSD.png
  - Objects\Samples\Large\Document - Picture.png
- create this icon:



3. Using the following objects:

- Objects\Samples\Large\Screen.jp2
  - Objects\Samples\Large\Overlays\Forbidden.jp2
- (resize this object in the lower-right corner),  
create this icon:



## Lesson 8 – Using an object pack to create an icon

This lesson is similar to the previous one, but will permit you to go further: Create **hi-quality** and **attractive icons** using **basic image objects**. **Object Packs** are libraries containing a large number of image objects made by a professional designer. We regularly publish new object packs that you can download on the Internet. To create your icons, you just have to assemble basic objects together.

This assemblage is easily done with Axialis IconWorkshop™ using a few mouse clicks and drag-and-drops. Creating different versions of an icon is very easy with an object pack. See below some examples of the help icon made in a few minutes simply using the mouse and without drawing one pixel (non-exhaustive list of course!):



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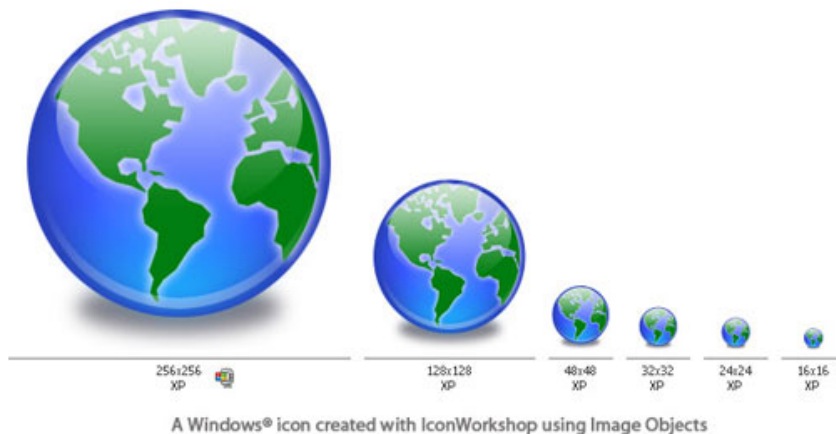
To follow this tutorial, you need to have the "Glossy Buttons" object pack installed in the Librarian. Search the Librarian for the folder "Objects\Pack 1 - Glossy Buttons"). This pack is included in Axialis IconWorkshop 6.0 or more. If you can't find the folder, download the "Glossy Buttons" pack from the Internet.

---

### Defining, Creating the Icon Project

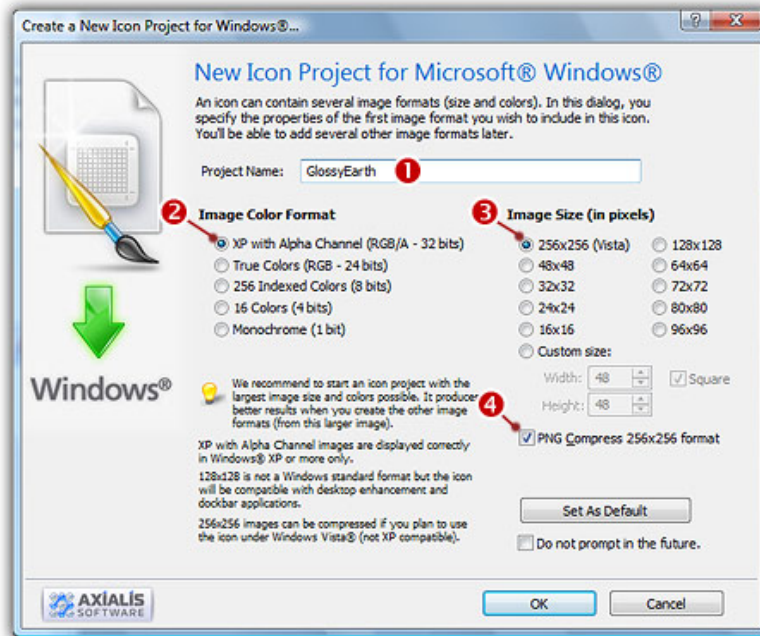
Before using the image objects, we need to create a new icon project. An icon contains several image formats (see "What's an Icon?") so we need to define all these formats before going on.

We'll create an icon compatible with Windows Vista™ (256x256, 64x64 formats), Windows® XP; (48x48, 32x32, 24x24, 16x16 formats) and Dock Bar applications (128x128 format). To simplify the project, we won't add indexed color formats (256, 16 colors). Using the objects we'll make a "Glossy Earth" icon with bottom shadow. The resulting icon will look like this:



The largest image format is 256x256 XP (ie RGB with Alpha channel). To get the best results, we'll start the project with this new format and work with it to assemble the objects. When finished, we'll create all the other formats using this 256x256 format as template. Let's create our new icon project:

1. Launch IconWorkshop™. Choose **File/New/Windows® Icon Project** or press **Ctrl+W**. A dialog box opens:



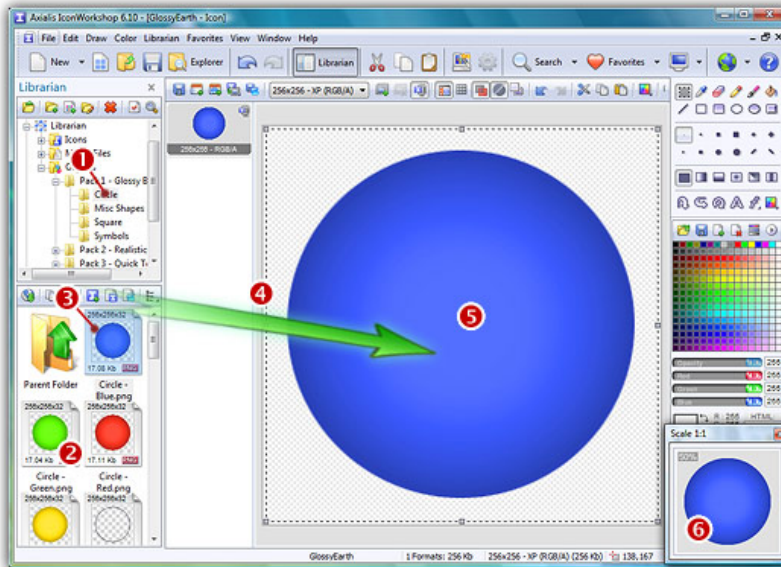
2. Type the name of the project (1): **"Glossy Earth"**.
3. Now specify the format of the first image to add in the project: In **Image Color Format**, choose **"XP with Alpha Channel (RGB/A 32 bits)"** (2). In **Image Size**, choose and **"256x256 (Vista™)"** (3).
4. As we want the 256x256 format to be used under Windows Vista™, we choose to compress it as PNG: Click the option **"PNG Compress 256x256 format"** (4). To learn more about Windows Vista™ icons, read this article: ["Introducing Windows Vista™ Icons"](#).
5. When done, click **OK**. A new icon project window is created with the 256x256 format created.
6. If the scale-1:1 preview window is not in 256x256 mode, the preview image will be cropped. It is recommended that you switch to 256x256 preview mode to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose **"256x256 Display"**. The preview window is now in floating mode.

Use the same method to return to the previous state: choose **"128x128 Display"**, remove the "Floating Window" option and use the mouse to dock the window.

## Building the Icon Using Image Objects

This is the most important part of the project. The time has come to be creative! No problem it's easy and fun with Axialis IconWorkshop™. Before we start, don't forget that each step of the creation can be undone/redone (**Ctrl+Z/Ctrl+Y**) up to 16 steps back.

7. In the **Librarian** window (choose **View/Librarian** if it is not visible), select the **"Objects/Pack 1 - Glossy Buttons/Circle"** folder (1). A list of available object is displayed in the contents window below (2). Find the **"Circle - Blue.png"** file and select it (3).



8. When done, use a mouse **Drag-and-Drop** to add it into the project as shown above (4). The object is added to the project as a floating selection (5). Take a look at the quality of the artwork in the **Scale 1:1** window (6).

**Congratulation!** you've just added your first image object to your project! As you can see it's very easy and intuitive. Now let's continue and add other objects to build the icon.

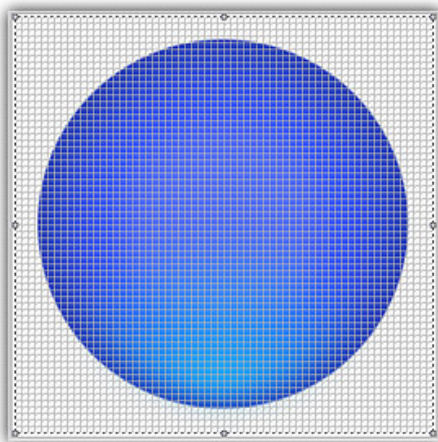
---

### IMPORTANT

To follow the next steps, the **"Preserve Transparency"** option must be set (press **"T"** or select **Draw/Preserve Transparency**). If this option is not set, the transparency will not be kept each time you add a new image object and the objects already added will be fully replaced.

---

9. From the **Librarian**, select the file **"Circle Inner Light.png"** and add it to the project using the same method. The resulting image now includes a cyan light effect as shown below:

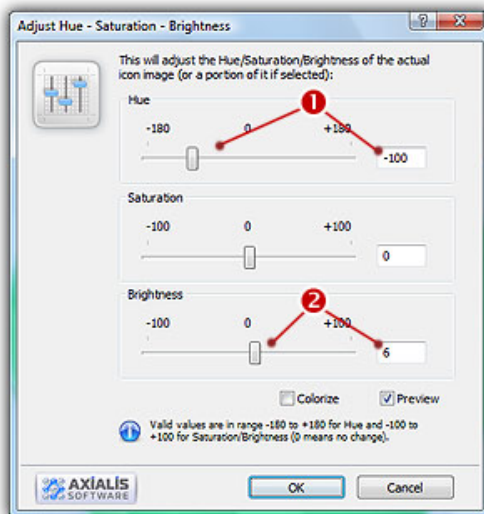


10. To create the Earth image, we now add the map object. From the librarian, select the file **"World Map.png"** and add it to the project using the same method. The resulting image looks like below:





11. The result is good but we want to make it even better. We can increase the realism by changing the color of the map to green. To do so, Axialis IconWorkshop™ has a feature to adjust the Hue/Saturation/Brightness of an image. Choose **Draw/Adjustments-Effects/Hue-Saturation** or press "U". A dialog box opens:



12. Set the **Hue** to "-100" either using the slider or by typing the value (1). It "shifts" the colors of the floating image in the spectrum. As a result, the map is now green. Also, we slightly increase the **Brightness** of the map by specifying "6" (2). You can see the results in real-time in the Preview 1:1 window. When done click **OK**. Now the map is green:



13. Do you recall the name of the icon? Yes, "Glossy Earth"! So, let's add the glossy effects. First, using the same drag-and-drop method as above, we add the object "**Circle Effect 3.png**". Then to increase the effect, we add the object "**Circle Effect 6.png**". Now it looks like this:



14. Now the final touch: the shadow. We want to add a shadow at the bottom and under the earth. This will produce an interesting effect, just like if the globe was laid on a white horizontal plan.

First, we need to move the whole Earth 10 pixels up (just to leave more space for shadow at the bottom of the image). **Important:** To do so, we must **select the whole image**. Actually, only the last object we've added is selected. Choose **Edit/Select All** or press **Ctrl+A**. There is no visual change but now you're ready to move the whole image.

To move the image, you can use the mouse (with a drag-and-drop) or use the arrow keys of the keyboard. To move the image 10 pixels up, hit **UpArrow** 10 times or press **Shift+UpArrow**. The resulting selection rectangle is now 10 pixels outside the top of the editor area.

15. We can now add the shadow. Select the object "**Circle Shadow.png**" in the librarian and add it to the project. The resulting image looks like this:



16. Obviously, there is a problem: The shadow is in front of the Earth Globe! The solution is as easy as a keystroke: Press the **End** key or choose **Edit/Set Floating Selection to Background**.

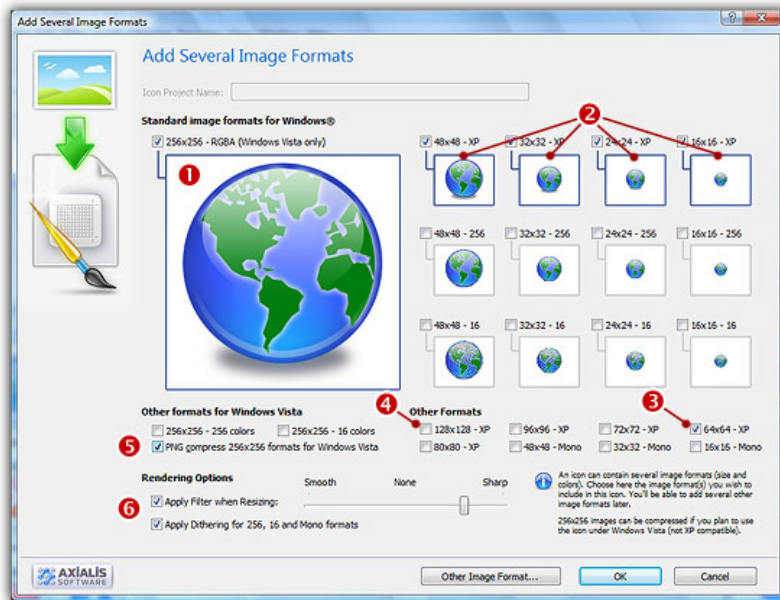
**You're done!** The resulting image should look like this:



## Finalizing the Icon by Creating All the Formats

Now that the largest image is done (256x256 RGB/A), we'll create all the other formats of the icons from this one. This is done in one step with Axialis IconWorkshop™ Corporate Edition. Using the Personal Edition, you need to create each format manually (see product help for more info).

17. Choose Draw/Add Several Image Formats from This Image or press "V". A dialog box opens:



18. Select the images formats to include in the icon by following the specifications as we defined them above: the format **256x256 RGB/A** is already included in the icon, so it will be ignored (1); select formats **48x48 to 16x16 RGB/A** by clicking on the associated check boxes (2); Add the formats **128x128 RGB/A** (3) and **64x64 RGB/A** (4).
19. As we want our icon to be used under Windows Vista™, we can compress the 256x256 formats as PNG (5). You can also choose to apply the smooth/sharpen filter to get better results in small formats (6). View the results in image previews.
20. When done, click **OK**. The new formats are automatically created and added to the project (1):



21. Take a moment to admire your work :) Click on the various formats (1) and see the resulting icon at scale 1:1 in the preview window (2). You can change the **background lightness** of the **Scale 1:1** window simply by clicking in it using the left button of the mouse. It will permit you to see how the icon is displayed on different backgrounds with different lightness.
22. Save your icon: Choose **File/Save** or press **Ctrl+S**. It will be saved as Windows® ICO format.

**Congratulations!** You've created your first icon from Image Objects. There is no limit to your creativity using these objects. You can resize them, changing their color, their opacity and more. You can even create your own objects by combining existing ones.

## Creating a Macintosh® version of the icon

You can also save your Windows® icon as Macintosh® format. When the icon is finished (step 22 above), choose **File/Save as Macintosh® Icon** or press **Ctrl+Alt+S**.

---

**By doing this, some icon formats which are not available for Macintosh® icons will be removed. In the example above, format 24x24 will be removed. An information message will be displayed.**

---

## Exercises

If you want to practice, try to recreate these sample icons made using the **Glossy Objects** pack:



## Lesson 9 – Creating and Using a Windows Vista™ icon

In this lesson, we'll create an icon fully compliant with **Windows Vista™** specifications and we'll learn how to use it in a software project. Windows Vista™ includes many new features and enhancements. The most visible evolution is the new Graphical User Interface (GUI). A first look at Aero (the codename for the Windows Vista™ user experience) reveals a slicker interface with sharper graphics.

Microsoft Windows Vista™ comes with a new format of icons supporting PNG compression and sizes up to 256x256. The standard Windows Vista™ icons now includes the following image formats (grayed formats are optional):

256x256 - RGB/A	64x64 - RGB/A	48x48 - RGB/A	32x32 - RGB/A	24x24 - RGB/A	16x16 - RGB/A
256x256 - 256c	64x64 - 256c	48x48 - 256c	32x32 - 256c	24x24 - 256c	16x16 - 256c
256x256 - 16c	64x64 - 16c	48x48 - 16c	32x32 - 16c	24x24 - 16c	16x16 - 16c

The problem is: if you simply make the icon and save it in standard Windows® XP ICO format, the resulting file will be 400Kb on disk. The solution is to compress the images. Only the 256x256 images are compressed. The compression scheme used is PNG (Portable Network Graphic) because it has a good lossless ratio and supports alpha channel. The compressed icon sizes are 100Kb to 150Kb.

To get more information on Windows Vista™ Icons, we recommend you to read this topic: [Introducing Windows Vista™ Icons](#)

## Creating the Windows Vista™ Icon from an existing image

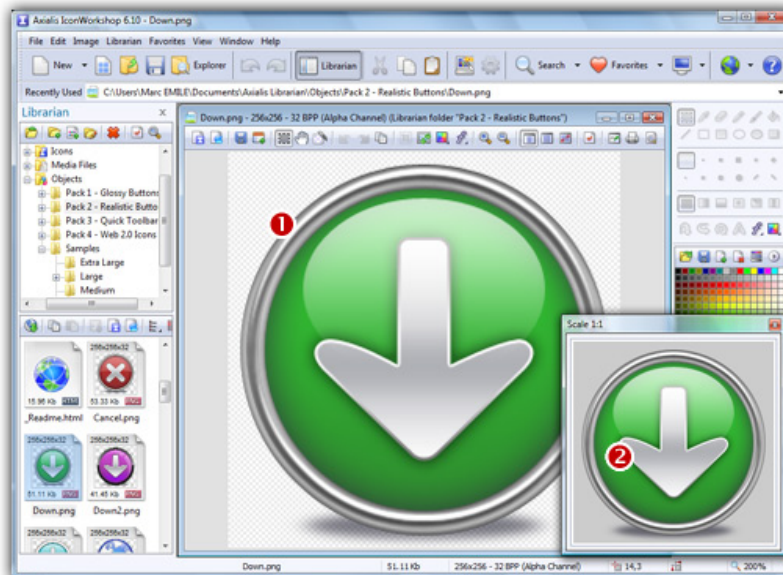
Here is a step-by-step tutorial on how to create a Windows Vista™ compressed icon using Axialis IconWorkshop™.

1. Create a 256x256 version of your icon image using any image/vector editor. Save your artwork with smooth transparency (32 BPP alpha channel) using a file format that is compatible with Axialis IconWorkshop™: BMP, PNG, JP2000, PSD.

You can also transfer your work from **Adobe Photoshop®** using the Axialis transfer plug-in (see this tutorial) or you can create an icon by assembling several **image objects** (see this tutorial).

In this procedure, we'll use this file: **down.png** (we recommend you to download it and save it on your disk – use right click and choose "Save Target As"). You can also find the file in the **Librarian**, folder "**Objects/Pack 2 - Realistic Buttons**".

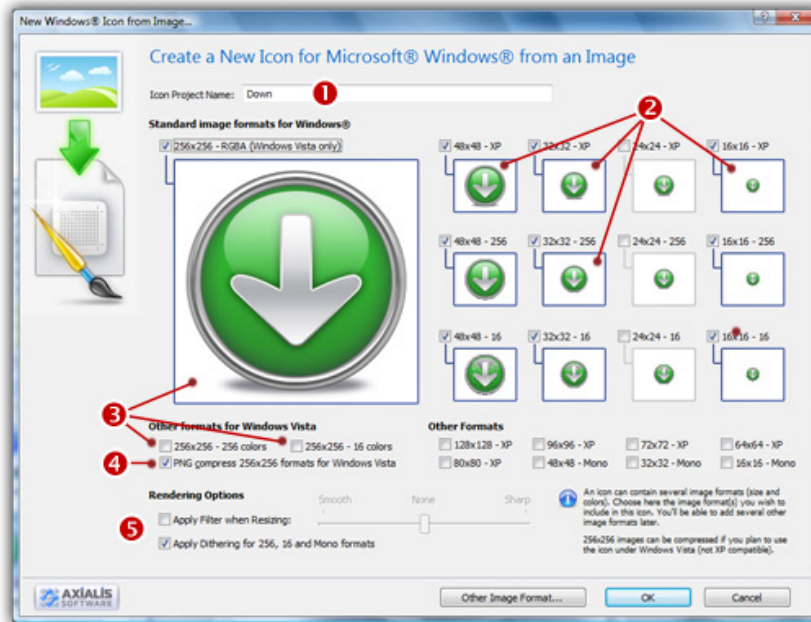
2. Launch Axialis IconWorkshop™ and open the image file. It is loaded in an image document window, not an icon editor window, as shown below (1):



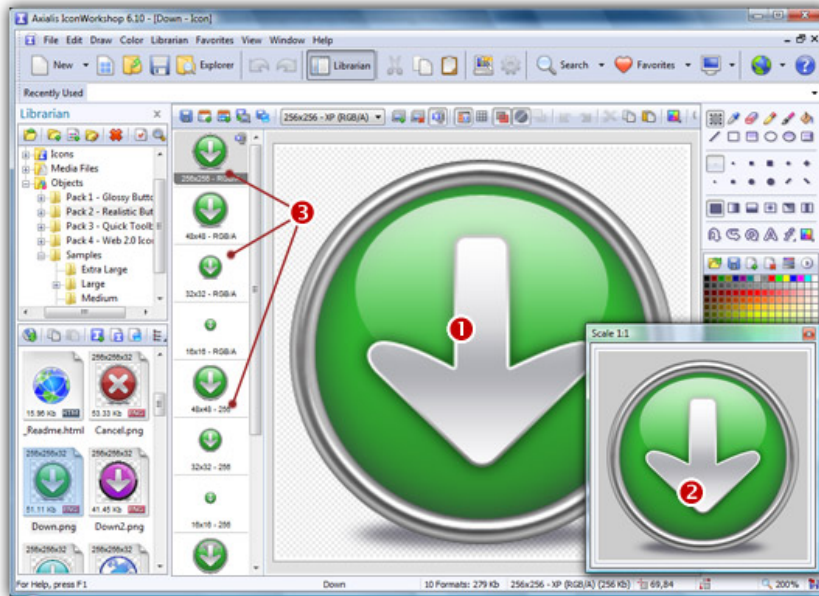
3. If the scale-1:1 preview window is not in 256x256 mode, the preview image will be cropped. It is recommended that you switch to 256x256 preview mode if you want to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose "**256x256 Display**". The preview window now looks as shown above in floating mode (2).

Use the same method to return to the previous state: choose "**128x128 Display**", remove the "Floating Window" option and use the mouse to dock the window.

4. Select the whole image. Choose **Edit/Select All** or press **Ctrl+A**. An animated selection rectangle is now drawn around the image.
5. Choose **File/Create Windows® Icon From Selection** or press "**I**". A large dialog box opens. This dialog box will permit you to create all the image formats you want to include in your icon in one simple step:



6. Type the **Name** of the new icon project (1). The root of the image file is proposed by default.
7. Select the images formats to include in the icon (2) by clicking on the images. To create a Windows Vista™ icon, it is recommended that you follow the Windows Vista™ specifications as specified above. Don't forget to add the 256x256 Windows Vista™ formats in RGB/A (Windows® XP), 256 and 16 color modes (3).
8. To create a fully-compliant Windows Vista™ icon, you'll need to compress the 256x256 formats in PNG. Select the associated option (4).
9. You can also choose to apply the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (5). View the results in the preview images.
10. When done, click **OK**. A new icon project is created in a document window:



11. The main window with the grid (1) is the edition area where you can retouch the icon. The gray chessboard-like texture behind the icon is the transparent portion of the icon (the alpha channel info has been preserved). The scale 1:1 preview is displayed in the associated window (2).
12. All the available formats are displayed in a list (3). You can select them to edit (1) or preview (2) them. See the application built-in help (press F1) to learn how to add/remove formats or work with this icon project.
13. The compressed format (only the 256x256 formats can be compressed) are marked with this overlay PNG compression image: . You can add/remove this option by choosing **Draw/Compressed Image Format (Windows Vista™)** or by pressing "K". You can also use the local toolbar or a right-click menu.
14. When done, save the icon by choosing **Edit/Save** or pressing **Ctrl+S**.

## Using a Windows Vista™ Compressed Icon in a Software Project

Windows Vista™ PNG compressed 256x256 icons will be supported in **Microsoft Visual Studio® 2008** (codename "ORCAS"). We've tested PNG compressed icons on **Visual C++ 6.0** and **Visual .NET 2003/2005** and they all reject the icon during the resource compilation:

```
Error RC2176: old DIB in res\app.ico; pass it through SDKPAINT
```


This is unsurprising to us since this new ICO file format introduces a new header which points to raw PNG data. Of course the compiler returns a false error message. The DIB header is not old, it is PNG. Passing it through SDKPAINT does not help.

Windows Vista™ compressed icons have also been reported as not functioning in the **Delphi** programming environment. New components will no doubt be developed in the future that identify these shortfalls.





## Creating a project using a 256x256 PNG icon with Visual C++ 6.0 and .NET 2003/2005

Create a 256x256 icon with all formats embedded as recommended for Windows Vista™. Save your icon **without compressing** your 256x256 formats. If your icon already contains PNG compression (like the one we've created in the procedure above), follow this procedure:

1. **Open the icon** file containing the PNG compressed formats icon in IconWorkshop.
2. On the left side of the document window you see all the formats available. Locate the 256x256 formats which are compressed: A small overlay icon indicating the compression is displayed () . For each of them, do the following step:
3. **Right click** on the format (in the list if available formats, not in the editor area). A menu opens, choose **"PNG Compressed Image Format (Windows Vista)"** to remove the compression.
4. Save the icon. Redo the same procedure for all the 256x256 icons of the project.

Once the icon is saved without compression, work on your project as usual. The compiler will handle the icon images correctly since they are not PNG. When your project is finished and before releasing the program file, follow the procedure below:

1. Open the EXE file containing the uncompressed icon in IconWorkshop.
2. The file opens in a document window with all the embedded icons displayed. Be sure to display all the formats in raw: choose **"View/Display Icons/All Formats In Raw"**.
3. Double-click on the icon you want to compress. It opens in another document window.
4. In the list of available formats (vertical list on left), right-click on the first "256x256 RGB/A" format, a menu opens. Choose **"PNG Compressed Image Format (Windows Vista)"**. A small overlay icon indicating the compression is displayed () .
5. Repeat step 4 with the other 256x256 image formats (if any).
6. Save the icon **"File/Save"**. Close the icon window.
7. Back in the EXE document window, you see the compression overlay icon () displayed on all the 256x256 formats. Repeat steps 3 to 6 for all the other icons containing 256x256 images (if any).
8. Save your EXE document, close the window.
9. You're done! The EXE file size is smaller indicating that the compression is made.

## Lesson 10 – Creating Icons Using Photoshop® Templates

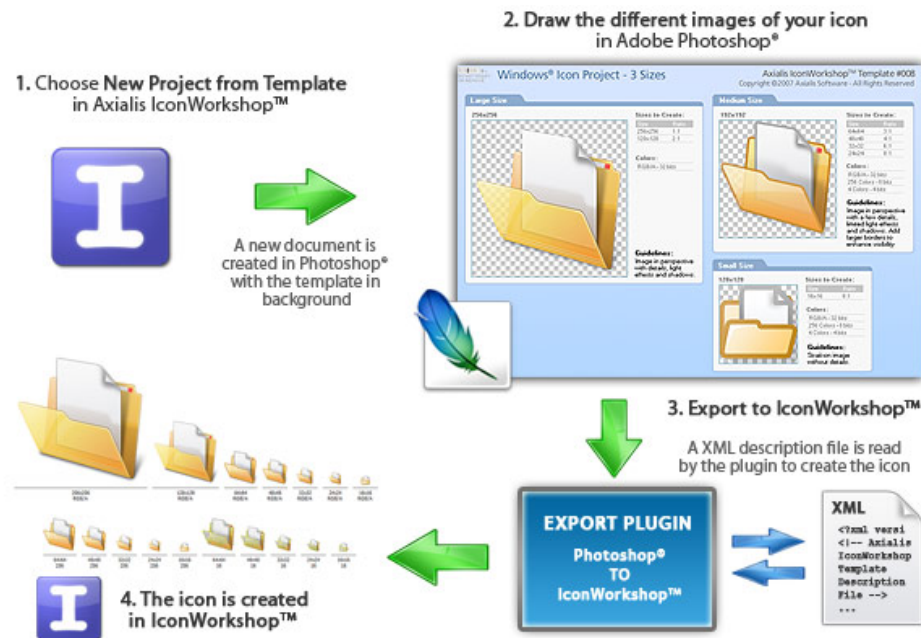
In this lesson, we'll create 2 icons using Photoshop® templates. Templates permit you to use the powerful tools of Photoshop to draw your icon in different formats, then transfer the work to IconWorkshop. Axialis IconWorkshop™ creates the icon automatically in one step.

A template is a ready-to-use image which contains empty/transparent square areas where you can draw your icons in different formats. This image is designed to be placed in background of your drawing project. You make your artwork in layers that you add on top of this background template. You can add as many layers as you want and you can save your project as individual files for future use or modifications. Once your work is done, just export it into IconWorkshop, the image will be temporary flatten and the icon created.

**If you do not work with Photoshop®, go directly to lesson 11.**

## How do the Photoshop® templates work?

Select "new icon project from template" in IconWorkshop™. Choose one template (10 templates are provided, see below). Adobe Photoshop® is launched and a new image document is created with the template image in background. Draw your images, creating layers as necessary. You can save the work as a PSD file for later use. Choose "Export to IconWorkshop™". The Axialis plugin is launched, a XML description file is read (you can create your own, see in help) and the icon is created in IconWorkshop™. Just retouch it if you want and save it.



## How many templates are included in IconWorkshop?

10 templates are included in IconWorkshop. Each template is composed of 2 files: a PNG file with transparency which is the image file on which you'll draw the different sizes of your icon; a XML file describing the template (this is a text file with the same filename, extension XML). You can create your own new templates. Files are located in [Application Data]/Axialis/IconWorkshop/Templates. The 10 templates are:

- |   |   |
|---|---|
| 1. Windows Icon - All Formats             | 6. Macintosh OSX Leopard Icon (512x512,...) |
| 2. Windows Vista Icon (256x256,...)       | 7. Windows Project (2 Sizes)                |
| 3. Windows XP Icon (48x48,...)            | 8. Windows Project (3 Sizes)                |
| 4. Macintosh OSX Icon (128x128,...)       | 9. Macintosh Project (2 Sizes)              |
| 5. Macintosh OSX Tiger Icon (256x256,...) | 10. Macintosh Project (3 Sizes)             |

## What is the difference between "Simple Icon" and "Icon Project" templates ?

The **simple icon templates** (numbers 1 to 6) have been designed to permit you to draw all the formats of the icon, including RGB/A, 256 and 16 colors. If a format is left blank, it will not be added to the icon.

The **icon project templates** (numbers 7 to 10) permit you to create 2 or 3 versions of your icon (based on the template you choose). Then, during the export, the formats are created according to the XML description file. Usually, image formats in project templates are created using the following guidelines:

- 512x512, 256x256, 128x128 to 72x72 : Image in perspective with details, light effects and shadows.

- **64x64 to 24x24** : Image in perspective with a few details, limited light effects and shadows. A border is added to enhance visibility.
- **16x16**: Flat image without details and large borders.

## Install the Photoshop-to-IconWorkshop™ transfer plug-in

Before using the as detailed in next topic, you need to install it on your computer. The plug-in can be easily installed from within Axialis IconWorkshop™ in one fast and simple operation.

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If you've already installed the Photoshop® plug-in with a version of IconWorkshop™ prior to 6.10, you must install it again by following the procedure below. A new export plug-in will be installed in addition to the filter plug-in. The export plug-in will be used with Photoshop® Templates

---

1. Before installing the plug-in you need to close the Photoshop® application (if it is opened in background). Choose **File/Install Photoshop® Plug-in...**
2. The dialog box **Install the Photoshop to IconWorkshop Transfer Plug-in** opens (see below). In the **Location** edit zone (❶), specify the Photoshop plug-in folder. If you don't know the exact folder path, click the browse button (❷) to choose the folder in a list.



3. If you want to **create a subfolder** "Axialis" to install the plug-in module (recommended to organize your folder properly), activate the option **"Install in a subfolder Axialis"** (❸). Note that creating a subfolder may fail with some compatible applications.
4. Click **OK**. When done, a message informs you that the plug-in has been installed.
5. Now you can start your Photoshop® application. The plug-in is visible in **Filter/Axialis/Transfer To IconWorkshop™** and **File/Export/Export to Axialis IconWorkshop™** menus. Read this for more info on how to use the plug-in filter.

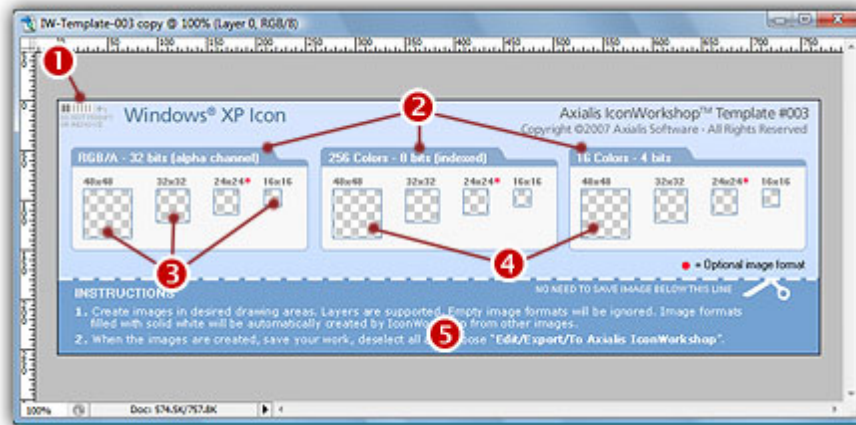
## Create a Windows® XP icon

In this first part, we'll create a simple icon for Windows® XP. To do this, we'll use an **"Icon Template"**. This kind of template (see above), permits you to create each format of the icon separately. A typical Windows®

XP icon contains **9 or 12 formats**: sizes **48x48, 32x32, 16x16 (optional 24x24)**, each one in colors **RGB/A, 256 and 16**. As a result, the templates contains 12 areas where you can draw the different formats of the icon. If a drawing area is left blank, the associated format is not created.

In the procedure below, we'll create 3 RGB/A formats: 48x48, 32x32 and 16x16.

1. First, be sure the Photoshop® plug-in has been installed (see previous topic). Choose **File/New/Icon Project from Photoshop Template/Windows XP Icon (48x48...)**.
2. Adobe Photoshop® opens and a new document is created. Its name is "**IW-Template-003 copy**". The term "**copy**" means that this is a new document based on the file "**IW-Template-003**" but not linked to it. As a result, you won't overwrite the original template image by saving your over it by error (simply by pressing Ctrl+S for instance). It's like a new document containing an image at startup.



The figure above shows the document window as it has been created in Photoshop®. In the upper-left corner (1) there is a **barcode** to let IconWorkshop identify the number of the template (this permits IconWorkshop to associate the template image with the associated XML file). **Do not modify or remove this barcode.**

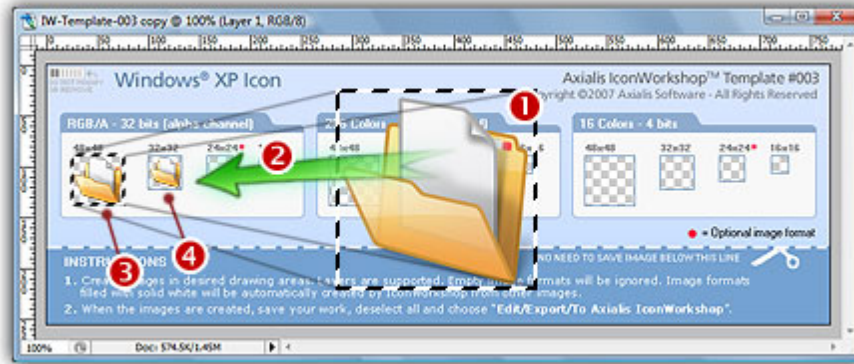
The template is divided in 3 groups (2), one per color mode. We'll draw image formats only for the RGB/A color mode in sizes 48x48, 32x32 and 16x16 (3). We'll leave the other formats blank (4). At the bottom of the template you'll find some instructions on how to use the template (5). This part of the template is not used during the export into IconWorkshop™ and the icon creation. If you want to save your icon project as a separate PSD file, you can remove this part (crop the image above the dotted line).

From here, you can simply draw your icons in the associated format zones and go directly to step 7. If you don't want to draw and prefer to use read-to-use sample images, follow steps 3 to 6.

3. Open the file "[Axialis Librarian]\Objects\Samples\Medium\Folder With Document.png". We mean by [Axialis Librarian] the folder where is stored the Axialis Librarian (usually in the **My Documents** folder).

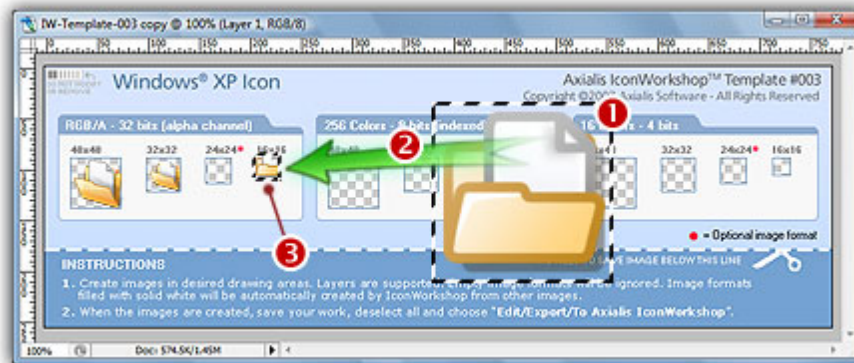
You can also do this directly from IconWorkshop™: in the Librarian, open the folder "Objects\Samples\Medium", right-click on the file "Folder With Document.png". A menu opens, choose "Open With/Adobe Photoshop®". The file is opened in a Photoshop document window.

4. **Copy/Paste** the image of the Folder with Document into the Template (a new layer is created), select it (1). Choose **Edit/Transform/Scale** and adjust the image into the **48x48 RGB/A square** (2). The resulting image should be perfectly adjusted **inside the transparent square** (3), not over the borders (which will not be exported).

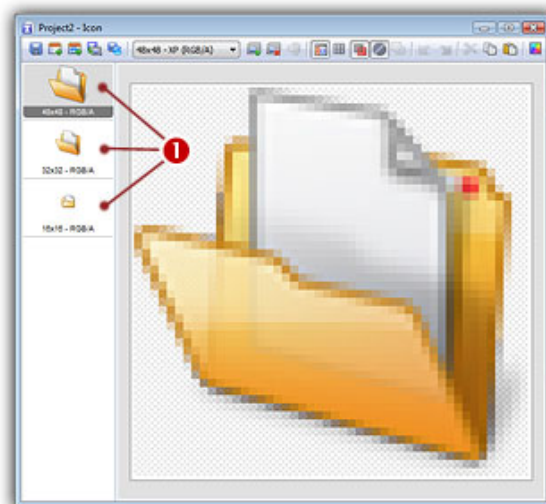


Redo the same operation for the **32x32 RGB/A** format (4). In you're an advanced Photoshop user, you can retouch the images to enhance the final result.

5. Now let's create the 16x16 format. We'll use another image which will produce better results in very small sizes (located in subfolder "Small"). Open the file "[Axialis Librarian]\Objects\Samples\Small\Folder With Document.png".
6. Redo the operation similar to step 4 (1) and adjust the image (2) into the 16x16 RGB/A square. The result must be perfectly adjusted inside the square (3):





7. Now let's create the icon: In Photoshop, choose **File/Export/Export to Axialis IconWorkshop**. The template is automatically recognized by IconWorkshop and the icon is created with the 3 formats we've drawn (1):

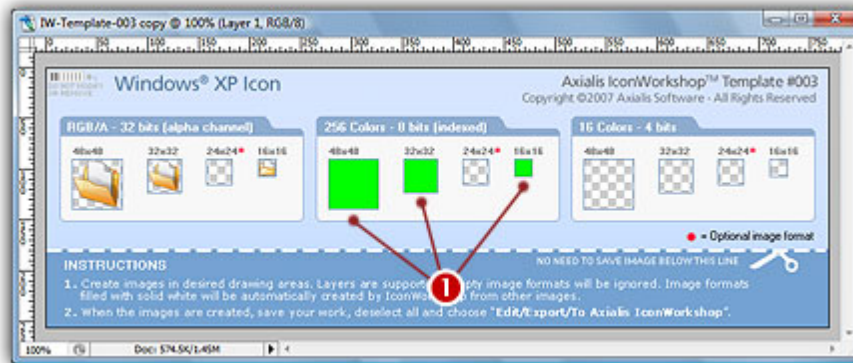


Only the squares with images generated the associated formats. Now if you want to create other formats, you can follow the same procedure as in Lesson 4.

### Adding other formats using the template

You can also add new formats from the one you've drawn using the template. For example, let's add the 256 color formats from the RGB/A images we've already drawn:

8. Go back to Photoshop and select the document containing the template. Select the layer "**Layer 0**" (the one containing the template image).
9. Select the Paint Bucket tool:  and using the color you want (we used pure green RGB:0,255,0), fill the 3 squares **48x48**, **32x32** and **16x16** in the group **256 colors** (  ):



10. Choose **File/Export/Export to Axialis IconWorkshop**. A new icon document is created with the 256 color formats added. The formats has been automatically created from the largest and most coloured image, in our case 48x48 RGB/A. The problem is that the 16x16 format has also been created from this detailed image, not from the 16x16 image we've already created. Using Icon Project Templates (see below) will solve this problem.
11. Once you have finished to work on an icon template, we recommend you to save the document using the PSD format. This will permit to work again later on the project, preserving all your layers and effects you may have added.

## Create a Windows Vista™ icon using a 3-image Project Template

This second part will permit you to go further by creating an icon using a more professional method. We've seen in previous topic that basic icon templates require to draw all the formats of the icon to get the best results. Using Icon Project Templates, you draw 2 or 3 versions of your icon (depending on the template you use) and IconWorkshop automatically creates the icon formats using pre-defined rules.

For exemple, the template "Windows® Project (3 Sizes)" lets you draw 3 images. Use the recommended guidelines below to draw the images. Then, IconWorkshop creates each format of the icon accordingly:

Original Template Image	Drawing Guidelines	Created Icon Sizes
256x256	Image in perspective with details, light effects and shadows.	256x256, 128x128



192x192



Image in perspective with a few details, limited light effects and shadows. Add larger borders to enhance visibility

64x64, 48x48, 32x32, 24x24

128x128



Flat image without details and a large border.

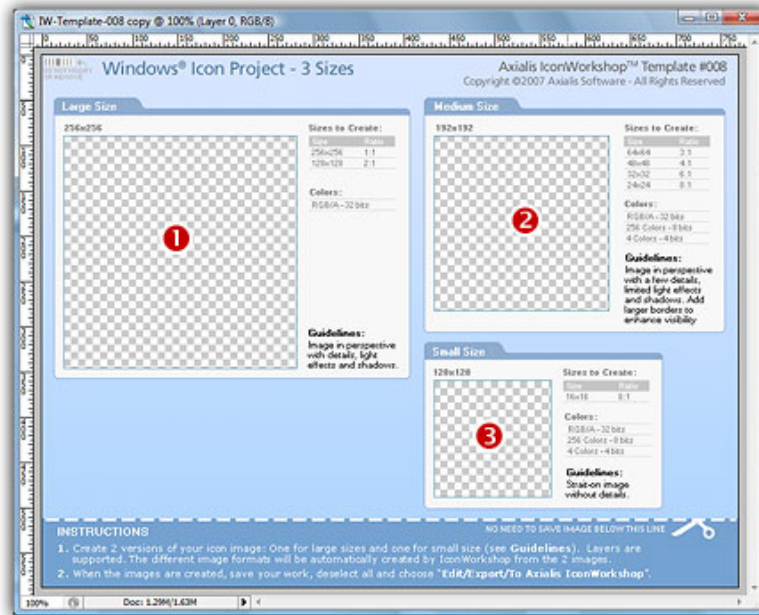
16x16

This is an advanced method for creating icons but this is the one which produces the most professional results. The final icon contains hi-res images for operating systems which support them such as Windows Vista™ or MacOS 10.4/10.5. It contains also smaller images which are easily identifiable by the user in all resolutions.

Note that the small sizes are generated from larger original images. For example, the 16x16 size is created from a 128x128 image (ratio 8:1). This permits an easier drawing experience and produce better results.

In the procedure below, we'll create a fully featured Windows Vista™ icon of the image "Folder With Document" that we've already used above.

1. First, be sure the Photoshop® plug-in has been installed (see topic above). Choose **File/New/Icon Project from Photoshop Template/Windows Project (3 Sizes)**
2. Adobe Photoshop® opens and a new document is created. Its name is "IW-Template-008 copy":



The figure above shows the document window as it has been created in Photoshop®. It contains 3 drawing areas where you'll draw the 3 images of your icon: the large size 256x256 (1), the medium size 192x192 (2) and the small size 128x128 (3).

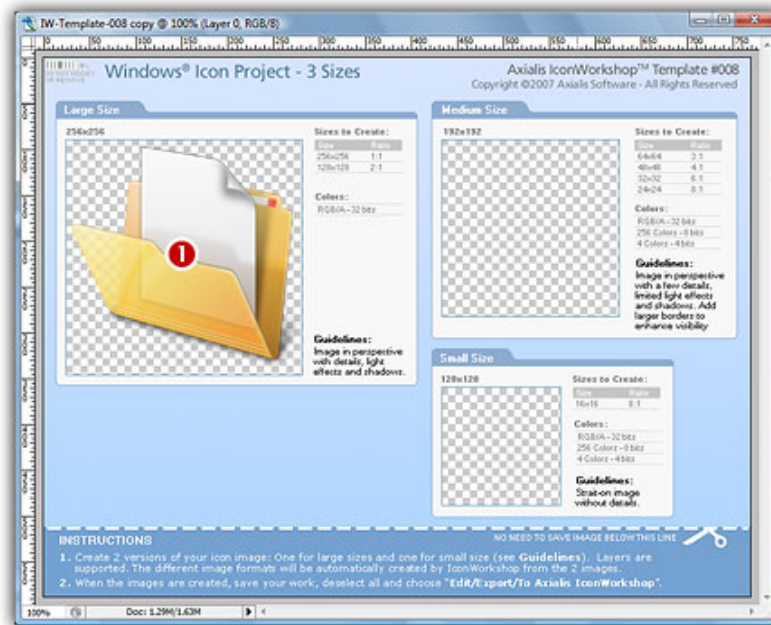
From here, you can simply draw your 3 images in the associated zones and go directly to step 7. If you don't want to draw and prefer to use read-to-use sample images, follow steps 3 to 6.

3. Open the file "[Axialis Librarian]\Objects\Samples\Large\Folder With Document.png". We mean by [Axialis Librarian] the folder where is stored the Axialis Librarian (usually in the My Documents folder).

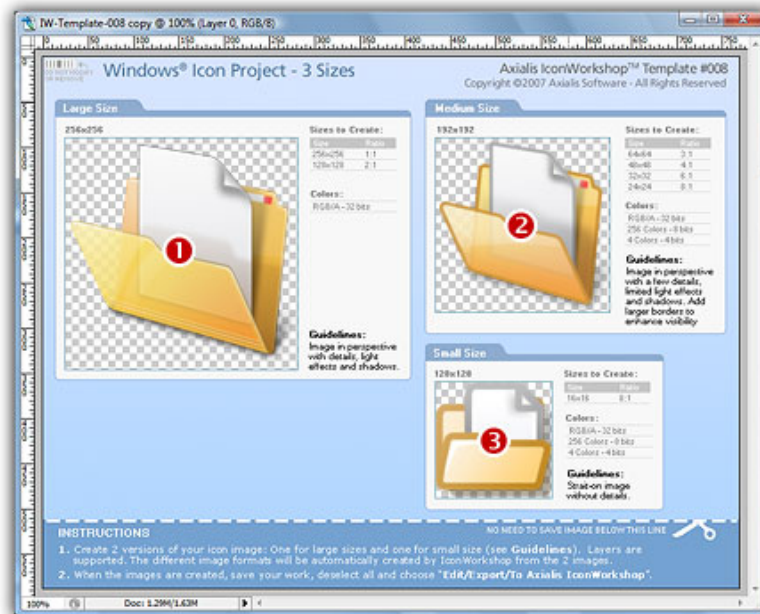
You can also do this directly from IconWorkshop™: in the Librarian, open the folder "Objects\Samples\Large", right-click on the file "Folder With Document.png". A menu opens, choose "Open With/Adobe Photoshop®". The file is opened in a Photoshop document window.

4. **Copy/Paste** the image of the Folder with Document into the Template (a new layer is created), select it. Move the image in the 256x256 drawing area. The resulting image should be perfectly adjusted **inside the transparent square (1)**, not over the borders (which will not be exported). The resulting image should look like this:

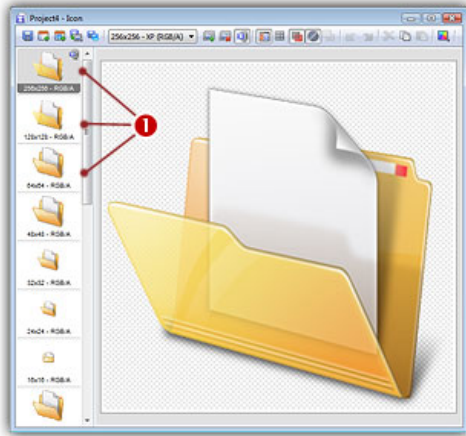




5. Repeat the procedure for the file "[Axialis Librarian]\Objects\Samples\Medium\Folder With Document.png". Move it into the drawing area 192x192 (2).
6. Repeat the procedure for the file "[Axialis Librarian]\Objects\Samples\Small\Folder With Document.png". Move it into the drawing area 128x128 (3). See below the resulting document window:



7. Now let's create the icon: In Photoshop, choose **File/Export/Export to Axialis IconWorkshop**. The template is automatically recognized by IconWorkshop and the icon is created with all the formats as described in the template (1):



8. Various image formats have been created. Simply remove the formats you don't wish to include in your icon. Save the icon.
9. Once you have finished to work on an icon template, we recommend you to save the document using the PSD format. This will permit to work again later on the project, preserving all your layers and effects you may have added.

## Lesson 11 – Batch creating several icons from images

We have seen how to create one icon from an image. A more powerful feature permits to automate this operation to create several icons from a group of images. Each image will be used to produce one icon with several formats embedded. This automated operation is called a "Batch" feature.

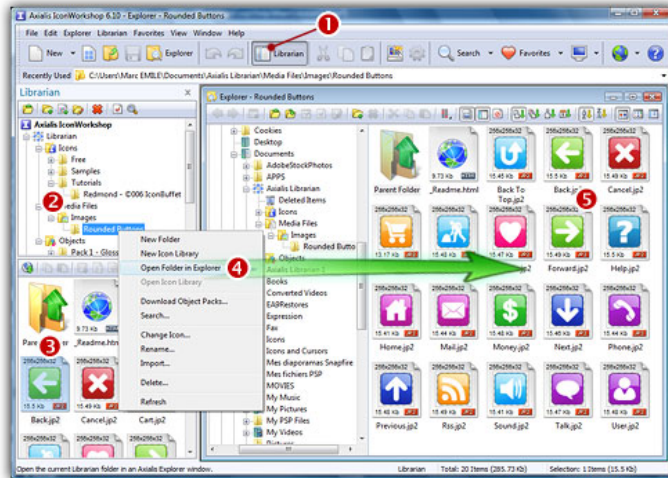
Several batch features are included in Axialis IconWorkshop™. It permits to greatly increase productivity especially if you deal with numerous icons in your daily work. In this lesson, we'll see one of them but we strongly recommend you to test all of them to get a better idea of the power of Axialis IconWorkshop™. We'll start with a set of 18 images in 256x256 JPEG2000 format. We'll create the 9 first icons in Windows® format and the 9 others in Macintosh® format.

### Opening the folder containing the image in the Axialis Explorer

Axialis IconWorkshop™, like all the Axialis products, contains a built-in file explorer that permits to do all kinds of operations on files associated with the application. We use to call this file explorer "Axialis Media File Explorer". It looks like the Windows® explorer, has different views including a great thumbnail mode with fast preview and permits various operations on files like copy/move/rename...

All the batch functions are available from the Axialis Explorer window. That's the reason why we'll start this lesson by opening the folder which contains the images in this explorer, even if those files are located in the Librarian.

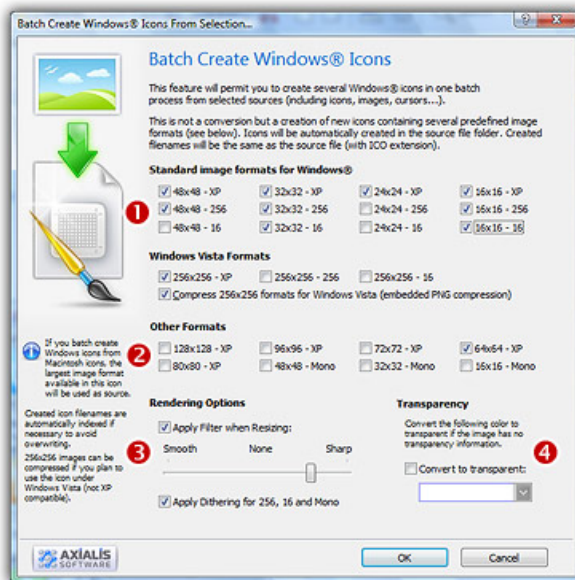
1. First, you must **be sure the librarian is visible**. If the librarian window is not visible, check the Librarian button in the main toolbar (1) or press **ESC**.
2. Select the **"Media Files/Images/Rounded Buttons"** folder (2). In the thumbnail preview list (below), you see all the files included in the folder (3).



3. Right-click in the librarian tree, a menu opens. Choose the command **"Open Folder in Explorer"** (4). A new Explorer window opens in the working area (5) and the folder contents is automatically displayed. You see all the images displayed in thumbnail mode with preview. If this is not the case, be sure to select in menu: **"Explorer/Display/Large Icons"** and **"Explorer/Display/Auto Preview"**.

## Creating the Windows® icons

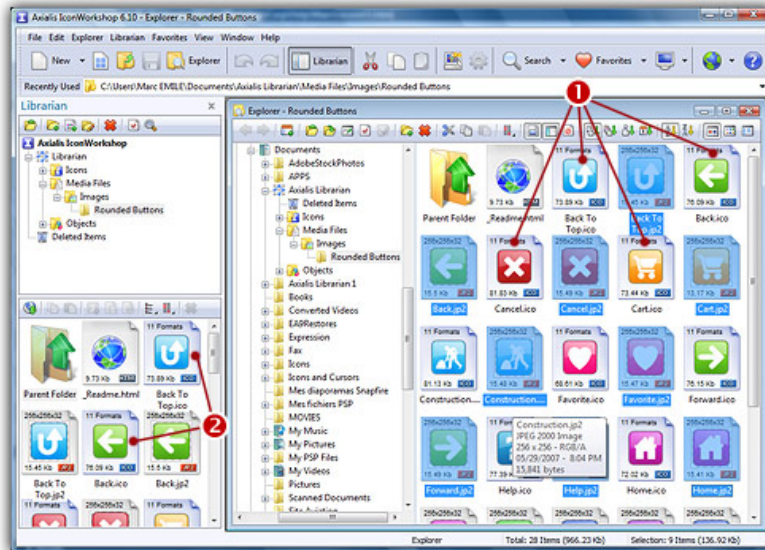
4. In the **Explorer** window, **select the 9 first images** in the list. To do this, **click** on the first image, press the **SHIFT** key (keep it pressed) and **click** on the 8th image. The images are selected.
5. Right-click on one of the selected images, a menu opens. Select the command **"Batch Create Windows® Icons from Selection..."**.
6. A dialog box opens. In **"Standard Image Formats"** (1), **Windows Vista™ Formats** and **"Other Formats"** (2) choose the image formats you wish to add in the icons.



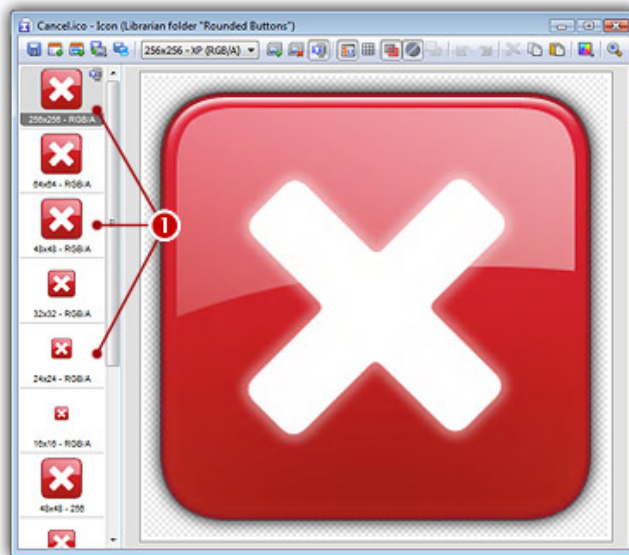
7. In **Image Adjustment** group (3), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency**

group (4), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.

- When done click **OK**. All the icons are created and added to the same folder (see below 1). Names are preserved, only the extension is changed to **ICO**. The Librarian is updated accordingly since this is the same folder (2):



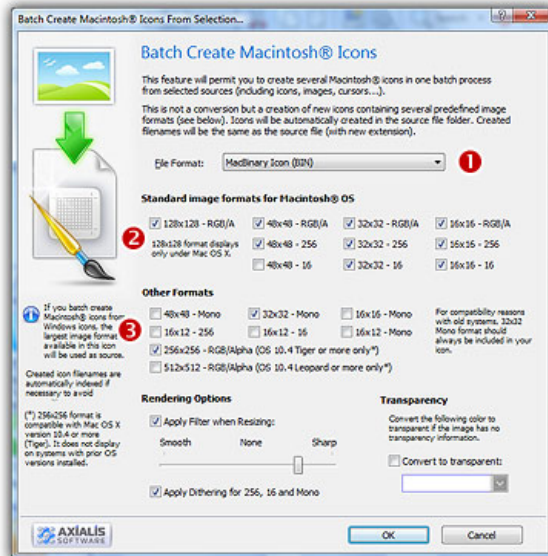
- Let's take a look at a newly created icon. Double-click on a created icon, for example **"Cancel.ico"**. A document window opens as shown above with all the image formats available (1). When you've checked all the formats, close this window.



## Creating the Macintosh® icons

- In the **Explorer** window, **select the 7 last images** in the list. Use the same method as above.
- When the images are selected, Right-click on one of them, a menu opens. Select the command **"Batch Create Macintosh® Icons from Selection..."**.

12. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (there are 3 formats supported by IconWorkshop™ – see this topic to learn more). Choose **"MacBinary Icon (BIN)"**.
13. In groups **"Standard Image Formats"** (2) and **"Other Formats"** (3) choose the image formats you wish to add in the icons. The other options are the same as above.



14. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed to BIN. The Librarian is updated accordingly since this is the same folder.
15. Let's take a look at a newly created icon. Double-click on a Macintosh® icon, for example **"Phonea.bin"**. A document window opens as shown above with all the image formats available. When you've checked all the formats, close this window.

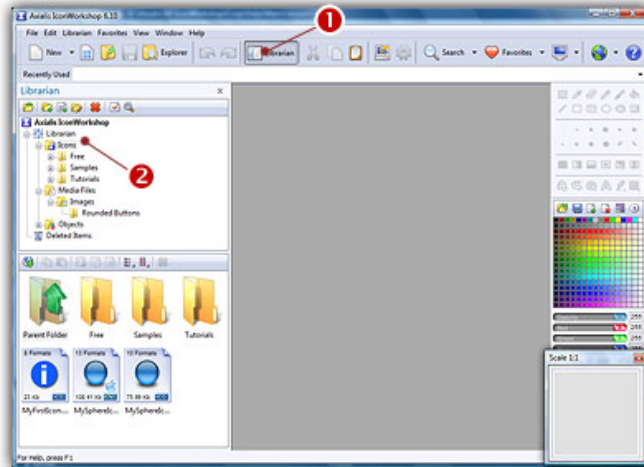
## Lesson 12 – Creating a new Icon Library

If you plan to deal with a large number of icons, we strongly recommend you to create Icon Libraries to save them. You can assemble an unlimited number of icons in an Icon Library. The extension for a standard **Icon Library** is **ICL**. Axialis IconWorkshop™ fully support ICL files. It can create, read and save ICL library files. Also, ICL file format is fully supported by all versions of Windows®. For example, you can customize a Windows® shortcut by selecting a new icon in an ICL file.

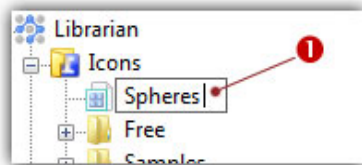
Axialis IconWorkshop™ has a powerful feature to support ICL files in its built-in Librarian that permits you to **consider ICL files as folders**. In this lesson, we'll create a new Icon Library in the Librarian.

### Creating an Icon Library in the Librarian

1. To create an Icon Library in the librarian, you must **be sure that the librarian is visible** and located to the correct folder (select the **"Icons"** folder (2)). If the librarian window is not visible, check the Librarian button in the main toolbar (1) or press **ESC**.



2. To create the Icon Library, select **Librarian/New Icon Library** or right-click on the current folder in the tree and choose **New Icon Library** in the menu or press **Ins**.



3. A new entry is inserted in the tree, type the name of the new library (1). Enter "**Spheres**" then hit **Enter**.
4. The new Icon Library is now created. Its contents (empty for now) is displayed in the area below. Now you can add icons to this library. This is what we'll do in next lesson.

## Lesson 13 – Adding icons to the Icon Library

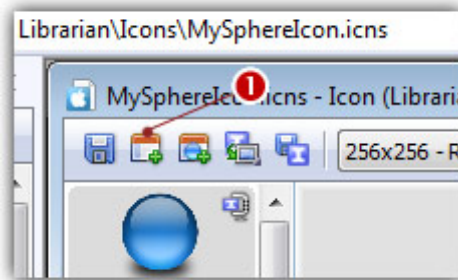
Now that we've created a new icon library (named "Spheres"), we'll add to it the 2 icons we've previously created.

### Adding an icon to the Icon Library (from the Librarian)

1. **Be sure the librarian is visible** and select the "**Icons**" folder. Also, if necessary, click on the "plus icon" located on left of the folder ([+]) to expand the tree branch and show the sub-libraries (including our newly created "Spheres" library).
2. In the list below, select "**MySpherelcon.ico**".
3. Now, using the mouse, **Drag & Drop the icon** to the Icon library in the tree above. Release the mouse. The file has been copied to the Icon Library. If you want you can delete it from the folder.
4. Now, verify by selecting the Spheres library in the tree. The icon appears in the list below. Note that the aspect of the items in the list below has changed. It has been optimized to display icons only (check options in the local toolbar to display icons in this list).

## Adding an icon to the Icon Library (from an opened icon document)

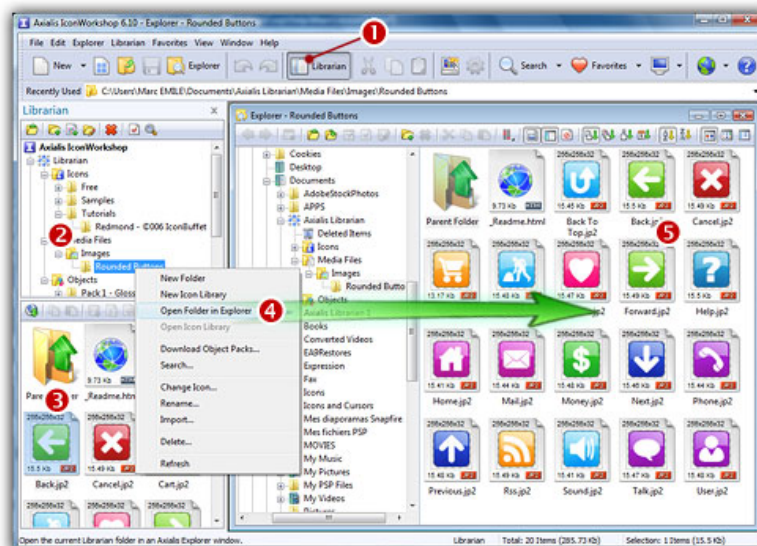
5. Be sure the librarian is visible and select the "Icons" folder.
6. In the list below, select "**MySphereIcon.icns**". Hit Enter or double-click on it. It opens in a document window.
7. Now, select the **Spheres** library in the tree (if necessary, click on the "plus icon" located on left of the folder ([+]) to expand the tree branch).
8. Return to the document window and choose File/Add to the Librarian or press F3 or click on the associated button in the local toolbar (see below ❶)



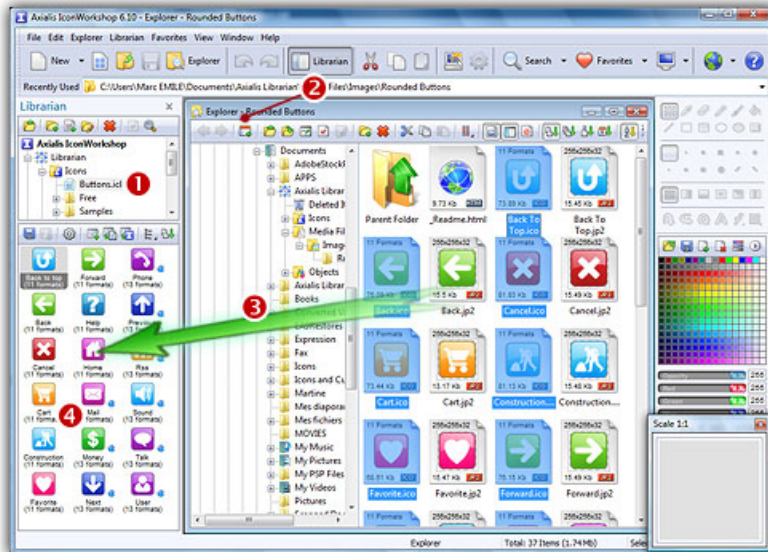
9. A dialog box **Add Icon to the Librarian** opens. Keep the proposed name, click **OK**. The icon is now added to the icon library "Sphere". The icon has been saved and inserted in the library. Now close the document. As you can see, the Apple Macintosh icons can also be added into ICL files. To identify them, a small apple overlay is displayed.

## Adding icons to the Icon Library (from the Axialis Explorer)

10. Select the folder "**Icons**" folder and create a new Icon Library "**Buttons**" (use the same method as lesson 12, step 2): select **Librarian/New Icon Library** or right-click on the current folder in the tree and choose **New Icon Library** in the menu or press **Ins**.
11. Let's add the icons we've created from the button images in lesson 11. Select the "**Media Files/Images/Rounded Buttons**" folder (❷). In the thumbnail preview list (below), you see all the files included in the folder (❸):



12. Right-click in the librarian tree, a menu opens. Choose the command **"Open Folder in Explorer"** (4). A new Explorer window opens in the working area (5) and the folder contents is automatically displayed. You see all the images displayed in thumbnail mode with preview. If this is not the case, be sure to select in menu: **"Explorer/Display/Large Icons"** and **"Explorer/Display/Auto Preview"**.
13. Select all the **ICO** and **BIN** files. If you want to select all the ICO files in one operation, press the **"+"** key. A dialog opens, type **"\*.ICO"**, click **OK**. Redo the same for the **BIN** files (uncheck the option **"Replace the current selection"**).
14. Once the files are selected, select the Icon Library **"Buttons"** (1) that you've just created in the librarian (it is empty). Back into the Explorer Window, click on the **"Add to the librarian"** button or press **F3** (2).



The icon files are added into the library (3) in one step. The list is populated and you see all the icons in the librarian window (4). Right-click on the list and choose "Save Now", or just select another folder and you'll be prompted to save the library. The library is saved into an ICL file named **"Buttons.icl"** located in the **"Icons"** folder.

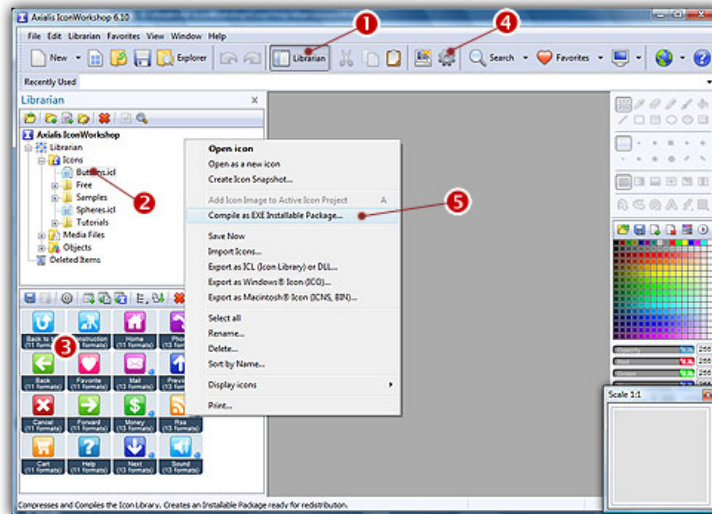
## Lesson 14 - Compiling the Icon Library

In this lesson, we'll compile the **"Buttons"** library we've created in previous lessons. This will produce an **EXE installable package** (one compressed file) ready for distribution.

### Selecting the Library, starting the compilation wizard

1. First, we're going to select the library which is located in the Librarian. You must **be sure the librarian is visible**. If the librarian window is not visible (3), check the Librarian button in the main toolbar (1) or press **ESC**.





2. Select the library "Buttons" in the librarian tree (2), the icons included in the library appear in the list below (3). Select all the icons in the library or press **Ctrl+A**. Right-click in this list and choose **Compile as EXE Installable Package** (5) or click the associated button (4). A dialog box opens.

## Specifying the compilation options using the wizard

3. The first screen of the **Compilation Wizard** opens:



In the **Filename** zone (1), enter the name of the **installation program file** that will be generated. For example type "Button Icons Install". In the **Location** zone (2), specify the folder where you want to create the installation package, you can change this folder manually or browse your disks by clicking the "..." button (3). We recommend to specify or use a well identified folder, for example the My Documents folder (recommended under Windows Vista™). If the folder does not exist, you'll be prompted to create it.

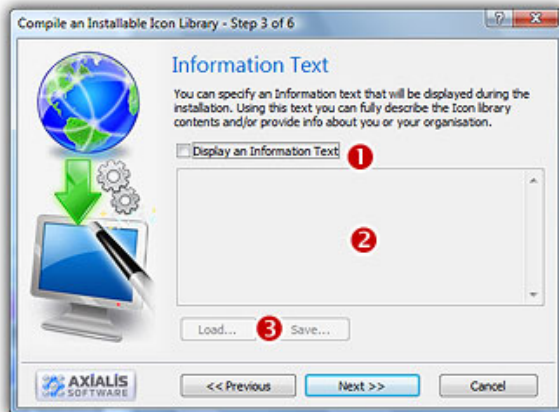
4. Click "Next >>". The second screen of the **Compilation Wizard** opens:



In the **Filename** zone (1), enter the name of the **ICL file that will be created by the installation** on the end user computer. We recommend you to always keep the ICL name proposed by Axialis IconWorkshop™. In the **Title** zone (2), specify the title that will be displayed (using large font) in the install procedure window. In the **Copyright** zone (3), specify your copyright/property notice (it will be displayed in bold font under the title).

In the other zones (4), specify your name, website link and a comment. This information will be added in the install procedure **About Box**.

5. When done, click "**Next >>**". The 3rd screen opens:



This screen permits you to specify an information text that will be displayed in the installation procedure. This is very useful to inform the user about the icon library, your business... If you want to specify a text, click **Display an Information Text** box (1). The zone below activates (2). You can type the text in this box. You can also load or save text files using the related buttons (3). For this tutorial, we don't use this feature.

7. When done, click "**Next >>**". The 4th screen opens:



This screen permits you to specify an License Agreement text that will be proposed to the user during the installation procedure. The user will be asked to accept all the terms of this agreement before proceeding with the installation. If you want to specify a text, click **Add a User License Agreement** box (1). The zone below activates (2). You can type the text in this box. You can also load or save text files using the related buttons (3). For this tutorial, we propose you to keep this standard License.

7. When done, click "**Next >>**". The 5th screen opens. It permits you to **implement an Activation feature** in your distribution package. If you choose to use this feature, the user who will install the icon library will be prompted to enter a personal Activation Code to proceed with the installation. To read more about this advanced feature, see [Use an Activation Code](#) topic. For this tutorial, we won't use this feature.
8. When done, click "**Next >>**". The last screen named Ready to Compile opens. It proposes you to read a summary of the options you selected before proceeding with the compilation. Always read in details this summary before validating. When done, click "**Next >>**". The compilation starts...

## Testing the compiled installation package

9. When done, a large button appears "**Test the Installation Package Now**". Click on it to test the compiled file. It looks this:



Now follow the install procedure to see the result. Of course, the "**Button Icons Install.exe**" file has been created in the destination folder you specified above. This is a standalone EXE install file that can be copied and redistributed.

## A word to finish...

This tutorial is now finished. Now that you've seen the basic features of Axialis IconWorkshop™ and understood the philosophy of use, we propose you to go further and explore the features by testing the numerous commands available in menus and toolbars.

When you need an answer about a feature, check this help in the reference section about the related command. You can also check the "How To..." section if you wish to execute a particular task.

# 3

## How-to Procedures

### How to Create an Icon from an Image File

#### 1. Open the image file in Axialis IconWorkshop™

1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).

or

Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.

or

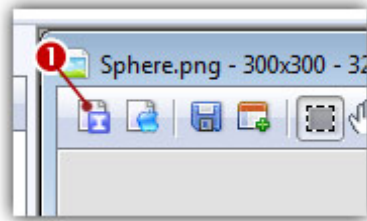
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.

2. The image file opens in a document window.

Axialis IconWorkshop™ will convert images to 32 bpp with transparency when possible. This is much more convenient to create icons. The following image formats can include transparency: Photoshop® PSD, PNG, RGB, GIF, JPEG 2000 and WMF.

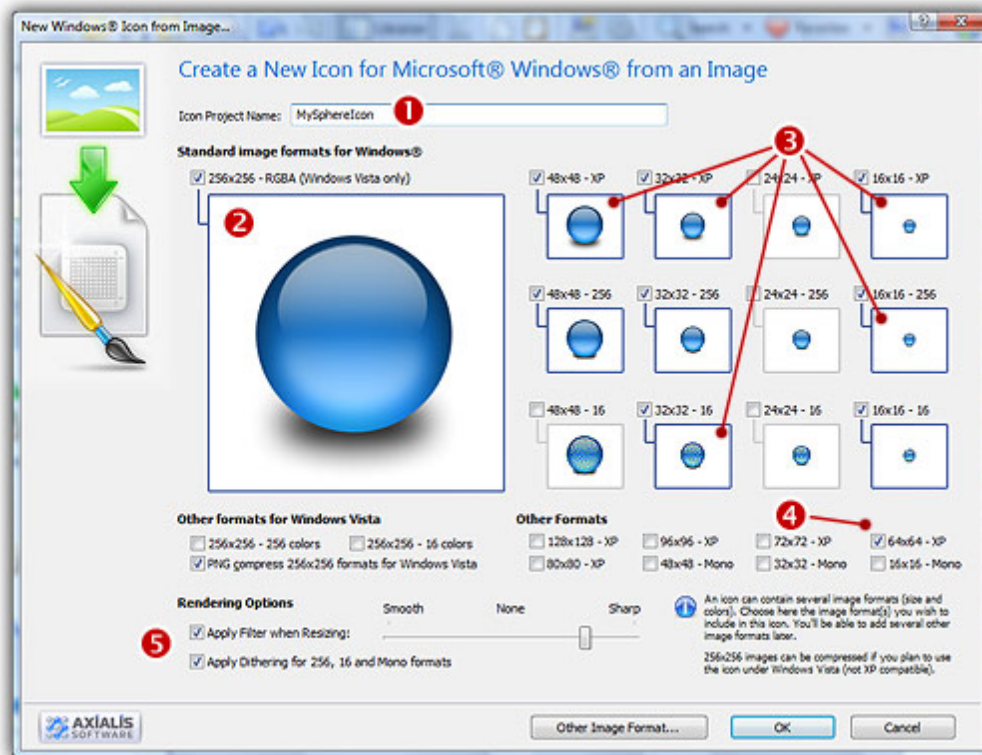
#### 2. Create an icon from this image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create New Icon from Selection** or press **"I"** or click the first command button in the local toolbar (📌):



To create a Macintosh® icon, the procedure is similar, just click the Apple® button in right or press "M".

- The dialog box **New Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
- If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## How to Create an Icon from a Cursor File...

Axialis IconWorkshop™ permits you to create icons from Static (CUR) or Animated Cursors (ANI).

### 1. Open the cursor file in Axialis IconWorkshop™

1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).

or

Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.

or

In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the cursor file you wish to open then hit **Enter**.

2. The cursor file opens in a document window.

### 2. Create an icon from this cursor

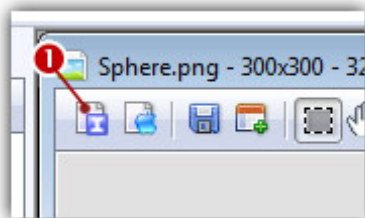
3. If the file is a **Static Cursor (CUR)**, it may contain several image formats (see list). Click on the desired format. It appears in the editor window.


or

If the file is an **Animated Cursor (ANI)**, it contains several frames (see list). Click on the desired frame. It appears in the editor window.

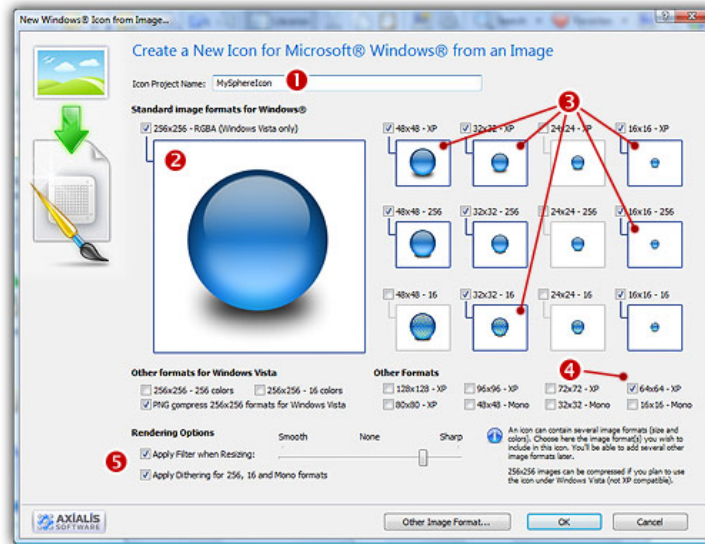
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use. When done, an animated dashed rectangle has been created.

5. When the selection is done, choose **Image/Create New Icon from Selection** or press **"I"** or click the first command button in the local toolbar (1):



-  To create a Macintosh® icon, the procedure is similar, just click the Apple® button in right or press "M".

- The dialog box **New Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
- If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## How to Create an Icon from a Transparent GIF File

GIF is a famous and widely used image format. Additionally, some GIF files include transparent areas, which is convenient to create icons. Axialis IconWorkshop™ permits you to create icons from **Static** or **Animated** GIF files.

### 1. Open the GIF file in Axialis IconWorkshop™

- Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the cursor file you wish to open then hit **Enter**.
- The GIF file opens in a document window.



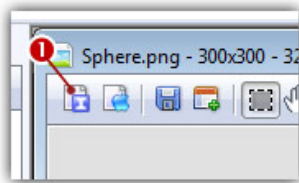
## 2. Create an icon from this GIF image

- If the file is a **Static GIF**, it appears in the editor window.

or

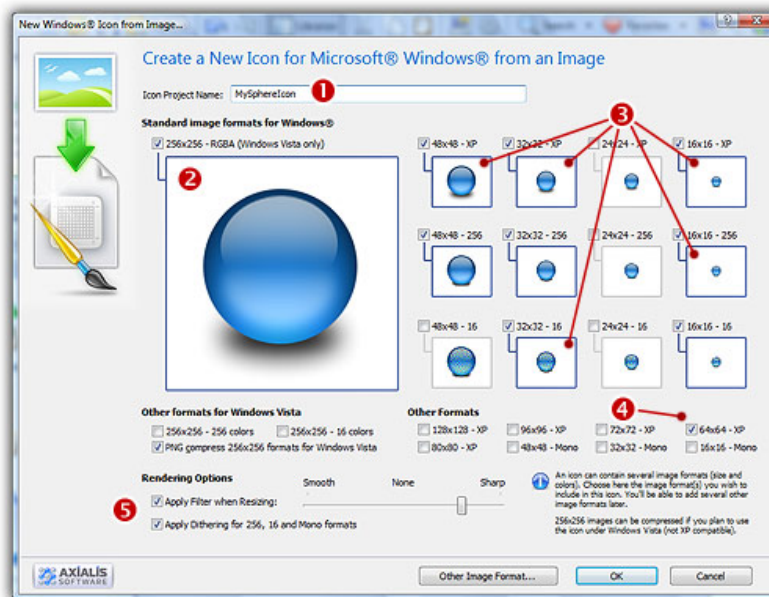
If the file is an **Animated GIF**, it contains several frames (see list). Click on the desired frame. It appears in the editor window.

- If the GIF image contains transparent areas they are kept (you see the Chessboard texture). Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use. When done, an animated dashed rectangle has been created.
- When the selection is done, choose **Image/Create New Icon from Selection** or press "I" or click the first command button in the local toolbar (1):



To create a Macintosh® icon, the procedure is similar, just click the Apple® button in right or press "M".

- The dialog box **New Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
- If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## How to Create an Icon from a Web Image


The Web is a great place to find images. Here is how to proceed to create icons using these images.

### Get the Image from the Web

1. Launch your Internet browser and surf to the desired page.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full Internet address** of the desired page, hit **Enter**.
2. The page opens in a document window.

### Create an icon from an image in the page using the Clipboard

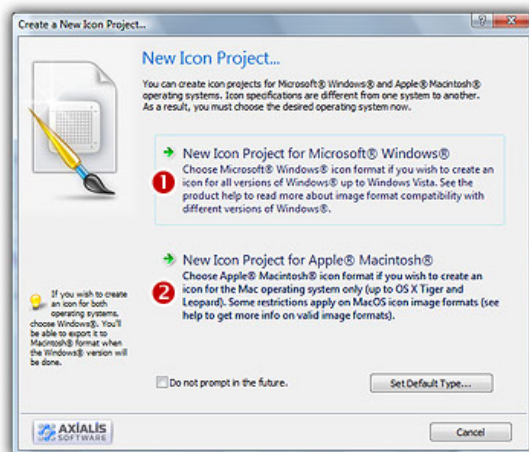
---

 **Using the clipboard, you lose the transparent areas if present.**

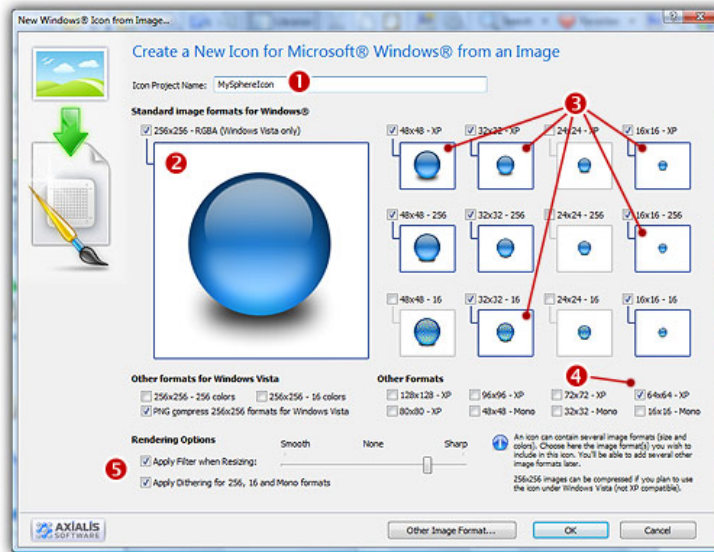
---

3. Right-click the desired image then choose **Copy**. The image is copied into the clipboard.
5. If you want to create an icon using the whole image:

Select **New/Icon Project From Clipboard** or press **Ctrl+Q**. The dialog box **New Icon Project** opens. Select the type of icon you wish to create: Windows® (1) or Macintosh® (2):



If you choose Windows® (the procedure is similar for a Macintosh® icon), a second dialog box opens.



In the **Name** group (1), enter the icon project name. Do not specify any extension.

In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). To know more about the desired Windows® standard image format, see [What is an Icon](#) topic. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.

When done, click **OK**. The icon is automatically created with the various image formats you've selected.

or

5. If you want to create an icon using a portion of the image:

Select **Edit/Paste as New Image** or press **Ctrl+I**. A new document is created containing the desired image.

Now follow Step 2 procedure as in topic: [Create an Icon from an Image File](#).

## Create an icon from an image in the page using a temporary file


**?** Using a temporary file, you keep the transparent areas if present.

3. Right-click the desired image then choose **Save Picture As**. Store the image on your hard disk using a new filename.
4. Now, create your icon as in topic: [Create an Icon from an Image File](#) using the newly created file.

## How to Create an Icon from the Clipboard

Creating an Icon from the Clipboard Contents is the quickest way to proceed. It permits also to transfer images from external programs.

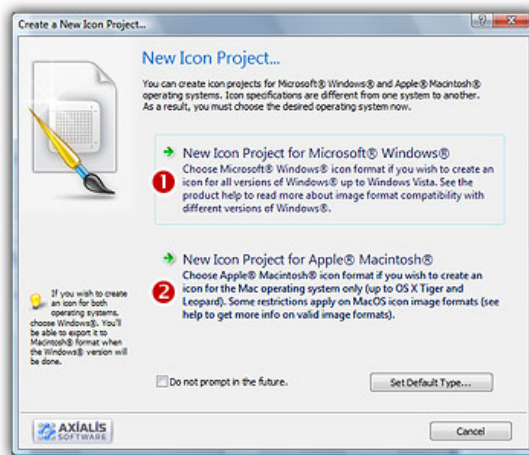
---

 If the external program (from where you copied the image) does not support 32Bpp images with transparent alpha channel, the transparency will be lost.

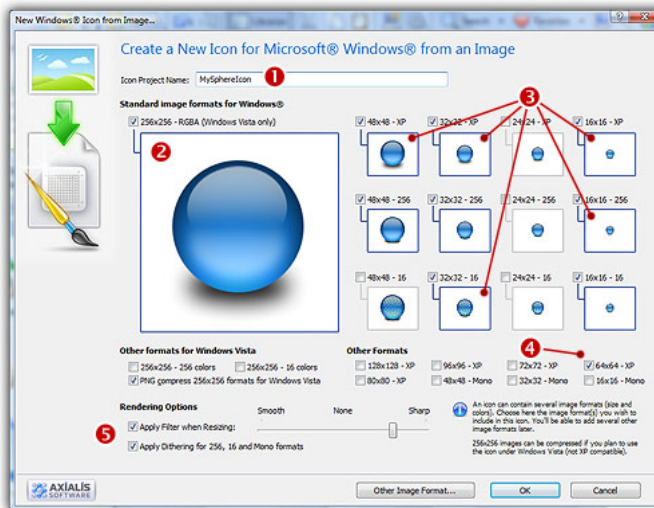
---

### Creating the Icon from the Clipboard Contents

1. Select **New/Icon Project From Clipboard** or press **Ctrl+Q**. The dialog box **New Icon Project** opens. Select the type of icon you wish to create: Windows® (1) or Macintosh® (2):



2. If you choose Windows® (the procedure is similar for a Macintosh® icon), a second dialog box opens.



3. In the **Name** group (1), enter the icon project name. Do not specify any extension.

4. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). To know more about the desired Windows® standard image format, see [What is an Icon](#) topic. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
5. When done, click **OK**. The icon is automatically created with the various image formats you've selected.

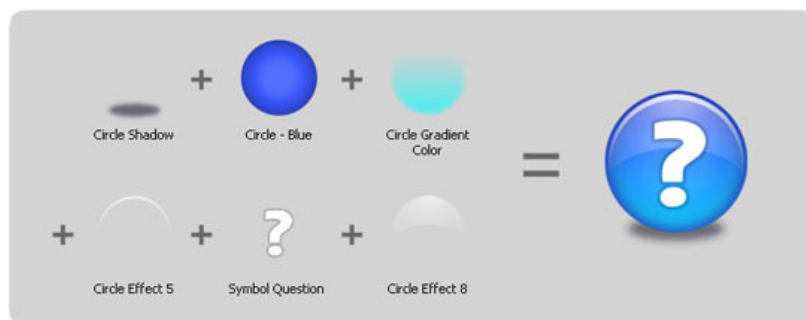
## How to create attractive icons using image objects

Graphics are among the primary ways of advertising the sale of goods or services. This is true for computing when designing software icons or website interfaces. The primary solution is to draw icons using either an image or vector editor. Then, when the image is done, use Axialis IconWorkshop™ to convert this image to an icon. Also, if you don't want to use an external image editor, Axialis IconWorkshop™ contains some drawing tools that permit you to draw your own icons. But most of us are not graphic designers and we have a problem when it comes to create attractive icons or web graphics.

The question is: "**How to create attractive custom icons without drawing skills?**" Image Objects are the answer.

The solution is to use a set of image objects already done by a skilled computer graphic artist, and assembling them together to create a final artwork that will match your needs. Using a set of existing image objects the possibilities are almost infinite. You can create many different icons or graphics simply by adjusting various parameters of each object like Hue (teint), Saturation, Brightness, Contrast, Size, Opacity and more.

For example, using 6 image objects from our Glossy Buttons object pack, you can easily create an attractive help icon:



This association can be easily done with Axialis IconWorkshop™ using a few mouse clicks and drag-and-drops. Creating different versions of an icon is very easy with this pack. See below some examples of the help icon made in a few minutes simply using the mouse and without drawing one pixel (non-exhaustive list of course!):



**Object Packs** are libraries containing a large number of image objects made by a professional designer. We regularly publish new objects packs that you can download on Internet. To create your icons, you just have to assemble basic objects together. See below examples of icons made using the **Glossy Objects** pack:



---

To follow this tutorial, you need to have the "Glossy Buttons" object pack installed in the librarian. Search the Librarian for the folder "**Objects\Pack 1 - Glossy Buttons**"). This pack is included in IconWorkshop™ 6.0 or more. If you can't find the folder, **download the "Glossy Buttons" pack from Internet**

---

## Defining, Creating the Icon Project

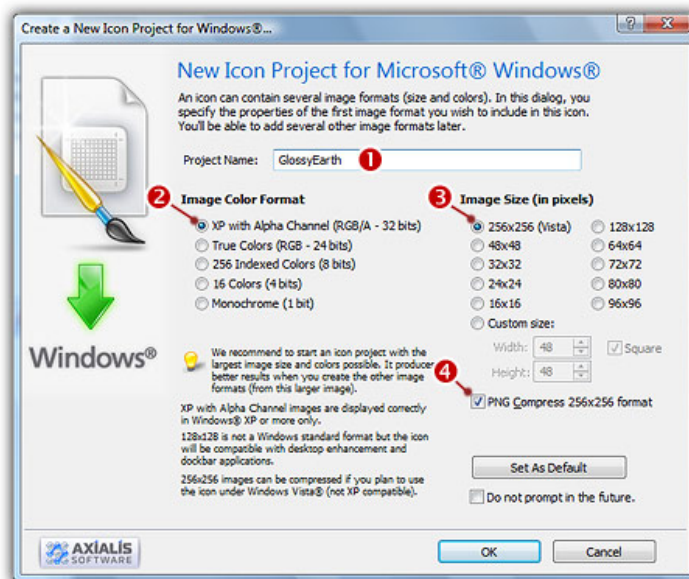
Before using the image objects, we need to create a new icon project. An icon contains several image formats (see "What's an Icon?") so we need to define all these formats before going on.

We'll create an icon compatible with Windows Vista™ (256x256 format), Windows® XP; (48x48, 32x32, 24x24 and 16x16 formats) and Dock Bar applications (128x128 format). To simplify the project, we won't add indexed color formats (256, 16 colors). Using the objects we'll make a "Glossy Earth" icon with bottom shadow. The resulting icon will look like this:

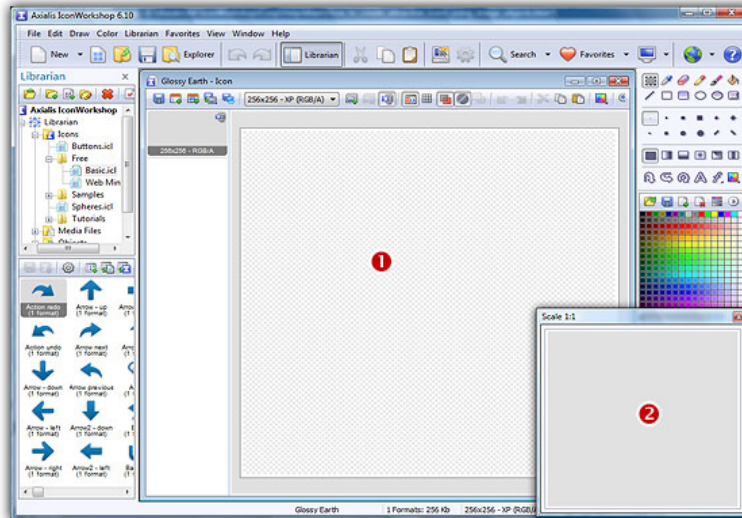


The largest image format is 256x256 XP (ie RGB with alpha channel). To get the best results, we'll start the project with this new format and work with it to assemble the objects. When finished, we'll create all the other formats using this 256x256 format as template. Let's create our new icon project:

1. Launch Axialis IconWorkshop™. Choose **File/New/Windows® Icon Project** or press **Ctrl+W**. A dialog box opens:



2. Type the name of the project (❶): **"Glossy Earth"**.
3. Now specify the format of the first image to add in the project: In **Colors**, choose **"Windows® XP with Alpha Channel (RGB/A 32 bits)"** (❷). In **Size in Pixels**, choose and **"256x256 (Windows Vista™)"** (❸).
4. As we want the 256x256 format to be used under Windows Vista™, we choose to compress it as PNG: Click the option **"Compress 256x256 Windows Vista™ format"** (❹). To learn more about Windows Vista™ icons, read this article: ["Introducing Windows Vista™ Icons"](#).
5. When done, click **OK**. A new icon project window is created (❶):



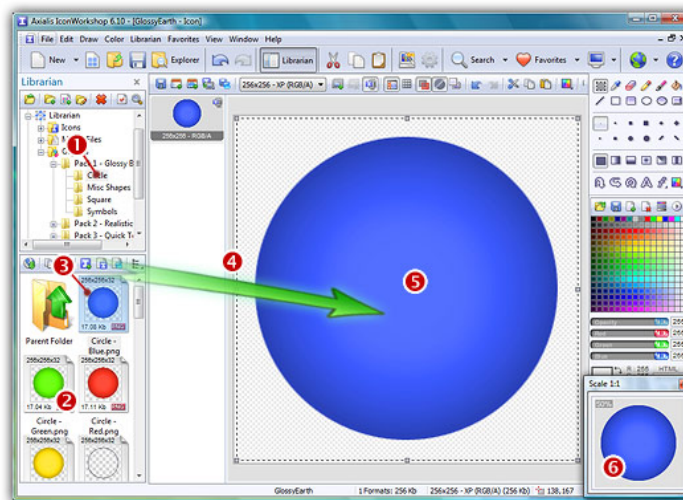
6. If the scale-1:1 preview window is not in 256x256 mode, the preview image will be cropped. It is recommended that you switch to 256x256 preview mode to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose **"256x256 Display"**. The preview window now looks as shown above in floating mode (2).

Use the same method to return to the previous state: choose **"128x128 Display"**, remove the "Floating Window" option and use the mouse to dock the window.

## Building the Icon Using Image Objects

This is the most important part of the project. The time has come to be creative! No problem it's easy and fun with IconWorkshop™. Before we start, don't forget that each step of the creation can be undone/redone (Ctrl+Z/Ctrl+Y) up to 16 steps back.

7. In the **Librarian** window (choose **View/Librarian** if it is not visible), select the **"Objects/Pack 1 - Glossy Buttons/Circle"** folder (1). A list of available object is displayed in the contents window below (2). Find the **"Circle - Blue.png"** file and select it (3).





8. When done, use a mouse **Drag-and-Drop** to add it into the project as shown above (4). The object is added to the project as a floating selection (5). Take a look at the quality of the artwork in the **Scale 1:1 window** (6).

**Congratulation!** you've just added your first image object to your project! As you can see it's very easy and intuitive. Now let's continue and add other objects to build the icon.

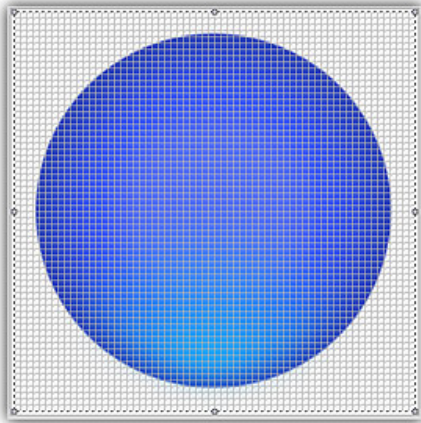
---

### IMPORTANT

To follow the next steps, the **"Preserve Transparency"** option must be set (press **"T"** or select **Draw/Preserve Transparency**). If this option is not set, the transparency will not be kept each time you add a new image object and the objects already added will be fully replaced

---

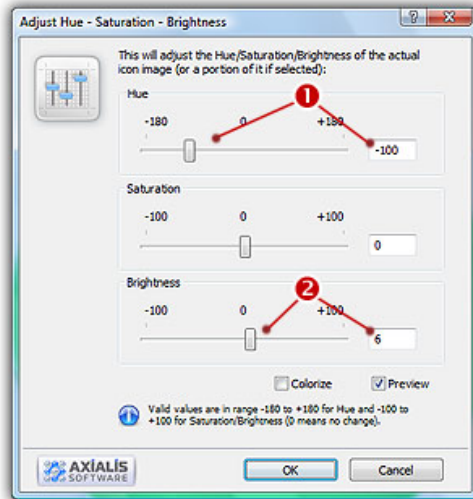
9. From the **Librarian**, select the file **"Circle Inner Light.png"** and add it to the project using the same method. The resulting image now includes a cyan light effect as shown below:



10. To create the Earth image, we now add the map object. From the librarian, select the file **"World Map.png"** and add it to the project using the same method. The resulting image looks like below:



11. The result is good but we want to make it even better. We can increase the realism by changing the color of the map to green. To do so, IconWorkshop™ has a feature to adjust the Hue/Saturation/Brightness of an image. Choose **Draw/Adjustments-Effects/Hue-Saturation** or press **"U"**. A dialog box opens:



12. Set the **Hue** to "-100" either using the slider or by typing the value (1). It "shifts" the colors of the floating image in the spectrum. As a result, the map is now green. Also, we slightly increase the **Brightness** of the map by specifying "6" (2). You can see the results in real-time in the Preview 1:1 window. When done click **OK**. Now the map is green:



13. Do you recall the name of the icon? Yes, "Glossy Earth"! So, let's add the glossy effects. First, using the same drag-and-drop method as above, we add the object "**Circle Effect 3.png**". Then to increase the effect, we add the object "**Circle Effect 6.png**". Now it looks like this:



14. Now the final touch: the shadow. We want to add a shadow at the bottom and under the earth. This will produce an interesting effect, just like if the globe was laid on a white horizontal plan.

First, we need to move the whole Earth 10 pixels up (just to leave more space for shadow at the bottom of the image). **Important:** To do so, we must **select the whole image**. Actually, only the last object we've added is selected. Choose **Edit/Select All** or press **Ctrl+A**. There is no visual change but now you're ready to move the whole image.

To move the image, you can use the mouse (with a drag-and-drop) or use the arrow keys of the keyboard. To move the image 10 pixels up, hit **UpArrow** 10 times or press **Shift+UpArrow**. The resulting selection rectangle is now 10 pixels outside the top of the editor area.

15. We can now add the shadow. Select the object "**Circle Shadow.png**" in the librarian and add it to the project. The resulting image looks like this:



16. Obviously, there is a problem: The shadow is in front of the Earth Globe! The solution is as easy as a keystroke: Press the **End** key or choose **Edit/Set Floating Selection to Background**.

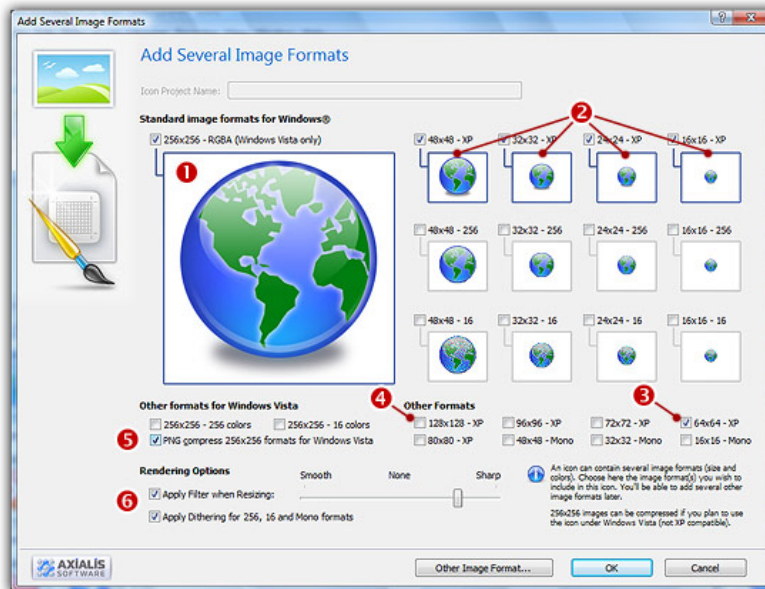
**You're done!** The resulting image should look like this:



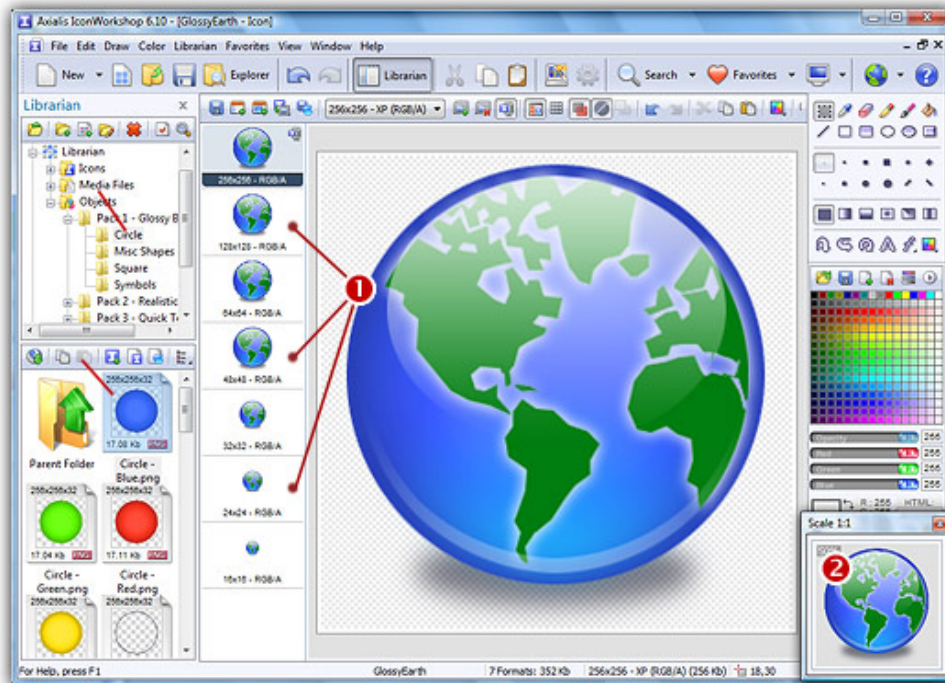
## Finalizing the Icon by Creating All the Formats

Now that the largest image is done (256x256 RGB/A), we'll create all the other formats of the icons from this one. This is done in one step with Axialis IconWorkshop™ Corporate Edition. Using the Personal Edition, you need to create each format manually (see product help for more info).

17. Choose Draw/Add Several Image Formats from This Image or press "V". A dialog box opens:



18. Select the images formats to include in the icon (1/2) by clicking on the associated check boxes. Follow the specifications as we defined them above.
19. You can also choose to apply the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (2). View the results in the preview images.
20. When done, click **OK**. The new formats are automatically created and added to the project (1):



21. Take a moment to admire your work :) Click on the various formats (1) and see the resulting icon at scale 1:1 in the preview window (2). You can change the **background lightness** of the **Scale 1:1** window simply by clicking in it using the left button of the mouse. It will permit you to see how the icon is displayed on different backgrounds with different lightness.
22. Save your icon: Choose **File/Save** or press **Ctrl+S**. It will be saved as Windows® ICO format.

**Congratulations!** You've created your first icon from Image Objects. There is no limit to your creativity using these objects. You can resize them, changing their color, their opacity and more. You can even create your own objects by combining existing ones.

## Creating a Macintosh® version of the icon

You can also save your Windows® icon as Macintosh® format. When the icon is finished (step 22 above), choose **File/Save as Macintosh®Icon** or press **Ctrl+Alt+S**.

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**By doing this, some icon formats which are not available for Macintosh® icons will be removed. In the example above, format 24x24 will be removed. An information message will be displayed**

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## How to create Windows Vista™ compliant icons

In this topic, we'll see how to create a Windows Vista™ compliant icon. Windows Vista™ includes many new features and enhancements. The most visible evolution is the new Graphical User Interface (GUI). A first look at Aero (the codename for the Windows Vista™ user experience) reveals a slicker interface with sharper graphics.

Microsoft Windows Vista™ comes with a new format of icons supporting PNG compression and sizes up to 256x256. The standard Windows Vista™ icons now includes the following image formats (grayed formats are optional):

256x256 - RGB/A	64x64 - RGB/A	48x48 - RGB/A	32x32 - RGB/A	24x24 - RGB/A	16x16 - RGB/A
256x256 - 256c	64x64 - 256c	48x48 - 256c	32x32 - 256c	24x24 - 256c	16x16 - 256c
256x256 - 16c	64x64 - 16c	48x48 - 16c	32x32 - 16c	24x24 - 16c	16x16 - 16c

The problem is: if you simply make the icon and save it in standard Windows® XP ICO format, the resulting file will be 400Kb on disk. The solution is to compress the images. Only the 256x256 images are compressed. The compression scheme used is PNG (Portable Network Graphic) because it has a good lossless ratio and supports alpha channel. The compressed icon sizes are 100Kb to 150Kb.

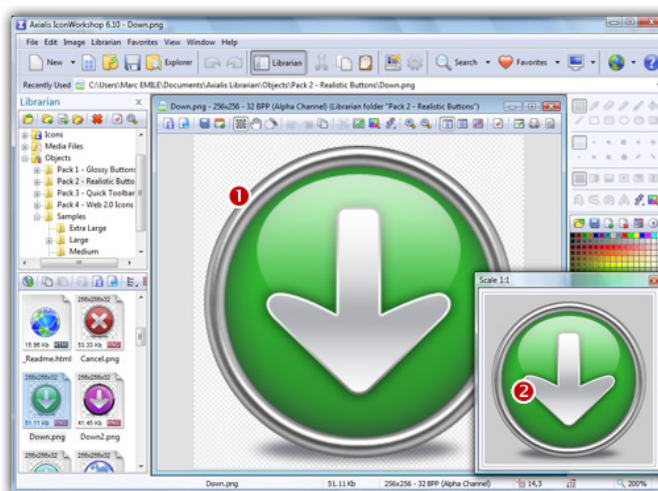
To get more information on Windows Vista™ Icons, we recommend you to read this topic: [Introducing Windows Vista™ Icons](#)

### Creating the Windows Vista™ Icon from an existing image

1. In this procedure, we'll use the following image file to create the Windows Vista™ icon: "Down.png" (located in Librarian: "Objects\Pack 2 - Realistic Buttons"). If you can't find the file, download the "Realistic Buttons" pack from Internet.

To get the best results possible, the source image must be 256x256 - RGB/A.

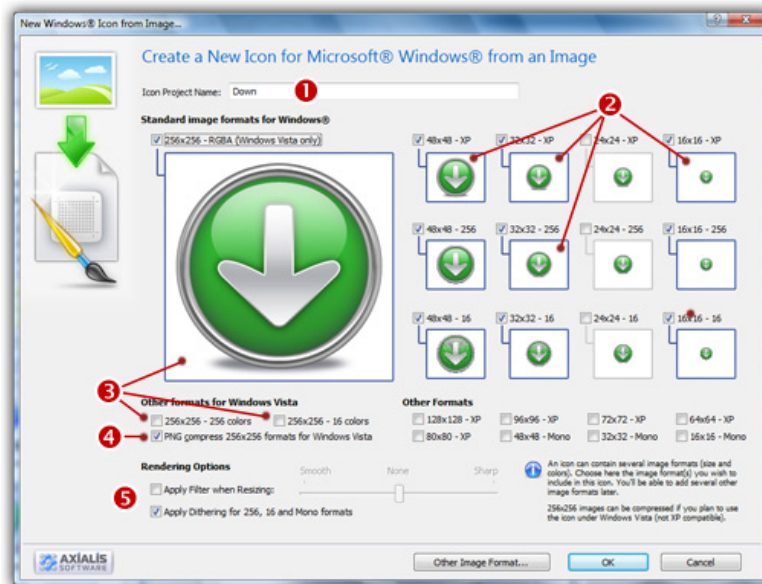
2. Open the Librarian window, go to the folder "Objects\Pack 2 - Realistic Buttons" and open the file "Down.png". It is loaded in an image document window, not an icon editor window, as shown below (1):



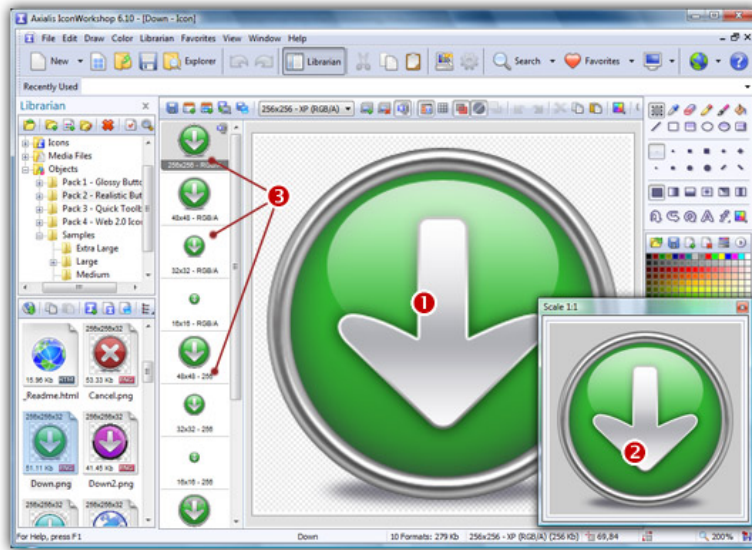
- If the scale-1:1 preview window is not in 256x256 mode, the preview image will be cropped. It is recommended that you switch to 256x256 preview mode if you want to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose "**256x256 Display**". The preview window now looks as shown above in floating mode (2).

Use the same method to return to the previous state: choose "**128x128 Display**", remove the "Floating Window" option and use the mouse to dock the window.

- Select the whole image. Choose **Edit/Select All** or press **Ctrl+A**. An animated selection rectangle is now drawn around the image.
- Choose **File/Create Windows® Icon From Selection** or press "I". A large dialog box opens. This dialog box will permit you to create all the image formats you want to include in your icon in one simple step:



- Type the **Name** of the new icon project (1). The root of the image file is proposed by default.
- Select the images formats to include in the icon (2) by clicking on the images. To create a Windows Vista™ icon, it is recommended that you follow the Windows Vista™ specifications as specified above. Don't forget to add the 256x256 vista formats in RGB/A (Windows® XP), 256 and 16 color modes (3).
- To create a fully-compliant Windows Vista™ icon, you'll need to compress the 256x256 formats in PNG. Select the associated option (4).
- You can also choose to apply the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (5). View the results in the preview images.
- When done, click **OK**. A new icon project is created in a document window:



11. The main window with the grid (1) is the edition area where you can retouch the icon. The gray chessboard-like texture behind the icon is the transparent portion of the icon (the alpha channel info has been preserved). The scale 1:1 preview is displayed in the associated window (2).
12. All the available formats are displayed in a list (3). You can select them to edit (1) or preview (2) them. See the application built-in help (press **F1**) to learn how to add/remove formats or work with this icon project.
13. The compressed format (only the 256x256 formats can be compressed) are marked with this overlay PNG compression image: . You can add/remove this option by choosing **Draw/Compressed Image Format (Windows Vista™)** or by pressing "**K**". You can also use the local toolbar or a right-click menu.
14. When done, save the icon by choosing **Edit/Save** or pressing **Ctrl+S**. The resulting icon size is 150Kb.

## How to Create Windows® XP Compliant Icons...

In this topic, we'll see how to create icons which deal with the new Windows® XP Style. We'll also see which image formats must be included in such icons in order to be compatible with all screen configurations (see [What is an Icon](#) for more info).

This topic is based on a Microsoft® article named "Creating Windows® XP Icons". [Click here](#) to read the original document.

### Introduction

Windows® XP introduces a new style in icon design (see image below). We recommend you to follow the guidelines described in this topic to create compliant icons.



The best way to proceed is to start creating large scale versions of your images in an external vector or bitmap drawing program, such as Macromedia® Freehand®, Adobe® Photoshop® or Jasc® Paint Shop Pro®. The next step will be to import them into IconWorkshop™ to create your icons.



The new Windows® XP icon style

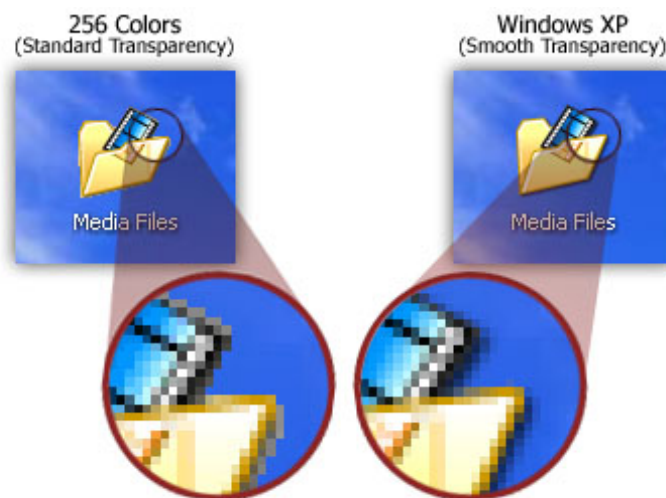
All these programs support the new Alpha Channel (a.k.a. 32 BPP Smooth Transparency) feature in images. This will help you to create beautiful icons with smooth edges.

## What about the new Windows® XP icon format?

This is not a new icon format at all. This is a new image format that you can find in new generation of icons. This new image format is called "Windows® XP format" in Axialis IconWorkshop™.

This image format contains a 24 bit image, providing 16,8 million colors to the image, plus an additional 8 bit image called the opacity image (a.k.a. Alpha Channel). As a result, the image color depth is 32 bits (i.e. you need 32 bits to define one pixel). The main advantage of this image format is that it permits to display a smooth transparency in icons. The resulting image is displayed with smooth contours on all backgrounds. It permits also to create dropped shadows behind icons. This interesting effect, which is recommended by Microsoft, is usually used in Windows® XP icons.

The following illustration shows the difference between a standard image format transparency (in 256 color formats for example) and the new Windows® XP smooth transparency:



Standard vs Windows XP Smooth transparency

## Windows® XP Icon Style Characteristics

To create a Windows® XP compliant icon, try to respect the following characteristics:

1. Color is rich and complementary to the Windows® XP look.
2. Angle and perspective provide a dynamic energy to the images.
3. Edges and corners of elements are soft and slightly rounded.
4. Light source is coming from the upper left-hand corner with additional ambient light illuminating other parts of the icon.
5. The use of gradients provides dimension and gives the icon a richer look.
6. A drop shadow provides contrast and dimension.
7. Outlines provide definition.
8. Everyday objects, such as computers and devices, have a more modern consumer look.

## Windows® XP Icon Color Depth and Size

To be compatible with all display cases and screen configurations, you must consider creating icons containing **various image formats** based on the following rules:

### IMAGE SIZES:

**16x16:** Displayed in taskbar, windows upper-left corner, detailed lists...

**24x24:** Displayed in Windows® 2000, Windows® XP menus (facultative)

**32x32:** Displayed in desktop, lists...

**48x48:** Displayed in Windows® XP explorer and system lists...

### IMAGE COLORS:

**Monochrome:** Displayed by Windows® if the screen is monochrome (rare, facultative)

**16 colors:** Displayed by Windows® if the screen is 16 or 256 colors (recommended)

**256 colors:** Displayed by Windows® if the screen is 16bits or True Colors (recommended)

**Windows® XP:** Displayed by Windows® XP if screen is True Color or more (recommended)



	● Recommended Formats		● Facultative Formats	
	16x16	24x24	32x32	48x48
Monochrome	●	●	●	●
16 Colors	●	●	●	●
256 Colors	●	●	●	●
Windows XP	●	●	●	●

Summary of standard icon image formats

If an image format is missing, Windows® displays the nearest existing image. It works but the result is generally distorted.

## Color Palette used in Windows® XP Icons

The following colors are generally used in Windows® XP icons:

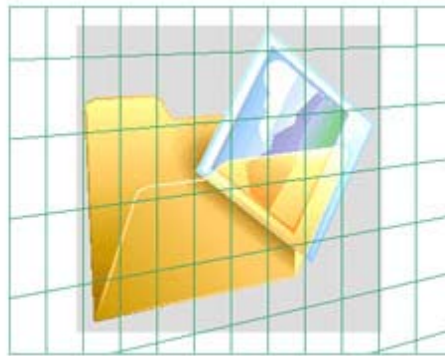
 R153 G102 B0	 R51 G51 B102	 R153 G153 B255
 R204 B153 B0	 R0 G51 B153	 R102 G102 B204
 R255 G204 B0	 R0 G102 B204	 R153 G153 B204
 R255 G255 B0	 R0 G131 B215	 R102 G102 B153
 R255 G255 B153	 R0 G153 B255	 R0 G102 B0
 R255 G219 B157	 R62 G154 B222	 R0 G153 B0
 R255 G204 B102	 R153 G204 B255	 R102 G204 B51
 R255 G153 B51	 R180 G226 B255	 R153 G255 B102
 R255 G121 B75	 R222 G255 B255	 R204 G255 B204
 R255 G51 B0	 R255 G204 B255	
 R153 G0 B0	 R204 G204 B255	

Colors used in Windows® XP Icons

We have created a file containing these color swatches. The file "**Windows® XP.axco**" is located in "Color Swatches" subfolder of the installation directory. For your information, this file format is **compatible with ACO color files** used by Adobe® Photoshop®.

## Perspective and Grouping Objects in Icons

This is the perspective grid that Windows® XP style icons use:



Windows® XP Icon Perspective

Not all objects work well at 16 × 16 at an angle. The following objects are usually shown in a straight-on manner:

- Document icons
- Icons that are symbols (such as warning or information icons)
- Icons that are single objects (such as the magnifying glass)



Straight-on icon examples  
(.Jpg Document, Search, and Favorites icons)



Overlapping examples  
(Add or Remove Programs, Print Pictures, Recent Documents)

Create overlapping secondary objects at an angle unless it makes more sense, due to readability and integrity, that they are rendered straight on. Consider also how your icons may be viewed as a set to help determine how to group objects.

## Drop Shadow

Windows® XP icons use a drop shadow to provide definition and added dimension.



The Drop Shadow Effect

Adding a drop shadow effect is very simple using IconWorkshop™. Once the object is created, choose **Draw/Adjustments Effects/Drop Shadow**. Don't forget to leave 2 or 3 free pixels in the right and bottom side of the object before applying the shadow.

## Outlines

When illustrating Windows® XP-style icons, add an outline to the image to provide definition and ensure that the image works well on different background colors.

## Transferring the Image to IconWorkshop™ to Create an Icon

1. Axialis IconWorkshop™ supports the native **Photoshop® PSD** image format **with Layers** and **PNG with transparency**. If you use Photoshop®, save your image to a PSD file. If you use Paint Shop Pro®, Freehand® or Corel Draw®, save it to PNG with transparency.
2. In Axialis IconWorkshop™, choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
  
or  
  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
  
or  
  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
3. The image file opens in a document window. If the image contains layers, you see them on the left side of the document window. You can **select one layer** by clicking on it. Its contents appears automatically in the main area. Now you can **create an icon** from this image (see Step 2 of topic **How to Create an Icon from an Image File**).

## How to Use IconWorkshop™ with Adobe Photoshop®

If you use Adobe® Photoshop® to create and retouching your images, here is how to proceed to work with Axialis IconWorkshop™:

### Transferring an Image from Photoshop® to Axialis IconWorkshop™ to Create an Icon

1. Axialis IconWorkshop™ supports the native **Photoshop® PSD** image format **with Layers**. In Photoshop save your image to a PSD file.
2. In IconWorkshop™, choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).
 

or

Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.

or

In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
3. The image file opens in a document window. If the image contains layers, you see them on the left side of the document window. You can **select one layer** by clicking on it. Its contents appears automatically in the main area. Now you can **create an icon** from this image (see Step 2 of topic Create an Icon from an Image File).

### Creating Icons using Photoshop® Templates

Templates permit you to use the powerful tools of Adobe Photoshop® to draw your icon in different formats, then transfer the work to IconWorkshop. Axialis IconWorkshop™ creates the icon automatically in one step.

### Transferring an Icon Image from IconWorkshop™ to Photoshop®

1. Open an icon in IconWorkshop™. Select the desired image format by clicking on it. It appears in the editor window.
2. Choose **Draw/Save Image as Bitmap**. A dialog box opens. Choose to **Preserve Transparency Information** (this will permit you to keep transparent areas in your PSD image file). When done, click **OK**.
3. A standard **Save Image As** dialog box opens. In the **Save as Type** list, select "Adobe Photoshop (PSD)". Choose a **destination folder** and type a **new filename**. When done, click **OK**. The file has been created.
4. In Photoshop®, open the newly created file. It opens, containing one layer with transparency. Now you can retouch it or use it as necessary.

## Install the Photoshop-to-IconWorkshop™ transfer plug-in

Before using the plug-in as detailed in next topic, you need to install it on your computer. The plug-in can be easily installed from within Axialis IconWorkshop™ in one fast and simple operation.

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If you've already installed the Photoshop® plug-in with a version of IconWorkshop prior to 6.10, you must install it again by following the procedure below. A new export plug-in will be installed in addition to the filter plug-in. The export plug-in will be used with Photoshop® Templates

---

1. Before installing the plug-in we recommend you to close the Photoshop® application (if it is actually opened in background). Choose **File/Install Photoshop® Plug-in...**
2. The dialog box **Install the Photoshop to IconWorkshop™ Transfer Plug-in** opens (see below). In the **Location** edit zone (1), specify the Photoshop plug-in folder. If you don't know the exact folder path, click the browse button (2) to choose the folder in a list.



3. If you want to **create a subfolder "Axialis"** to install the plug-in module (recommended to organize your folder properly), activate the option **"Install in a subfolder Axialis"** (3). Note that creating a subfolder may fail with some compatible applications.
4. Click **OK**. When done, a message informs you that the plug-in has been installed.
5. Now you can start your Photoshop® application. The plug-in is visible in **Filter/Axialis/Transfer To IconWorkshop™** and **File/Export/Export to Axialis IconWorkshop™** menus. Read this for more info on how to use the plug-in filter.

## Transferring an Image from Photoshop® to IconWorkshop™ using the plug-in

1. First of all, **launch Photoshop®** and open or create an image file. You don't need to launch Axialis IconWorkshop™ before using the plug-in. It will be automatically launched by the plug-in if necessary.
2. **Select the layer and the portion of the image** you want to transfer to Axialis IconWorkshop™ (1). If you don't create a selection area, the whole layer image will be transferred. Only rectangular selections are supported for transfer.



### 3a. Export the image in the Current Layer only :

Use this command if you want to transfer the image in the current layer only. The images in the other layers will be ignored. If you want to export a flatten image, choose the command in step 3b.

Choose the **Filter/Axialis/Transfer to Axialis IconWorkshop™...** command in the Photoshop menu.

### 3a. Export the flatten image (all layers merged):

Use this command if you want to transfer the image as displayed. The images in all layers will be merged during the export (the layers will be kept in Photoshop).

Choose the **File/Export/Export to Axialis IconWorkshop™...** command in the Photoshop menu.

4. Axialis IconWorkshop™ is automatically launched (or activated if running in background) and the dialog box **Install the Photoshop® to IconWorkshop™ Transfer Plug-in** opens (see below).

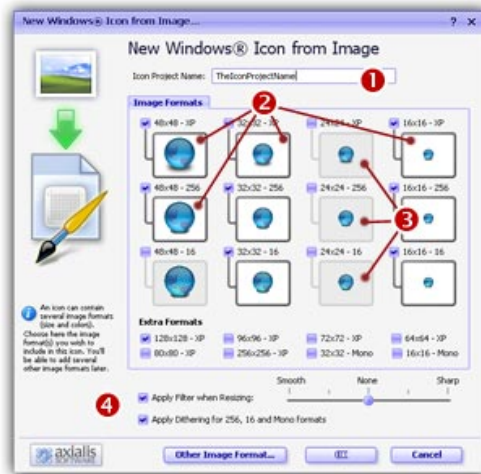


3. The image is about to be transferred in Axialis IconWorkshop™. You can choose one of the following operations: **Create a New Icon using this Image (1)**: You create a new icon with several formats based on the image (see step 4); **Create a New Image Document (2)**: IconWorkshop™ opens a new document containing the image. You'll be able to perform various operations on the image (resize, crop, save...) and even create a new icon from a portion of it; **Paste the Image in the Current Icon Document (3)**: This option is enabled only if an icon document is already opened in IconWorkshop™. It pastes the image in the current editor area (just like the Clipboard paste operation).
4. If you choose the first option (**Create a New Icon using this Image**), the following dialog box opens (see below). As Axialis IconWorkshop™ support creation of both Windows® and

Macintosh® icons, you're prompted to choose the format. Select option ❶ for Windows® or option ❷ for Macintosh®.



5. By choosing Windows®, the following dialog box opens (a similar dialog opens if you choose Macintosh®)



6. In the **Name** group (❶), enter the icon project name. Do not specify any extension.
7. In the **Image Formats** group, **select** the image formats you wish to add in the icon (❷) and **unselect** the unwanted images (❸). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
8. You can also apply or not the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (try ❹ and see the results in the preview images).
9. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
10. When done, click **OK**. The icon is automatically created with the various image formats you've selected.



## How to Use IconWorkshop™ with Paint Shop Pro®

If you use Corel® Paint Shop Pro® to create and retouching your images, here is how to proceed to work with Axialis IconWorkshop™:

### Transferring an Image from Paint Shop Pro® to IconWorkshop™® to Create an Icon

1. Axialis IconWorkshop™ supports the PNG image format **with Transparency**. In Paint Shop Pro, save your image to a PNG file.
2. In IconWorkshop™, choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
 or  
 Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
 or  
 In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
3. The image file opens in a document window. Its contents appears automatically in the main area. If the image contains transparency, it has been kept (see the chessboard texture). Now you can **create an icon** from this image (see Step 2 of topic **Create an Icon from an Image File**).

### Transferring an Icon Image from IconWorkshop™® to Paint Shop Pro®

1. Open an icon in IconWorkshop™. Select the desired image format by clicking on it. It appears in the editor window.
2. Choose **Draw/Save Image as Bitmap**. A dialog box opens. Choose to **Preserve Transparency Information** (this will permit you to keep transparent areas in your PSD image file). When done, click **OK**.
3. A standard **Save Image As** dialog box opens. In the **Save as Type** list, select "Portable Network Graphic (PNG)". Choose a **destination folder** and type a **new filename**. When done, click **OK**. The file has been created.
4. In Paint Shop Pro®, open the newly created file. It opens, containing the image with transparency. Now you can retouch it or use it as necessary.

## How to use IconWorkshop™ with Freehand®

If you use Macromedia® Freehand® to create your images, here is how to proceed to work with Axialis IconWorkshop™:

## Transferring an Image from Freehand® to IconWorkshop™® to Create an Icon

1. Axialis IconWorkshop™ supports the **PNG** (Portable Network Graphic) image format **with Transparency**. In Freehand®, save your image to a PNG file.
2. In IconWorkshop™, choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
  
or  
  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
  
or  
  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
3. The image file opens in a document window. Its contents appears automatically in the main area. If the image contains transparency, it has been kept (see the checkboard texture). Now you can **create an icon** from this image (see Step 2 of topic **Create an Icon from an Image File**).

## How to use Stuffit Expander™ to read Macintosh® Icons

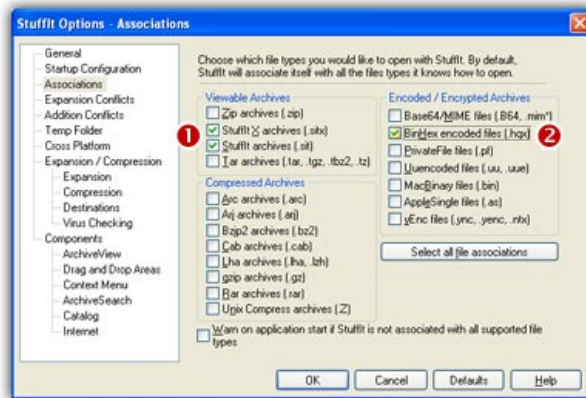
Most of the websites which propose Macintosh® icons to download, provide them in **archives using SIT/HQX** packed file format. This file format is widely used by Macintosh® users.


To uncompress these archive files under Windows, you need a specific tool: **Stuffit Expander™ for Windows®**. Click to visit Stuffit website and download the software. This how-to procedure has been designed for **version 9.0** of Stuffit Expander.

You can either purchase the full version which is required to compress files and create SIT archives or download the **"Stuffit Standard Free Trial"**. They both contain the **Stuffit Expander** portion which is free and permit to extract files from SIT archives.

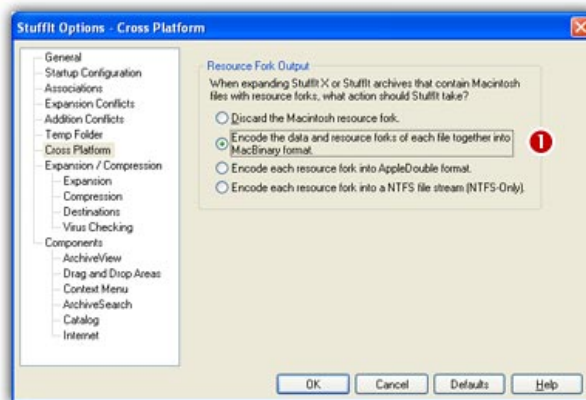
### Installing and Configuring Stuffit Expander™ for Windows®

1. Download the Stuffit Expander program from this page:  
<http://www.stuffit.com/win/expander/index.html>. Click the **"Download NOW"** button. Launch the installation program you've downloaded. Follow the procedure as usual.
2. Once installed, start the program: **Start/Programs/Stuffit/Stuffit Tools/Expander**. The Stuffit Expander main window opens.
3. In the main menu, choose **Edit/Application Options**. A dialog box opens, select the **Associations** tab. Select at least **"Stuffit Archives"** (🔴) and **"BinHex Encoded Files"** (🔴). If you don't want to associate the other archive types to Stuffit (ZIP, ARC, ARJ, RAR...), unselect them.



 We recommend you to remove the association with MacBinary (BIN) files because IconWorkshop™ supports this type directly.

4. When done, select the **Cross Platform** tab:



5. Select the option **"Encode the data and resource forks of each file together into MacBinary format"** (1). It means that the files will be extracted as MacBinary which is a format fully supported by IconWorkshop™. For more information on MacBinary format, see this topic.

6. When done, click **OK**. The program is now installed and properly configured.

## Uncompressing a SIT/HQX Archive File

1. Open **Windows® Explorer** and browse to the folder in which you saved the archive file.
2. **Double-click** on the archive file. The StuffIt program starts and **automatically uncompress** the archive contents into a **subfolder**.
3. Now you can browse the newly created subfolder to see the Macintosh® icons. We recommend you to use IconWorkshop™ built-in explorer (Ctrl+E) to browse it and see the Macintosh® icons in preview thumbnail.

## Uncompressing Macintosh® icons packed in a ZIP file

More and more website now propose to download Macintosh® icons in ZIP archives. You can simply extract them with any ZIP unpacker (Stuffit support this format too). The unpacked files will be read without problems by IconWorkshop™.

## How to Convert a Macintosh® Icon to Windows®

In this topic, we'll see how to create Windows® Icons from Apple® Macintosh® Icons.

### What's the difference between Windows® and Macintosh® icons?

Microsoft Windows® and Apple Macintosh® icons are very similar. They both have several image formats embedded in the same icon. But the file format is totally different. You cannot use Macintosh® icons under Windows® because the file format is not compatible. You must convert them to Windows® ICO file format (with Axialis IconWorkshop™ of course!).

All kinds of formats can be included in a Windows® ICO file (you can even create non-square icons). With Macintosh® icon files this is not possible. Only some strictly-defined image formats can be included.

Axialis IconWorkshop™ supports the following Macintosh® icon files: **ICNS**, **RSC** and **BIN**. Icons from system 7.5, 8.5, 9.x and 10.X are supported. You can easily open them into the Icon Editor and save them as Windows® ICO format. During this operation, we recommend you to remove special Macintosh® formats which are useless under Windows®.

To learn more about Windows® and Macintosh® icon file formats, read this topic: [Macintosh® vs Windows® icons](#)

### Which image formats are included in Macintosh® icons?

Here is the list of image formats you can find in Macintosh® Icons:

- **Tiger** (256x256) - 32 bits (alpha channel)
- **Thumbnail** (128x128) - 32 bits (alpha channel)
- **Huge** (48x48) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Large** (32x32) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Small** (16x16) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Mini** (16x12) - 256 colors, 16 colors, mono

The new OS-X icons can contain very large image formats (128x128, 256x256 - 32 bits). Those formats are also supported. Although those image sizes are not actually used in Windows®, it's a good idea to start from hi-res sizes to create a new Windows® icon.

Here is a summary of image formats you can find in Macintosh® Icons:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Windows® standard icon image formats

(\*) PNG compressed Windows Vista™

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input checked="" type="radio"/> ***	<input checked="" type="radio"/> **	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

Macintosh® OS standard icon image formats

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5
 Recommended   
 Optional   
 Not Available

## Convert the icon to Windows®, keeping all Macintosh® formats

This is the simplest way to proceed. However, some Macintosh® specific image formats may be useless.

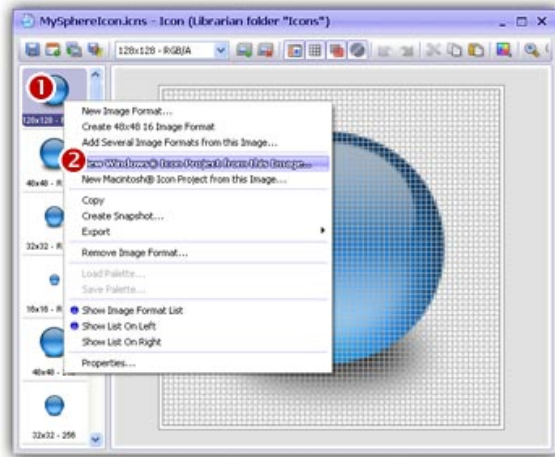
1. Open the Macintosh® icon. Choose **File/Open...** The icon is opened in a document window.
  2. Choose **File/Save As**, select **Windows® (ICO)** as file type and specify a new name.
- or
2. Choose **File/Save As Windows® Icon...** (Ctrl+Alt+S) and specify a new name.
- or
2. Click the following button on the toolbar and choose a new name for this icon.



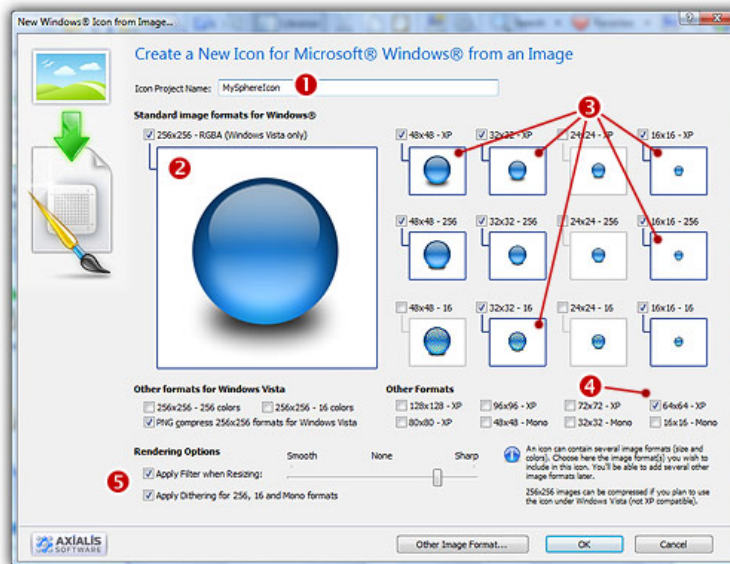
## Creating a Windows® icon from a Macintosh® icon

This operation is not a conversion, it's a creation of a new icon. It will not preserve all the existing formats. It will create a new icon based on the largest and most coloured image included in the original Macintosh® icon (usually 128x128 or 48x48 with alpha channel).

1. Open the Macintosh® icon. Choose **File/Open...**
2. When the icon is opened, select the largest and the "most coloured" image format in the list (best with 128x128 or 48x48 with alpha channel).
3. Right-click on the selected image format in the list (1), a menu opens. Select **"New Windows® Icon Project from this Image..."** (2).



4. A large dialog box opens. In the **Name** group (1), enter the icon project name. Do not specify any extension.



5. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2 3 4).
6. You can also add extra formats (128x128 or 256x256 may be used in future versions of Windows®). When done, click **OK**. The new Icon Project document window is created with all formats embedded.
7. Save your icon to Windows® format. choose **File/Save** and choose a new name (.ICO) for this icon.

## Where to find Macintosh® icons?

Many websites offer various Macintosh® icons package for download. Try to search using Google or Yahoo for the following terms:

- "Mac icons"

. "Macintosh icons"

## How to unpack Macintosh® icon archives?

Most of these websites propose to download icons in **archives using SIT/HQX** packed file format. This file format is widely used by Macintosh® users. To unpack these archive files under Windows®, you need a specific tool: **StuffIt Expander™ for Windows®**. Click here to visit StuffIt website.

To know how to use StuffIt Expander™ to unpack Macintosh® icons under Windows®, see the following topic: [How to Use StuffIt Expander® to Read Macintosh® Icons](#)

### **IMPORTANT NOTICE**

**Converting a Macintosh® icon to Windows® format does NOT change Copyright or Intellectual Property of an icon. The image/icon is property of its author and still property of this author after a conversion.**

**As a result, do NOT redistribute converted icons without permission of the author. Also, some Macintosh® authors do not wish that you convert/use their icons under Windows®. In such a case, please respect author wish and do not convert its icons, even for your personal use.**

## How to convert a Windows® Icon to Macintosh®

In this topic, we'll see how to create Macintosh® Icons from Windows® Icons.

### What's the difference between Windows® and Macintosh® icons?

Microsoft Windows® and Apple Macintosh® icons are very similar. They both have several image formats embedded in the same icon. But the file format is totally different. You cannot use Windows® icons under Macintosh® because the file format is not compatible. You must convert them to Macintosh® ICO file format (with IconWorkshop™ of course!).

All kinds of formats can be included in a Windows® ICO file (you can even create non-square icons). With Macintosh® icon files this is not possible. Only some strictly-defined image formats can be included. As a result, some image formats cannot be converted to Macintosh® icon.

Axialis IconWorkshop™ supports the following Macintosh® icon files creation: **ICNS**, **RSC** and **BIN**. Icons from system 7.5, 8.5, 9.x and 10.X are supported. You can easily open Windows® icons into the Icon Editor and save them as Macintosh® format. During the conversion, formats which are not supported under Macintosh® will be removed.

To learn more about Windows® and Macintosh® icon file formats, read this topic: [Macintosh® vs Windows® icons](#)

## Which image formats are included in Macintosh® icons?

Here is the list of image formats you can find in Macintosh® Icons:

- **Tiger** (256x256) - 32 bits (alpha channel)
- **Thumbnail** (128x128) - 32 bits (alpha channel)
- **Huge** (48x48) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Large** (32x32) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Small** (16x16) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Mini** (12x16) - 256 colors, 16 colors

The new OS-X icons can contain very large image formats (128x128, 256x256 - 32 bits). Those formats are also supported. Although those image sizes are not actually used in Windows, it's a good idea to start from hi-res sizes to create a new Windows® icon.

Here is a summary of image formats you can find in Macintosh® Icons:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	○	● *	○	●	●	●	●	●
256 Colors	○	○	○	○	●	●	●	●
16 Colors	○	○	○	○	●	●	●	●
Mono	○	○	○	○	○	○	○	○

**Windows® standard icon image formats** (\*) PNG compressed Windows Vista™

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	○	●	○	○

**Macintosh® OS standard icon image formats** (\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   
 ○ Optional   
 ○ Not Available

**?** Some image formats are unavailable in Macintosh® icon specifications. Therefore IconWorkshop™ won't event permit you to create them. If you try to save or convert a Windows® icon to Macintosh®, some format will be removed. Note that all image formats can be created in Windows® icons, even custom formats not listed above.

## Convert the icon to Macintosh®, keeping all Macintosh® compatible image formats

This is the simplest way to proceed. However, some Windows® specific image formats may not be converted.

1. Open the Windows® icon. Choose **File/Open...** The icon is opened in a document window.
2. Choose **File/Save As**, select **Macintosh® (ICNS, RSC or BIN)** as file type and specify a new name.



or

2. Choose File/Save As Macintosh® Icon... (Ctrl+Alt+S) and specify a new name.

or

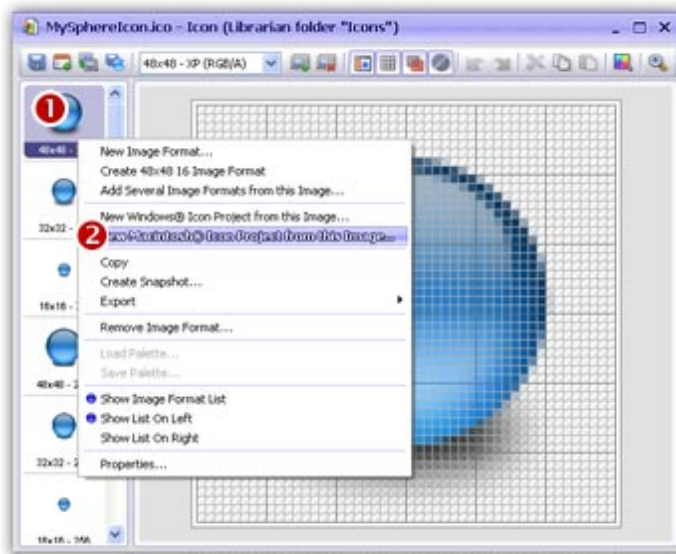
2. Click the following button on the toolbar and choose a new name for this icon.



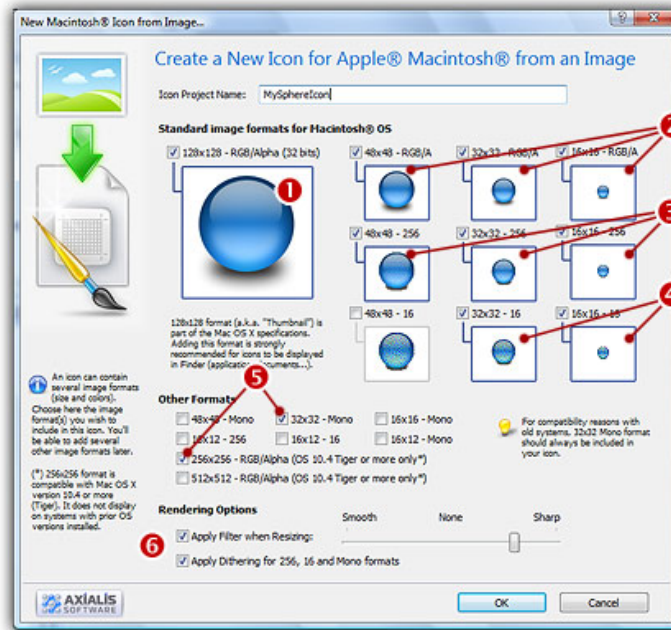
## Creating a Macintosh® icon from a Windows® icon

This operation is not a conversion, it's a creation of a new icon. It will not preserve all the existing formats. It will create a new icon based on the largest and most coloured image included in the original Windows® icon (usually 256x256 or 48x48 with alpha channel).

1. Open the Windows® icon. Choose **File/Open...**
2. When the icon is opened, select the largest and the "most coloured" image format in the list (best with 256x256 or 48x48 with alpha channel).
3. Right-click on the selected image format in the list (1), a menu opens. Select **"New Macintosh® Icon Project from this Image..."** (2).



4. A large dialog box opens. In the **Name** group, enter the icon project name. Do not specify any extension.



5. In the **Image Formats** group, **select** the image formats you wish to add in the icon (1 2 3 4).
6. You can also add other formats (256x256 to be used in Tiger). When done, click **OK**. The new Icon Project document window is created with all formats embedded.
7. Save your icon to Macintosh® format. choose **File/Save** and choose a new name for this icon.

## How to transfer an icon to a Macintosh® computer

With Axialis IconWorkshop™ you're able to create Macintosh® icons. To use them under Macintosh® OS, you need to transfer the files using a LAN (local area network)

### What file format should I use to transfer an icon?

Under Macintosh® files are stored in 2 parts called "Forks". A fork can be empty but at least one must contain data. The two forks cannot be empty.

- **The Data Fork** - This is the file itself, its contents. For example, in a text document, this the text.
- **The Resource Fork** - This is the part that is used by Macintosh® OS to display the file in the Finder or the Desktop. Usually the resource fork contains an icon.

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**[?] When you simply transfer a file between Windows® and Macintosh®, the resource fork is lost. To transfer the 2 forks you need to use the MacBinary format.**

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To transfer an icon to Macintosh® you can either convert it to ICNS, RSC or MacBinary:

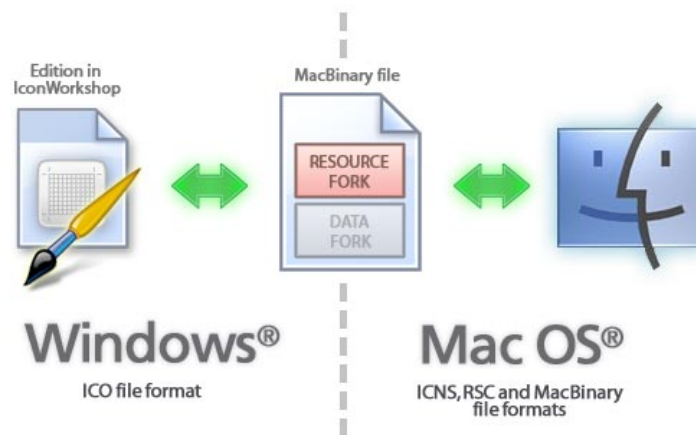
- **ICNS** - This is the standard Macintosh® icon file format. Only one icon (with several formats) can be saved in this format. This format is the most commonly used.
- **RSC or RSRC** - This is the Macintosh® resource file format. It is used mainly by developers. This format can contain several icons. IconWorkshop™ support reading of RSC files with several icons but can write only RSC files with one icon.
- **MacBinary** - This format permits to easily transfer files between Macintosh® and Windows®. For more information on this format, visit this website: <http://en.wikipedia.org/wiki/MacBinary> 🌐

We strongly recommend to use this file format to transfer your icons to Macintosh® because it is compatible with Macintosh® file system which separate each file in two parts called "forks": The data fork and the resource fork. The data fork contains the data included in the file (a text file for example). The resource fork contains the image or icon which permits to display it on screen. See below for more information on transfer from Windows® to Macintosh®.

## Transfer an icon between Windows® OS and Macintosh® OS using MacBinary

To transfer an icon between Windows® and Macintosh®, the easiest method is to use the MacBinary format. This format permits to generate an icon compatible with the Macintosh® OS forks. Once transferred, the icon will be automatically displayed in the Macintosh® Finder and on the Desktop.

The MacBinary format permits to merge the 2 forks in one file handy for transfer, mail attachment or Web publishing. When IconWorkshop™ saves an icon in MacBinary format, it writes the icon in the resource fork. The data fork is left empty. As a result, as soon as you receive or see the file in Macintosh®, the icon appears automatically. Then, you can handle it using the standard Finder/MacOS user interface.




Use of MacBinary format to transfer an icon between Macintosh® OS and Windows® OS

In the following procedures, we'll use the MacBinary format to transfer an icon from Windows® to Macintosh®.

## Transfer an icon to Macintosh® OS using a LAN

Before proceeding, be sure the Macintosh® and the Windows® computer are properly connected to the same LAN. The procedure below was done on Macintosh® OS 10.4 (Tiger).

### On the Macintosh® computer

1. Click  and select **System Preferences**. A window opens. In **Internet & Network** group, select **Sharing**. The following window opens:



2. Select the **Service** tab (1), in the list select **Windows® Sharing** service (2).
3. If necessary, select the user accounts you want to activate (3).

### On the Windows® computer

4. Double-click in the icon **My Network Places** (1). A window opens. In **Local Network** group (2), open the folder which is related to your Macintosh® computer. Browse the folders and locate a target directory (3).



5. In IconWorkshop™, save your Macintosh® icon as MacBinary in the folder that you have located above.

#### On the Macintosh® computer

6. Launch the Finder and browse the folder where you have saved the BIN file.



7. Use mouse Drag & Drop to copy or move the file on the Desktop (1). Double click on the BIN file (2), StuffIt Expander® is launched and the icon file is automatically created as resource fork on the Desktop (3). Now you can use freely as a standard Macintosh® icon.

## How to batch convert icons between Macintosh® and Windows®

Using IconWorkshop™ you can **Convert Several Icon from Macintosh® to Windows® and vice-versa** in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

To get more info about Macintosh® to Windows® icon conversion see [How to Convert a Macintosh® Icon to a Windows® Icon](#) topic. In this topic we'll focus on how to convert several icons in one operation.

### Select the icons you wish to convert

1. Open a new Axialis Explorer window. Choose **File/New/File Explorer...**

2. When the window is opened, select the folder which contains the Macintosh® icons using the tree in the left pane.
3. When done, the Macintosh® icons appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

## Convert the icons From Macintosh® to Windows®

4. Choose Explorer/Batch Convert Macintosh® Icons To Windows®(ICO) or Ctrl+Shift+W
5. A dialog box opens. You can choose to convert **all the formats** or only a **selection** of them. When done, click **OK**.
6. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

The created icons have the same filenames as the original icon with ICO appended. A smart system has been added to index the files if necessary to avoid overwriting.

### **IMPORTANT NOTICE**

Converting a Macintosh® icon to Windows® format does NOT change Copyright or Intellectual Property of an icon. The image/icon is property of its author and still property of this author after a conversion.

As a result, do NOT redistribute converted icons without permission of the author. Also, some Macintosh® authors do not wish that you convert/use their icons under Windows®. In such a case, please respect author wish and do not convert its icons, even for your personal use.

## Convert the icons From Windows® to Macintosh®

4. Choose Explorer/Batch Convert Windows® Icons To Macintosh® (ICNS, RSC, BIN) or Ctrl+Shift+M
5. A dialog box opens. First select the Macintosh® file format you wish to create. 3 formats are available for Macintosh® icons (see this topic to learn more about the file formats).
6. You can choose to convert **all the formats** or only a **selection** of them. When done, click **OK**.
7. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

The created icons have the same filenames as the original icon with ICNS, RSC or BIN appended. A smart system has been added to index the files if necessary to avoid overwriting.

## How to Batch Create Icons From Images, Cursors

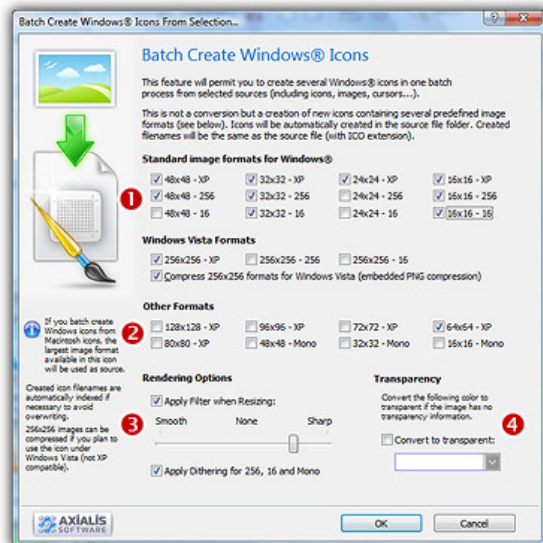
Using this feature you can **Create Several Icons (Macintosh® or Windows®)** from images, existing icons or cursors in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source images, icons or cursors

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create Windows® icons

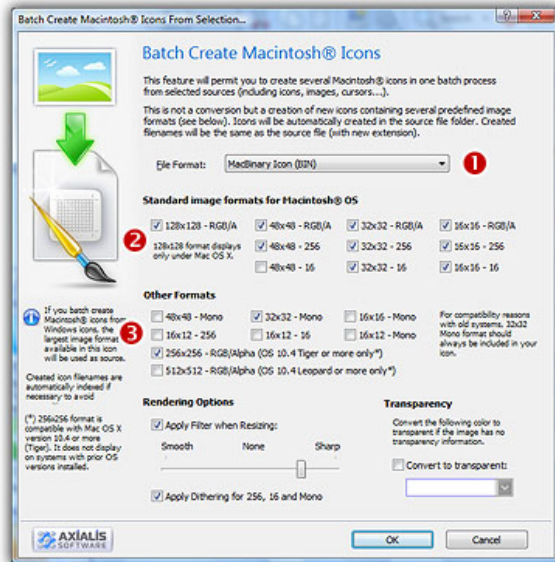
4. Choose Explorer/Batch Create Windows® Icons from Selection or Ctrl+Shift+C.
5. A dialog box opens. In "**Standard Image Formats**" (❶) and "**Extra Image Formats**" (❷) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group (❸), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group (❹), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Windows® icons are added to the folder contents.

## Batch create Macintosh® icons

4. Choose Explorer/Batch Create Macintosh® Icons from Selection or Ctrl+Shift+D.
5. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (1 there are 3 formats supported by IconWorkshop™ – see this topic to learn more).
6. In groups "Standard Image Formats" (2) and "Extra Image Formats" (3) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group, you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group, an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed.

---

The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

---

## How to Batch Create PNG images with Transparency from Icons...

Creating PNG images from icons can be very useful. For example, [PNG with transparency](#) is the standard icon format for Linux® KDE® Desktop Environment. Also some useful "Dock" applications



have been ported to Windows® (clones of Macintosh® OS-X Dock toolbar). Most of these applications also are using 128x128 PNG with transparency as icons. See [MobyDock](#) and [Y'z Dock](#) websites for more info).

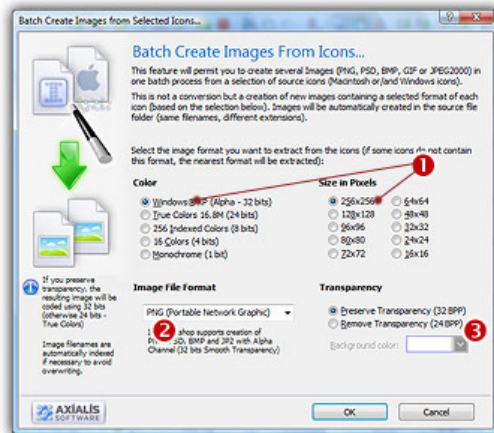
You can either create one PNG image from one icon (see topic [How to Create a PNG, BMP or PSD Image with Transparency](#)) or several images from icons in one operation. This is what we call a Batch procedure:

## Select the Source Icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert to images. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

## Create the Images

4. Choose Explorer/Batch Create Images from Icons or Ctrl+Shift+V.
5. The dialog box **Batch Create Images From Icons** opens (see below). In the **Icon Format to Extract** group (❶), choose the image format you wish to extract from the icons. You can choose only one image format. If this exact format does not exist in an icon, the nearest format is chosen.



5. In the **Image File Format** group (❷), select the file format you wish to use for the images to create.
6. In the **Transparency** group (❸), choose if you wish to create transparent or opaque images. If you choose to preserve transparency, the images will be automatically converted to 32BPP with alpha channel (even if the chosen icon format is 256 or less colors). If you choose to remove transparency, the images will be generated using 24BPP (no alpha channel). In such a case, you must specify a background color (to fill the transparent areas with this color).

7. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Images are added to the folder contents.

---

The created images have the **same filename as the original document with .PNG, .PSD or .BMP appended**. A smart system has been added to index the files if necessary to avoid overwriting. If this exact chosen format does not exist in an icon, the nearest format is chosen for extraction.

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## How to Change the User Interface of IconWorkshop

All of our softwares have a specific "Axialis" interface. Since the release of Microsoft® Windows® XP we decided to implement a feature that permits you to choose between Axialis and Microsoft Standard interface. You can also change various settings to customize your interface.

### To switch to Standard Windows® Interface

1. Choose **Edit/Preferences** or press **F2**. A dialog box opens.
2. Select the User Interface tab. In the User Interface Type group, select the Windows® Standard User Interface option (see the preview image).
3. When done, Click **OK**. The interface switches back to Windows® classic (or the active XP theme).

### To switch to Axialis Interface

1. Choose **Edit/Preferences** or press **F2**. A dialog box opens.
2. Select the User Interface tab. In the User Interface Type group, select the Axialis Software User Interface option (see the preview image).
3. When done, Click **OK**. The interface switches back to Axialis model.

### To Change the Color of the Axialis Interface

1. Choose **Edit/Preferences** or press **F2**. A dialog box opens.
2. Select the User Interface tab. In the User Interface Type group, select the Axialis Software User Interface option (see the preview image).
3. In the **Color** list below, select the desired color.
4. When done, Click **OK**. The Axialis interface color changes.

## To Change the Colors of the Full Screen and Documents Backgrounds

1. Choose **Edit/Preferences** or press **F2**. A dialog box opens.
2. Select the **User Interface** tab. In the **User Interface Type** group, select the **Axialis Software User Interface** option (see the preview image).
3. In the **Background Colors** group, select the desired colors.
4. When done, Click **OK**.

## To Customize the Main Toolbar Buttons

1. Right-click the main toolbar and choose **Customize Buttons** or press **Ctrl+F9**. A dialog box opens.
2. You can remove, add or move buttons using this standard Windows® dialog box.
3. When done, Click **OK**.

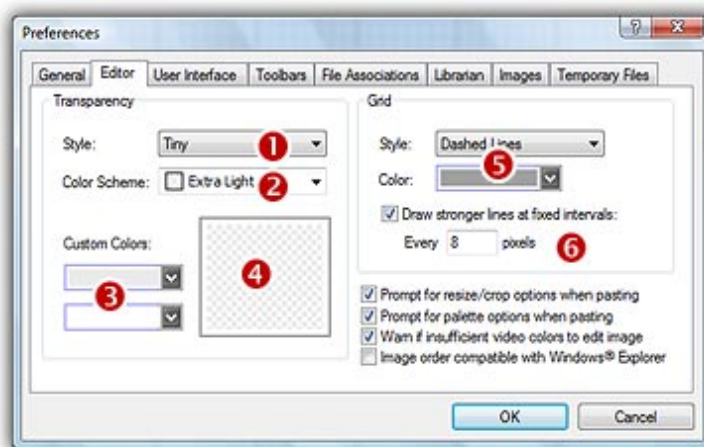
## To Customize the Main Toolbar Aspect

1. Choose **Edit/Preferences** or press **F2**. A dialog box opens.
2. Select the **Toolbars** tab. In the **Main Toolbar** group, you can change various settings.
3. When done, Click **OK**.

# How to Change the Editor Drawing Area Aspect

## To Change the Chessboard Texture of the Transparent Areas

1. Choose **Edit/Preferences** or press "**F2**". A dialog box opens, choose the **Editor** tab:



2. You can modify the size of the **Transparency** chessboard squares (1). Then, to change the colors of the texture you can either select a predefined scheme (2) or choose custom colors (3). You can see the changes in the preview area (4).
3. When done, click **OK**.

## To Change the Grid Aspect

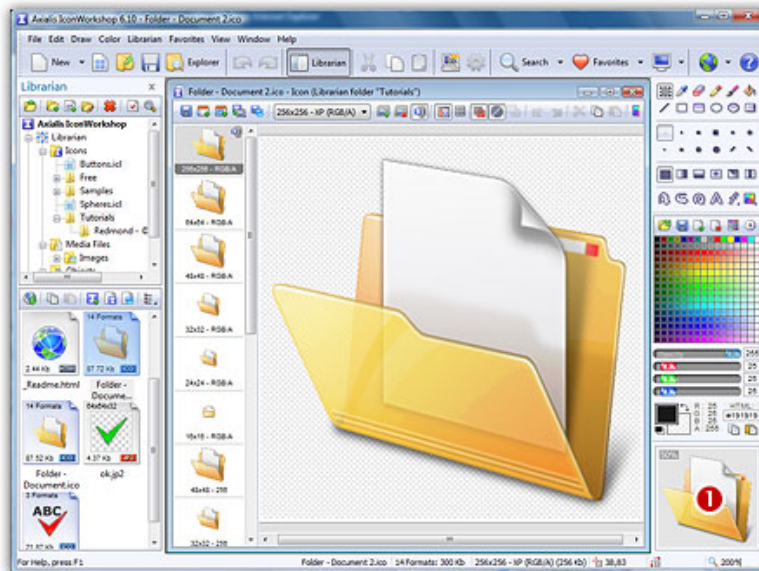
1. Choose **Edit/Preferences** or press "**F2**". A dialog box opens, choose the **Editor** tab (see above picture).
2. Change the **Grid** aspect in the related group (5). To finish, you can activate or deactivate a feature which permits to draw stronger (darker) lines at fixed intervals. By default this interval is 8 (6).
3. When done, click **OK**.

## How to change the Scale 1:1 window size

If you create **Windows Vista™** or **Macintosh® OS X 10.4 Tiger®** icons, you need to work with **256x256 images**. Also, all the image objects provided by Axialis have a native 256x256 resolution. In order to get the best results possible, you must frequently preview the artwork at scale 1:1 in the associated window in Axialis IconWorkshop™.

In previous versions of Axialis IconWorkshop™, the **Scale 1:1 window** was fixed to 128x128 for a better integration in the application interface. Now the preview window can be resized to display 256x256 images at scale 1:1. Some features has been implemented to deal with this new size in order to have limited impact on the user experience.

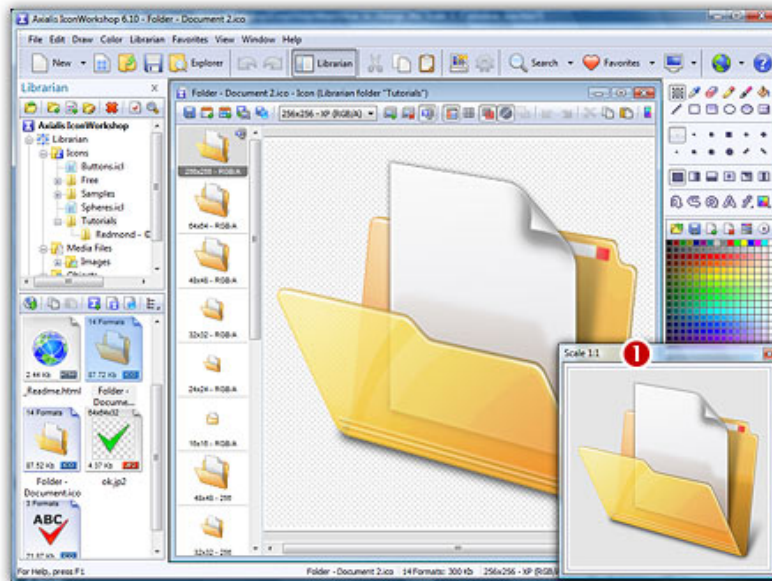
By default, the **Scale 1:1** window's size is 128x128 (1):



In this topic, we'll see how to switch the window size to 256x256 and vice-versa. Also, we'll see how to change the ability of the window to be docked to the interface.

## Switch the Preview 1:1 window to 256x256

1. If the **Preview 1:1** window is not visible, choose **View/Preview 1:1** or press **Alt+F10**.
2. Using the mouse, **right-click** in the Scale 1:1 window, a local menu opens.
3. Choose **256x256 Display**. The Scale 1:1 window is automatically resized to 256x256 and becomes a **floating window** (📏):



When the window is in **floating mode**, it can be placed anywhere over the user interface without docking. It is set in this mode to avoid the annoying side effect of docking a 256x256 window: The side-bars are so stretched that it creates a lot of **wasted spaces** in the interface. For that reason, we recommend you to keep the Scale 1:1 window in floating mode. To revert this mode to docking mode, see below "Switch between docking and floating mode".

## Switch the Preview 1:1 window to 128x128

1. If the **Preview 1:1** window is not visible, choose **View/Preview 1:1** or press **Alt+F10**.
2. Using the mouse, **right-click** in the Scale 1:1 window, a local menu opens.
3. Choose **128x128 Display**. The Scale 1:1 window is automatically resized to 128x128.

Note that the window state does not switch back to docking mode. If you want to dock the window you need to manually switch the mode. See "Switch between docking and floating mode".

## Switch between docking and floating mode

1. Using the mouse, **right-click** in the Scale 1:1 window, a local menu opens.
2. Choose Floating Window (no docking).

**If the window was docked:** It is changed into a floating window (a frame and a title bar appear). It can be placed anywhere over the user interface without docking.

**If the window was floating:** Nothing is visually changed but if you move it over the right or left borders of the main window it will be docked when you'll release the mouse button.

## How to Search the Icons I have on My Computer

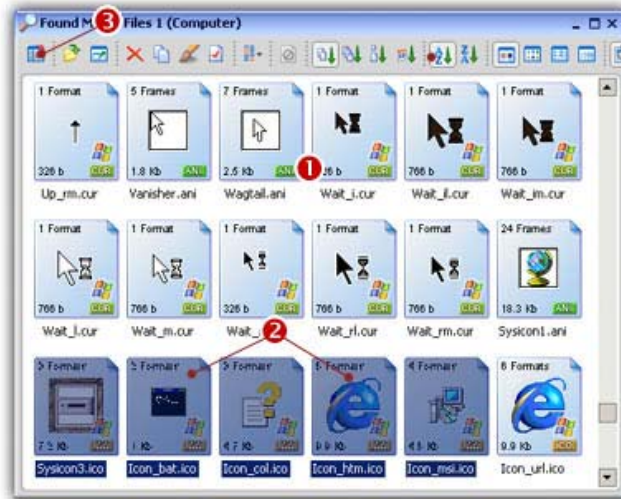
Many files containing icons are present on your computer's hard disks. Axialis IconWorkshop™ includes a **search feature** to help you locate and **grab these icons**.

### Searching for files on your computer

1. Choose Edit/Search/On the Computer or press Ctrl+G.
  2. A search option dialog box opens. In the "**Named**" zone (❶), specify a **filename search criterion**. If the filename contains a portion of the specified text, the file is selected. You can also use the standard DOS characters **\* , ?**. Example : Image\*.\*
  3. In the "**Look In**" zone (❷), specify the folder from which you wish to start the search. If you want to perform a deep search (including subfolders), select the **Include Subfolders** option.
- If you specify folder "C:\\" with subfolders, the whole disk will be scanned. It can be a very long process!
4. In the "**Type**" list (❸), specify the type of file you wish to find ("All Icon Files").
  5. You can also specify Date and Size options (❹ and ❺).



6. When done, click **OK**. The search begins... When finished, a Search Results window opens, containing the found items (❶):



## Grab the Icons, add them into a library

1. Create a new Icon Library in the Librarian (or select an existing one). Select the items you wish to add to the library (2).
2. Choose **File/Add to the Librarian** or press **F3** (3). The files are added.

## How to Create Different Color Versions of an Icon...

An interesting effect is to create different color versions of the same icons. For example, creating Red and Green versions of our "Blue Sphere" icon:



## Opening the existing icon, modifying the image HUE (overall color)

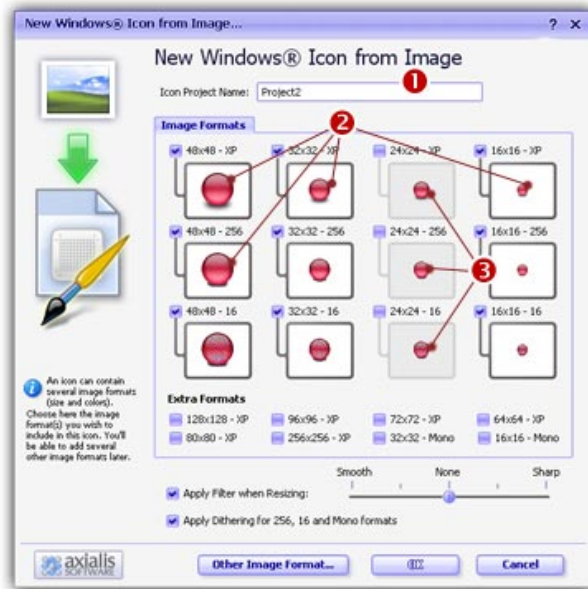
1. Open your original icon file. As example, we'll work on the Blue Sphere icon which is located in the **Librarian** (if not displayed, press **ESC**). In the **Icons/Tutorial** subfolder, select and open the "MySpherelcon.ico" icon.
2. The image file opens in a document window. In the image format list, select the 48x48 Win XP image:
3. Choose **Draw/Adjustments Effects/HUE-Saturation** or press **"U"**. A Dialog box opens. In the **Hue** group specify **140** either using the slider or the edit zone. When done, click **OK**. The sphere color has been changed to Red!

4. Select the whole image (press Ctrl+A) then Choose **Draw/Adjustments Effects/HUE-Saturation** or press "U". A Dialog box opens. In the **Hue** group specify **140** either using the slider or the edit zone. When done, click **OK**.

The sphere color has been changed to Red!

## Creating a new icon from this image

5. In the menu choose **Edit/New Windows® Icon Project from this Image** (Ctrl+Shift+Y).
6. The dialog box **New Windows® Icon From Image** opens. In the **Name** group (1), enter the icon project name "Red Sphere". Do not specify any extension.



7. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
8. When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## How to Create a PNG, BMP, PSD or JPEG 2000 Image with Transparency...

If you work with external programs such as Macromedia® Freehand®, Adobe® Photoshop® or Jasc® Paint Shop Pro®, you may need to save an Icon Image to an external file.

Axialis IconWorkshop™ permits you to save an icon image to **PSD, PNG, BMP or JPEG 2000** file formats preserving the transparency areas of the icon.



## Open the image file in Axialis IconWorkshop™

1. **Open** your original icon file (from the librarian or using **File/Open...**).
2. The image file opens in a document window. In the image format list, **select the image** you wish to save to an external file.

## Save the Image as an External Bitmap

3. Choose **Draw/Save Image as Bitmap**. A dialog box opens. Choose to **Preserve Transparency Information** (this will permit you to keep transparent areas in your image file). When done, click **OK**.
4. A standard **Save Image As** dialog box opens. In the **Save as Type** list, select the format you wish to use to save the image. Choose a **destination folder** and type a **new filename**. When done, click **OK**. The file has been created.
5. In your external program, open the newly created file. It opens, containing the icon image with transparency. Now you can retouch it or use it as necessary.

## The JPEG 2000 options

JPEG 2000 is the latest generation of compressed image format. It permits to compress images with low quality loss. Additionally it permits to encode images with alpha channel.

When you save an image in JPEG 2000 format you need to specify the type of compression you want for this image:

- **Lossless compression** - This will result in perfect image quality but larger file size (about 30-50% of original image).
- **Lossy compression** - This can be adjusted to create smaller files (high compression means low quality - see preview).

If you use lossy compression, we recommend you to adjust the compression level using the slider and compare the difference between the original and the resulting image in the preview window.

## How to create a Web-optimized GIF image from an icon

CompuServe GIF image format is widely used in Web pages because the majority of Web browsers recognize it. However this format has some limitations and images need to be optimized to meet Web requirements like size, colors and transparency:

- GIF Images **don't support partial transparency** (alpha channel). It means that either a pixel is transparent, either it isn't.
- GIF Images cannot contain more than 256 colors.
- GIF Images **support reduced palettes**. Limited number of colors will result in smaller file but will produce lower image quality.

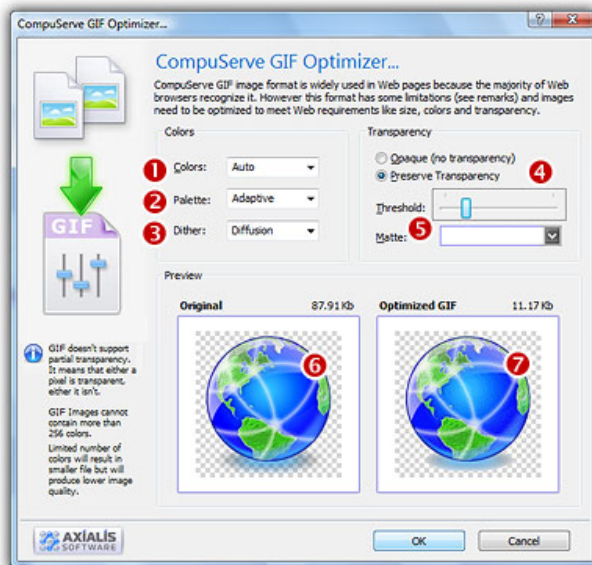
Axialis IconWorkshop™ permits you to save an icon image to **GIF** file formats preserving the transparency areas of the icon. Only one image will be extracted from the icon. We recommend you to extract the 256 color image from the icon if available.

## Open the icon file in IconWorkshop™

1. **Open** your original icon file (from the librarian or using **File/Open...**).
2. The image file opens in a document window. In the image format list, **select the image** you wish to use to create the GIF file. We recommend you to extract the 256 color image from the icon if available, otherwise use RGB/A.

## Save the image as a GIF file with Web optimization

3. Choose **File/Export/CompuServe GIF (Optimized for the Web)** or press **Ctrl+Shift+G**.
4. A standard **Save Image As** dialog box opens. In the **Save as Type** list select the format.
5. Choose a **destination folder** and type a **new filename**. When done, click **OK**.
6. A dialog box **CompuServe GIF Optimizer** opens:



7. In **Colors** (1), specify the number of colors you wish to use in the image palette. Limited number of colors will result in smaller file but will produce lower image quality. Choose **"Auto"** if you're not sure about desired the number of colors.
8. In **Palette** (2), choose the type of palette desired:
  - **Adaptive** - The palette will be calculated to get the best results possible (recommended).
  - **Web Safe** - This is the default Netscape® Web palette.
  - **Windows®** - This is the default palette used under old Windows® versions in 256 color screen mode.
  - **Macintosh® OS** - This is the default palette used under old Macintosh® OS versions in 256 color screen mode.
9. In **Dither** (3), choose "Diffusion" if you want IconWorkshop™ to simulate colors not present in the palette by pixel mixing using the "error diffusion" method. Choose "None" to encode the image without dithering. Diffusion produces the best results but usually creates slightly larger images.

10. In **Transparency** (4), specify if you want to preserve transparency or not. Of you choose opaque, the transparent areas of the icon will be converted to solid color (the "Matte" color). If you choose to preserve transparency and encodes your GIF file from a RGB/A images, you may need to adjust the "Threshold" value (5) to produce better results on image edges.
11. In **Preview**, compare the original (6) and the optimized (7) images (image quality and size) to find the best adjustments possible.
12. When done, click OK. The image file has been created.

## How to modify or extract icons included in program files

Axialis IconWorkshop™ permits to modify icons directly in program files like EXE, DLL, OCX... This feature is handy to customize existing applications.

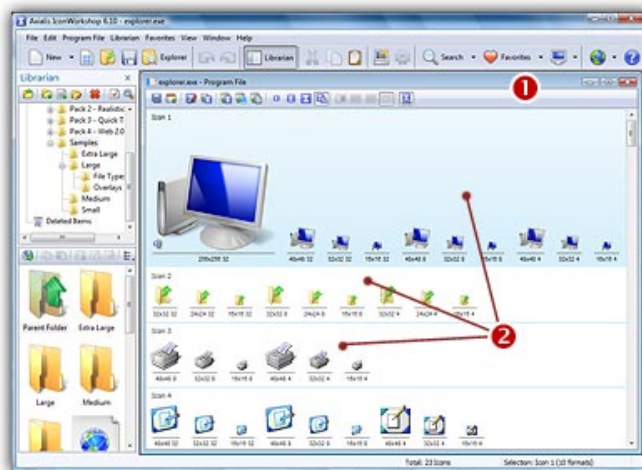
---

**We strongly recommend to make a copy of the original program file before modifying it using this feature**

---

### Modifying an icon included in a program file



1. Choose **File/Open** and select a program file EXE, DLL, OCX... You can also open an Explorer window (Ctrl+E) and double click on a program file.
2. The program opens in a document window (1) displaying all the icons it contains. If not already set, we recommend you to choose the display option "**All Formats In Raw**". In this mode, one icon is displayed on each row with all the formats it contains (2):



3. To modify an icon just **double click** on it or select it and press **Enter**.
4. The icon opens in an editor window. Just modify it as if it was a standard icon file (don't forget the above limitations though).
5. When done, update it by choosing **File/Save** or press **Ctrl+S**. Close the editor window.

6. The icon has been updated in the list (if you modified the displayed format).
7. Repeat steps 3 to 7 for other icons if necessary.
8. Update the program file by choosing **File/Save**.

## Extracting icons from a program file

1. Choose **File/Open** and select a program file EXE, DLL, OCX... You can also open an Explorer window (Ctrl+E) and double click on a program file.
2. The program opens in a document window displaying all the icons it contains.
3. Select the icons you wish to extract.
4. Choose **Icons/Export as Windows® icons** (  : choose **Icons/Export as Macintosh® icons**)
5. Select the destination folder and click OK.
6. The icons are extracted as **ICO** (  : **ICNS, RSC or BIN** as chosen).

## Adding to the Librarian icons from a program file

1. Choose **File/Open** and select a program file **EXE, DLL, OCX...** You can also open an Explorer window (Ctrl+E) and double click on a program file.
2. The program opens in a document window displaying all the icons it contains.
3. Select the icons you wish to add to the librarian. Choose **File/Add to the Librarian** or press **F3**.

### If the selected item in the librarian is a folder

4. A dialog box opens. Choose either to extract them as separate icons (**ICO**) or to create an icon library (**ICL**).
5. Click OK. The icons are extracted as requested.

### If the selected item in the librarian is an icon library

4. The icons are immediately added to the selected library.

## How to Create a Snapshot Picture of My Icons...

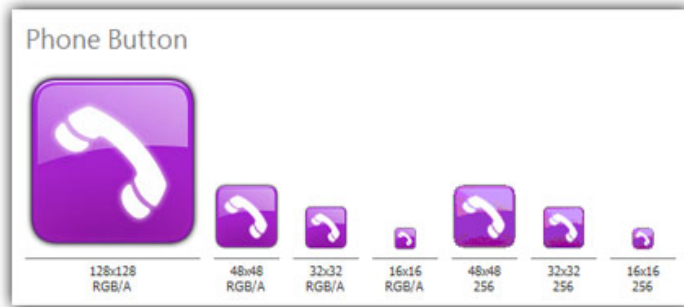
A Snapshot is an image created automatically by Axialis IconWorkshop™ to show one or several icons (with embedded formats) on a decorated background. Creating a Snapshot Picture of your icons may be useful to make a visual archive of your icons, illustrate a website or just promote your work. Three kinds of snapshots are available:

- **Detailed snapshot of one icon** – The icon image formats are displayed in one row.
- **Detailed snapshot of several icons** – One icon per row, several images per icon.
- **Quick/Thumbnail snapshot of several icons** – Only one image per icon, several icons per row.

## Creating a Snapshot of an Opened Icon

When an icon is opened in an editor window, you can create a snapshot of the work in progress.

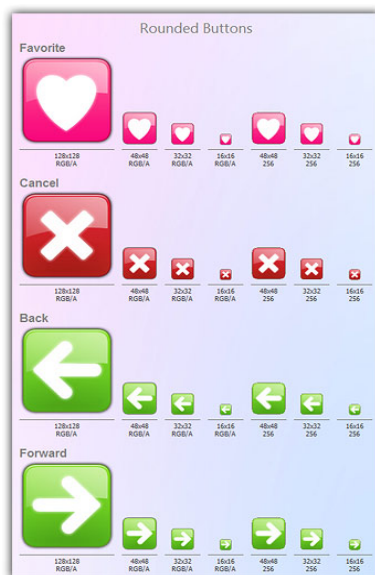
1. From the opened icon window, Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
3. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



## Creating a Detailed Snapshot of Several Icons

You can create a snapshot of several icons from within an opened Icon Library (ICL), Program File (EXE, DLL, OCX...), a Search Result window or from the built-in Explorer.

1. Select several icons from a list (only icons within libraries or Macintosh®/Windows® files). Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Detailed Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



## Creating a Quick Thumbnail Snapshot of Several Icons

You can create a snapshot of several icons from within an opened Icon Library (ICL), Program File (EXE, DLL, OCX...), a Search Result window or from the built-in Explorer.

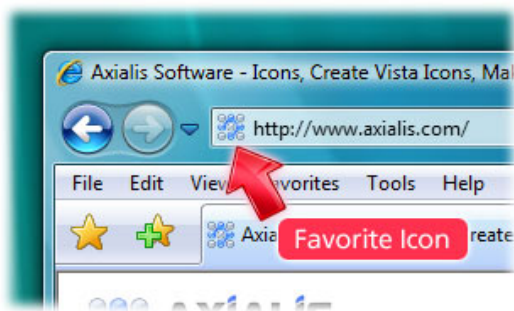
1. Select several icons from a list (only icons within libraries or Macintosh®/Windows® files). Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Quick Thumbnail Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



## How to Add a Favorite Icon to my Web Site

If you own a website, it's interesting to associate an icon to it. This is what is called a "shortcut icon". In fact, this icon will be displayed on the visitor's computer if he chooses to bookmark your site. It will be displayed in the Favorites menu as well as in the Address bar (see below) if the user comes back to your site.

Shortcut icons work with Microsoft® Internet Explorer® v5.0 or later. They have no special Web server requirements and are a great way to add brand recognition without requiring the user to download a custom version of Internet Explorer®.



## Create the Correct Icon Formats

First you must create your icon. You can either start from scratch or create an icon from an existing image (your company's logo for example).

We recommend you to include these image formats in order to be compatible with all visitor configurations: **16x16 256 colors**, **16x16 16 colors**. You can optionally add **16x16 Windows® XP**.

---

**Make sure to create an icon that is 16x16 pixels. Otherwise, the icon will be ignored by Internet Explorer.**

---

## Saving Your Icon To your Local Hard Disk

1. When you've finished creating your icon, choose **File/Save** or **Ctrl+S...**
2. The standard Windows®save dialog box opens, select a specific location, then specify **favicon.ico** as your icon filename. This is important to name it "**favicon.ico**". If you use a different filename, it will not be considered as a Shortcut Icon. Uploading it to your Web Site
3. Launch your FTP client (or any program) you use to upload/update your files to your web site. Connect it to your website.
4. When you're connected, upload your file to the **root folder of your HTML pages** (where is located your home page html file). You must keep the "**favicon.ico**" filename unchanged during the upload.

## Associate the Icon with a Web Page

You can also associate the icon with a Web page by saving the icon with a file name other than favicon.ico and adding a line of HTML code in the head section of your Web document. The line of code includes a link tag that specifies the location and name of the file. You can include this link tag on a per-page basis.

---

```
<HEAD>
<LINK REL="SHORTCUT ICON"
HREF="http://www.domain.com/iconname.ico">
<TITLE>Page Title</TITLE>
</HEAD>
```

---

## My Icon is ignored, Why?

First, check that it meets the IE requirements (see above). If this is the case, keep in mind that the only way a shortcut icon appears on a user's Favorites menu and Address bar is if the user chooses to add your page as a favorite. You can add a button or link on your page that prompts the user to add your page. Use the following code to test with this feature:

---

```
<SCRIPT>
<!--
if ((navigator.appVersion.indexOf("MSIE") > 0)
&& (parseInt(navigator.appVersion) >= 4)) {
    var sText = "<U><SPAN STYLE='color:blue;cursor:hand;'";
    sText +=
"onclick='window.external.AddFavorite(location.href,";
    sText += "document.title);'">Add this page to your
favorites</SPAN></U>";
    document.write(sText);
}
//-->
</SCRIPT>
```

---

## How to Compile Icon Libraries with Activation Codes...

This new version of Axialis IconWorkshop™ includes a feature to compile Icon Libraries as install package ready for distribution. Additionally, a feature has been added to force the user to enter an activation code to proceed with installation (optional feature).

**Important:** Before reading with this topic, you need to know how to compile an Icon Library. Click [here](#) to read the related topics if necessary.

### A word on Activation Codes

Two kinds of Activation Codes have been implemented in Axialis IconWorkshop™:

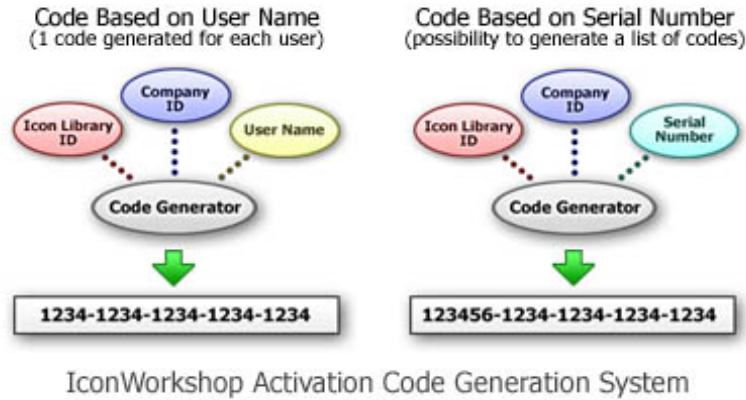
**Based on the user name:** The user has to enter **its name and the activation code** using this format: 1234-1234-1234-1234 (4 groups of 4 digits).

- **Pro:** The user has to provide his name if he wants to publish the code.
- **Con:** The author has to manually generate a code for each user.

**Based on a Serial Number:** The user **just enters a longer activation code** using this format: 123456-1234-1234-1234-1234

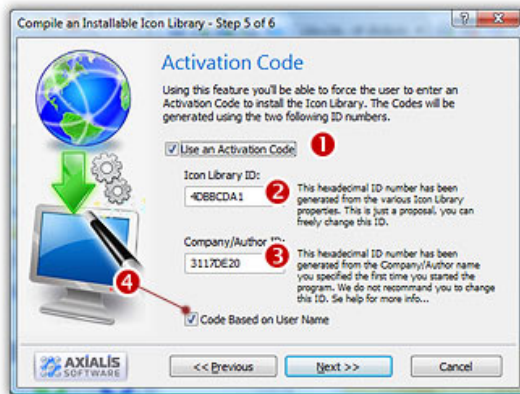
- **Pro:** The author can automatically generate a list of codes.
- **Con:** The user can anonymously publish his code.





## Compile an Icon Library with Activation Code

- When preparing to compile an Icon Library (using the Compilation Wizard), you see the following screen (Step 5 of 6):



- Click to check the option "Use an Activation Code" (1). The whole dialog box enables.
- In the **Icon Library ID** zone (2), you see a large hexadecimal number. This ID will identify your Icon Library (used during activation code generation and verification). This is just a proposal based on your Icon Library properties.

You can change it but we recommend you to keep it "as is" and to enter the same ID each time you compile THIS library. Of course, you will change this ID when you'll compile another Library.

- In the **Company/Author ID** zone (3), you see another large hexadecimal number. This ID will identify yourself or your company (used during activation code generation and verification). This is just a proposal based on your Company Name properties.

You can change it the first time you compile a Library, but we recommend you to keep it unchanged after.

- If you want to use the Activation Codes based on the username (see the figure above for the differences), check the option "Code Based on User Name".
- When done, click "Next" to proceed with the compilation...

## Generate Codes based on the User Name

1. If you have chosen to use the system of activation codes based on the username during the compilation: Choose **Edit/Generate Activation Codes** or press **Alt+F6**. A dialog box opens:



2. In the **Library ID** (1) and the **Company ID** (2), enter the hexadecimal numbers you entered at compilation for the requested Icon Library. If you can't recall these numbers, click on the **"Get IDs from History File"** button (3). A dialog box opens, displaying a list of the compilation you have done, select the right line then **OK**.
3. In the **User Name** zone (4), enter the name of the user then click the **"Generate"** button (5), the code is generated and displayed in the **Code** zone (6). A text is also automatically copied in the clipboard as in this example (useful if you send an email to your customer):

**Your User Name : John Smith**

**Your Activation Code : 1527-9872-0984-6717**

## Generate Codes based on Serial Numbers

1. If you have chosen to use the system of activation codes NOT based on the username (i.e. based on Serial Codes) during the compilation: Choose **Edit/Generate Activation Codes** or press **Alt+F6**. The above dialog box opens.
2. In the **Library ID** (see above 1) and the **Company ID** (2), enter the hexadecimal numbers you entered at compilation for the requested Icon Library. If you can't recall these numbers, click on the **"Get IDs from History File"** button (3). A dialog box opens, displaying a list of the compilation you have done, select the right line then **OK**.
3. In the **From** and **To Number** zones (7), enter the first and the last number of the list of codes to generate. When done, click the **"Generate To File"** button (8). A standard Save As dialog box opens. Select a location and a new filename (TXT). When done, click **OK**. The file is generated.





# 4

## Creating Icons

Before reading this chapter, we recommend to read these topics:

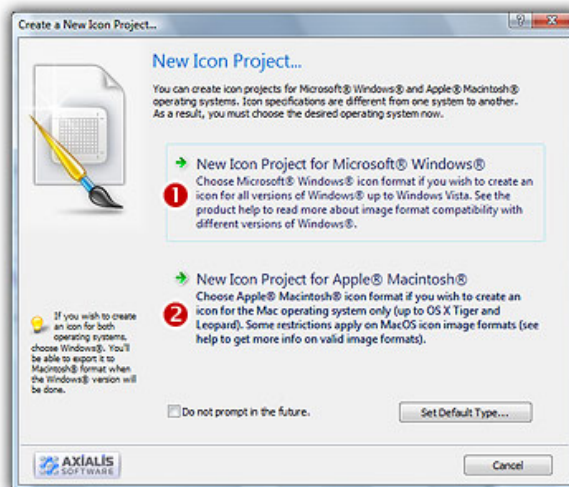
- What is an icon? (chapter 2, page 37)
- Macintosh vs Windows icons (chapter 2, page 44)
- Introducing Windows Vista icons (chapter 2, page 48)
- What is an image object? (chapter 4, page 201)

### Create a new Windows® icon project

When you create a new icon project, you first select the type of the icon which is either Windows® or Macintosh®. The second step is to choose the first image format you wish to include in the icon. An icon contains several image formats. Usually you start to create the largest one then create the others from this one.

### Choosing the icon project type

1. Choose **File/New/Icon Project** or press **Ctrl+N**. A new dialog box opens:

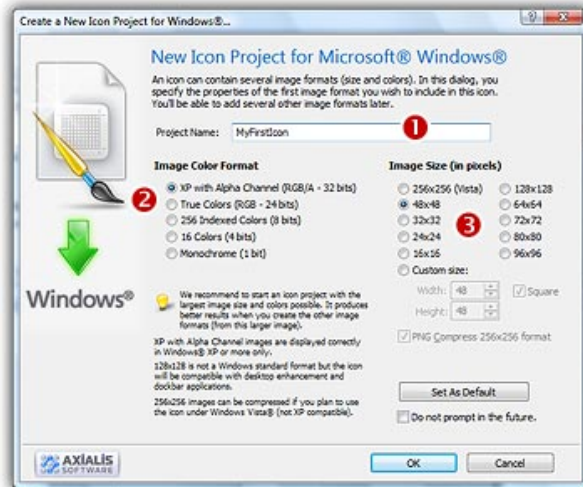


2. Axialis IconWorkshop™ support both Windows® and Macintosh® icons (see format comparison to learn more). Select the **Microsoft Windows®** (1).

## Defining the first image format

If you have chosen to create a **Windows® icon project**, a second dialog box opens. An icon can contain several image formats (size and colors). In this dialog, you specify the properties of the first image format you wish to include in this icon. You'll be able to add several other image formats later. See [Creating a new image format in an icon](#).

3. In **Project Name** (1), type the name of the project without extension.



4. In the **Colors** group (2), choose:

- **XP Alpha Channel (RGB/A - 32 bits)**. Uses true colors to get the best results. This format will be used only if the icon is displayed under Windows® XP. Also, it uses an additional Alpha Channel to create smooth shades and object borders. We strongly recommend you to start creating an icon with this color mode
- **256 Indexed colors (8 bits)**: Uses a customizable 256 color palette. You will be able to modify this palette to produce smoother gradients or specific colors.
- **16 colors (4bits)**: Uses the system standard palette (16 static colors). This is the native Windows® mode.
- **True colors 16.8M (24 bits)**: Uses true colors. This format may be incompatible with some display drivers.
- **Monochrome (1 bit)**: Uses only 2 colors (black and white). This is an obsolete color mode.

5. In the **Size in Pixels** group (3), choose:

- 256x256, 128x128, 64x64, 48x48, 32x32, 24x24, 16x16..
- You can specify a custom icon size. If you want the height equal to width, choose "Square aspect"

---

**?** If you create a rectangular icon (width not equal to height), Windows® will automatically display it using the square aspect. Except for 16x16 icons (displayed in Explorer, Task), Windows® cannot display various icon sizes. All icons are displayed using the same size (specified in Display Properties).

---

6. If you want to use default settings for new icon with current dialog settings, click **Set As Default**. This is useful if you have chosen not to be prompted (with this dialog box) when creating a new icon.
7. You can ask Axialis IconWorkshop™ to bypass the new icon dialog box. Choose **Do not prompt in the Future** or choose **Edit/Preferences** and in **General** tab, check "**Create a new icon project window**" option. In this case the new icon will always have the default settings.

 We recommend you to start with the largest and most coloured image you plan to include in the icon. For example 48x48 Windows® XP RGB/A

## Add image formats in a Windows® icon

This is very important to create several image formats in an icon (especially if you wish to redistribute it) in order to be compatible with all screen configurations (see [What is an Icon](#) for more info).

The following table shows the common Windows® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

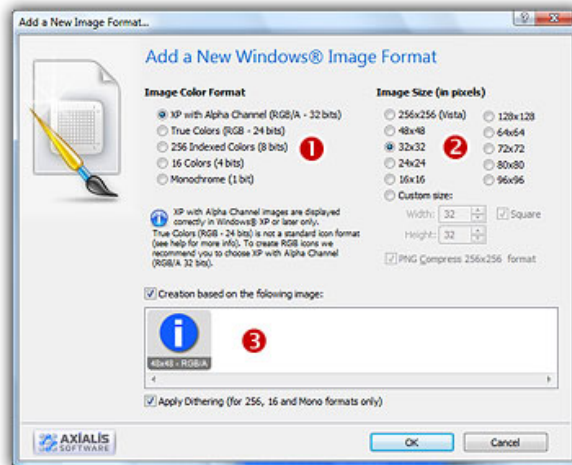
Windows® standard icon image formats (\*) PNG compressed Windows Vista™

● Recommended   
 ● Optional   
 ○ Not Available

**IMPORTANT** - If you add 24x24 image formats in your icon, it won't be compatible with Windows® 98 and Windows® 2000. If you use these Windows® versions, the icon will display correctly in Axialis IconWorkshop™ but will be considered as invalid by Windows®.

## Adding a new image format

1. Choose Draw/New image Format or press "Ins"



2. In the **Colors** group, choose the color mode of the new image format:

- **Windows® XP colors With Alpha Channel (16.8M – 32 bits)**. Uses true colors to get the best results. This format will be used only if the icon is displayed under Windows® XP. Also, it uses an additional Alpha Channel to create smooth shades and object borders.
- **256 Indexed colors (8 bits)**: Uses a customizable 256 color palette. You will be able to modify this palette to produce smoother gradients or specific colors.
- **16 colors (4bits)**: Uses the system standard palette (16 static colors). This is the native Windows® mode..
- **True colors 16.8M (24 bits)** Rarely used, this format may be incompatible with some display drivers.
- **Monochrome (1 bit)**: Uses only 2 colors (black and white). This is an obsolete color mode

3. In the **Size in Pixels** group, choose the size of the new image format:

- **Standard sizes**: 256x256, 64x64, 48x48, 32x32, 24x24, 16x16.
- **Extra sizes**: 128x128, 72x72, 80x80, 96x96, 256x256.
- **Custom size**: You can specify any size including non square size. If you want the height equal to width, click **Square aspect**.

4. If you check the "**Create a new image based on the following image**" option, Axialis IconWorkshop™ will create a new image based on a copy of the selected image format. The image will be resized and the colors will be adjusted if necessary. If the box is not checked, it will create a blank new image. All image formats are displayed in the list.

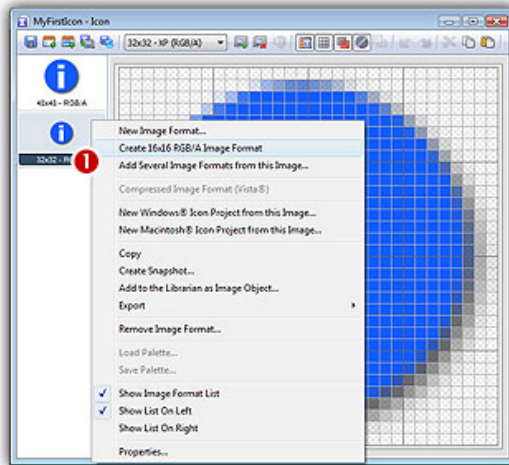
5. If you check the "**Apply Dithering**" option, Axialis IconWorkshop™ will dither the resulting image in 256 or 26 color modes. This option permits to use smoother gradients in icons.

## Adding quickly a standard image format

This method produces the same result as above using a faster procedure. It is available for standard formats only.

1. Right click on an image format in the list. A menu opens and proposes you to create the next missing format based on the selected image. For example, right-click on the **32x32Windows® XP** image format and choose **Create 16x16 Windows® XP Image Format** in the menu (see below **1**):



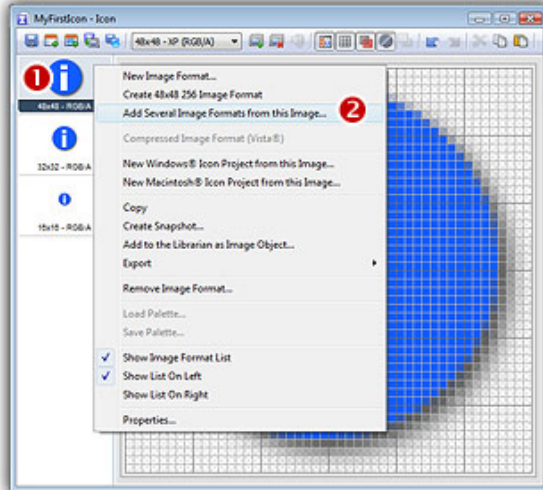


2. The new format is automatically added to the icon.

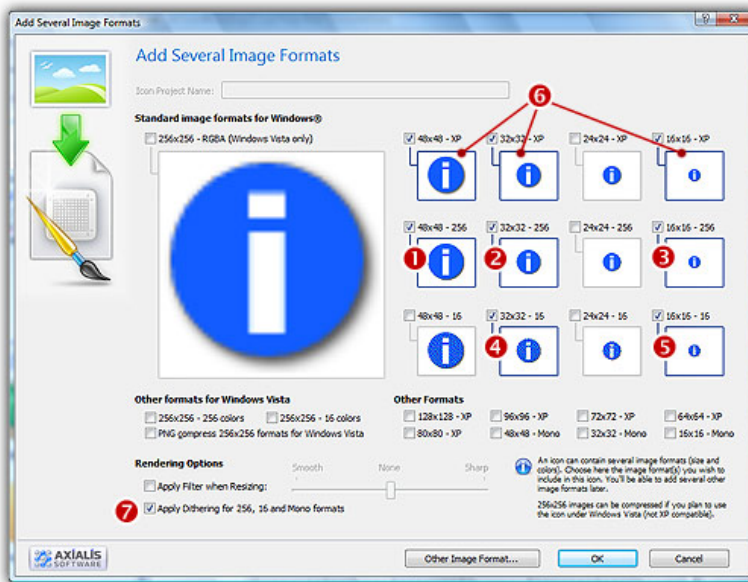
## Adding several images formats in one operation

This method adds several image formats from an existing one in a single operation. It is possible to create standard and extra formats using this method.

1. Right-click on the format in the list you wish to use as model (1 on the left of the editor window), a context menu opens, select **Add Several Image Formats from This Image** (see below 2).



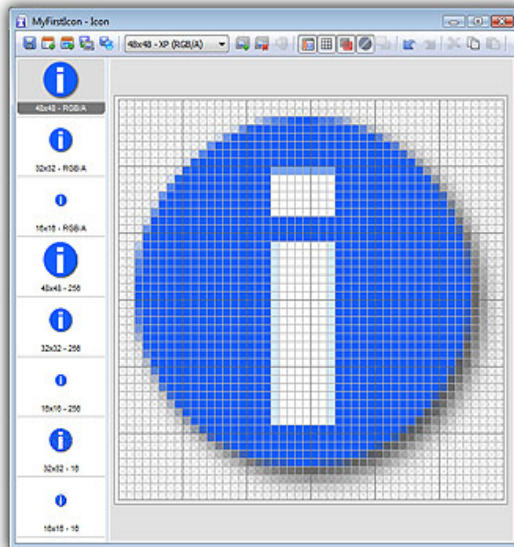
2. A new dialog box opens:



3. Select the formats you wish to add by clicking directly on the preview image (1... 6)

You can just ignore (select or not) the image formats already present in the image. You can also apply or not the dithering option to the 256/16 color images (try 7 and see the results in the preview images).

4. When done click OK. The formats are automatically created:



## Save a Windows® icon

Once an icon project has been created, you need to save it in a file on disk. The only file format for Windows® icons is ICO.

## Saving the project in a file

1. Choose File/Save
2. Select or create the file's folder from the **Save In Drop Down box**
3. Enter the filename for the new icon in the File Name Text box. Axialis IconWorkshop™ will add the file extension (ICO) automatically
4. Click on the **Save** button

---

**If the filename is already in use, Axialis IconWorkshop™ will present a prompt. Click on the **Yes** button to overwrite the existing file.**

---

## Saving the project by adding it in the Librarian

1. Choose File/Add to the Librarian (F3)
2. Enter the name of the icon file to create, do not specify the extension. Click OK.
3. The file is automatically added to the librarian. An ICO file is created if the selected Librarian item is a folder. If an icon library is selected, the icon is added to this library.

## Save a Macintosh® icon as Windows® format

It could be useful to save an opened Macintosh® icon to Windows®. This is an handy way to convert an icon from one system to another.

### Saving a Macintosh® icon using a Windows® format

1. Open a Macintosh® icon. Choose **File/Save As**
2. Choose **File/Save As**, select **Windows® (ICO)** as file type and specify a new name.  
or
2. Choose File/Save As Windows® Icon... (Ctrl+Alt+S) and specify a new name.  
or
2. Click the following button on the toolbar and choose a new name for this icon.



3. Click on the **Save** button

---

**If the filename is already in use, Axialis IconWorkshop™ will present a prompt. Click on the **Yes** button to overwrite the existing file.**

---

## Convert a Macintosh® icon to a Windows® format

### What's the difference between Windows® and Macintosh® icons?

Microsoft Windows® and Apple Macintosh® icons are very similar. They both have several image formats embedded in the same icon. But the file format is totally different. You cannot use Macintosh® icons under Windows® because the file format is not compatible. You must convert them to Windows® ICO file format (with Axialis IconWorkshop™ of course!).

All kinds of formats can be included in a Windows® ICO file (you can even create non-square icons). With Macintosh® icon files this is not possible. Only some strictly-defined image formats can be included.

Axialis IconWorkshop™ supports the following Macintosh® icon files: **ICNS**, **RSC** and **BIN**. Icons from system 7.5, 8.5, 9.x and 10.X are supported. You can easily open them into the Icon Editor and save them as Windows® ICO format. During this operation, we recommend you to remove special Macintosh® formats which are useless under Windows®.

To learn more about Windows® and Macintosh® icon file formats, read this topic: [Macintosh® vs Windows® icons](#)

### Which image formats are included in Macintosh® icons?

Here is the list of image formats you can find in Macintosh® Icons:

- **Leopard** (512x512) - 32 bits (alpha channel)
- **Tiger** (256x256) - 32 bits (alpha channel)
- **Thumbnail** (128x128) - 32 bits (alpha channel)
- **Huge** (48x48) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Large** (32x32) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Small** (16x16) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Mini** (16x12) - 256 colors, 16 colors, mono

The new OS-X icons can contain very large image formats (256x256, 512x512 - 32 bits). Those formats are also supported. It's a good idea to start from hi-res sizes to create a new Windows® icon.

Here is a summary of image formats you can find in Macintosh® Icons:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

**Macintosh® OS standard icon image formats**

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

## Convert the icon to Windows®, keeping all Macintosh® image formats

This is the simplest way to proceed. However, some Macintosh® specific image formats may be useless.

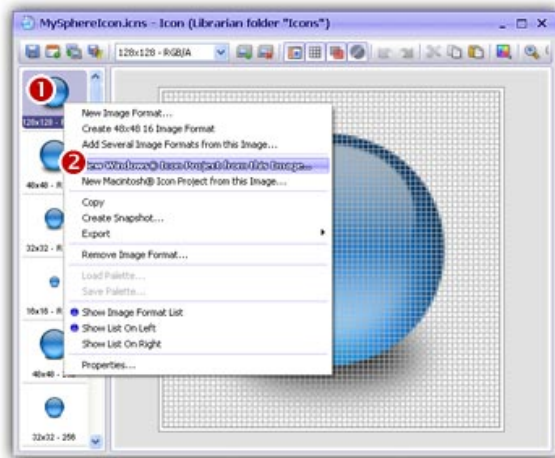
1. Open the Macintosh® icon. Choose **File/Open...** The icon is opened in a document window.
  2. Choose **File/Save As**, select **Windows® (ICO)** as file type and specify a new name.
- or
2. Choose **File/Save As Windows® Icon...** (Ctrl+Alt+S) and specify a new name.
- or
2. Click the following button on the toolbar and choose a new name for this icon.



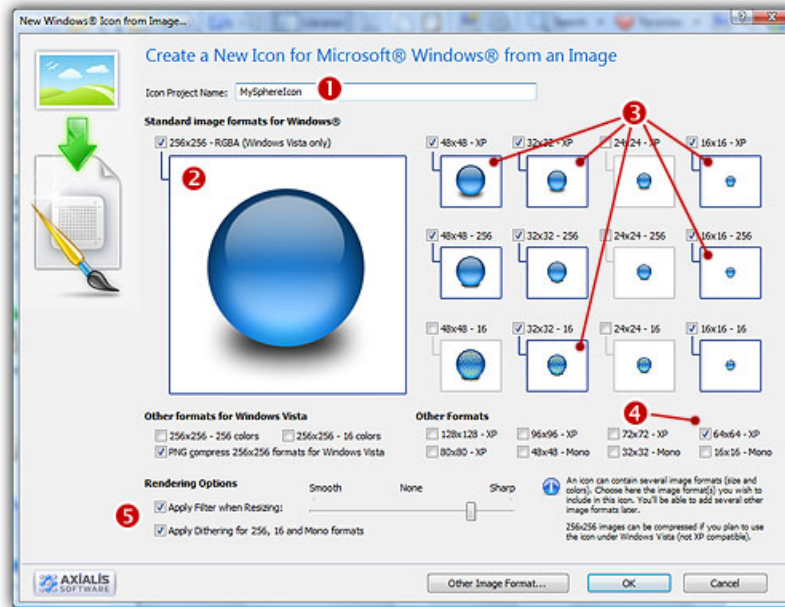
## Creating a Windows® icon from a Macintosh® icon

This operation is not a conversion, it's a creation of a new icon. It will not preserve all the existing formats. It will create a new icon based on the largest and most coloured image included in the original Macintosh® icon (usually 256x256 or 48x48 with alpha channel).

1. Open the Macintosh® icon. Choose **File/Open...**
2. When the icon is opened, select the largest and the "most coloured" image format in the list (best with 256x256 or 48x48 with alpha channel).
3. Right-click on the selected image format in the list (❶), a menu opens. Select **"New Windows® Icon Project from this Image..."** (❷).



4. A large dialog box opens. In the **Name** group (❶), enter the icon project name. Do not specify any extension.



5. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2 to 4).
6. You can also add extra formats (128x128 or 256x256). When done, click **OK**. The new Icon Project document window is created with all formats embedded.
7. Save your icon to Windows® format. choose **File/Save** and choose a new name (.ICO) for this icon.

#### IMPORTANT NOTICE

Converting a Macintosh® icon to Windows® format does NOT change Copyright or Intellectual Property of an icon. The image/icon is property of its author and still property of this author after a conversion.

As a result, do NOT redistribute converted icons without permission of the author. Also, some Macintosh® authors do not wish that you convert/use their icons under Windows®. In such a case, please respect author wish and do not convert its icons, even for your personal use.

## Create a Windows® icon from an image File...

An interesting feature of Axialis IconWorkshop™ is to create an icon from an existing file. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. The following image formats are supported:

- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).

- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **JPG** - JPEG
- **TGA** - Targa
- **GIF** - Compuserve GIF
- **Others** - Various other formats supported: TIFF, PCD (PhotoCD), PIC (Apple PICT), PCX (Zsoft), WMF (Windows® MetaFile)

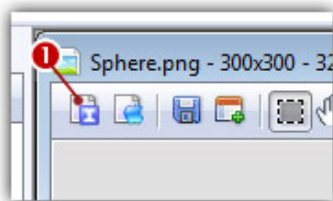
## Open the image file in IconWorkshop™

1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
2. The image file opens in a document window.

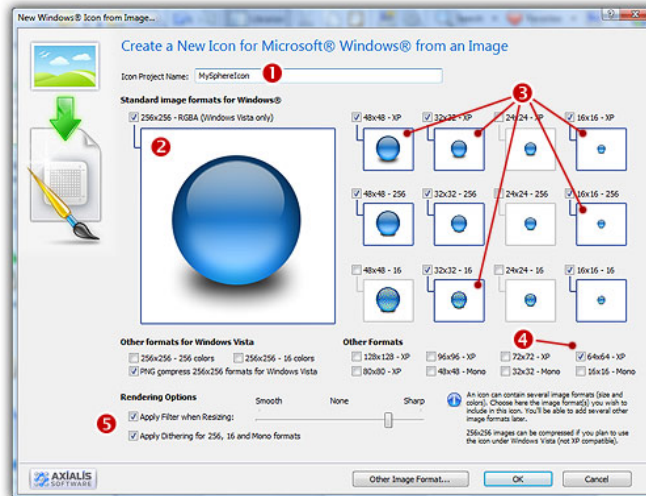
Axialis IconWorkshop™ will convert images to 32 bpp with transparency when possible. This is much more convenient to create icons. The following image formats can include transparency: Photoshop® PSD, PNG, RGB, GIF, JPEG 2000 and WMF.

## Create an icon from this image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create Windows® Icon from Selection** or press **"I"** or click the first command button in the local toolbar (❶):



6. The dialog box **New Windows® Icon From Image** opens (see below). In the **Name** group (❶), enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
- In the **Extra Formats** group, select the optional image formats you wish to add in the icon. The following table shows the common Windows® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Windows® standard icon image formats (\*) PNG compressed Windows Vista™

Recommended   
  Optional   
  Not Available

- To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try 5 and see the results in the preview images).
- If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## Batch create several Windows® icons from images

Using this feature you can **Create Several Icons** from images, existing icons or cursors in one operation. This is what we call a **batch procedure**. We'll perform this task using the built-in Axialis IconWorkshop™ explorer.

### Select the source images, icons or cursors

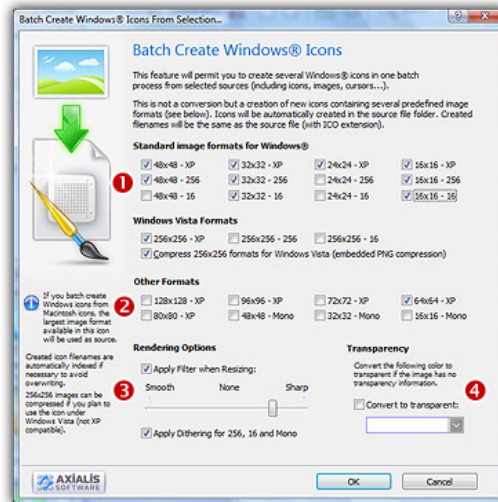
- Open a new Explorer window. Choose **File/New/File Explorer...**



- When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
- When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

## Batch create Windows® icons

- Choose Explorer/Batch Create Windows® Icons from Selection or Ctrl+Shift+C.
- A dialog box opens. In "**Standard Image Formats**" (1) and "**Extra Image Formats**" (2) choose the image formats you wish to add in the icons.



- In **Image Adjustment** group (3), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group (4), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
- When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Windows® icons are added to the folder contents.

---

The created icons have the **same filename as the original document** with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

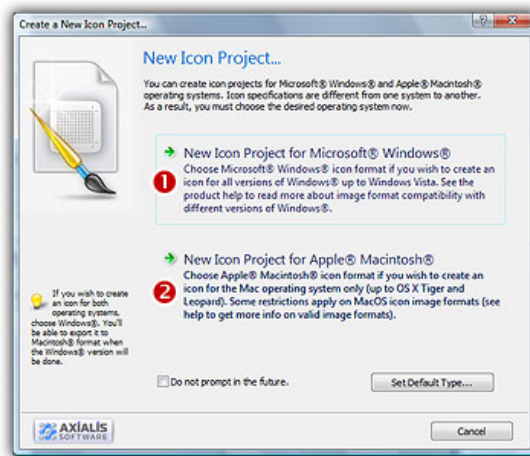
---

## Create a new Macintosh® icon project

When you create a new icon project, you first select the type of the icon which is either Windows® or Macintosh®. The second step is to choose the first image format you wish to include in the icon. An icon contains several image formats. Usually you start to create the largest one then create the others from this one.

### Choosing the icon project type

1. Choose **File/New/Icon Project** or press **Ctrl+N**. A new dialog box opens:



2. Axialis IconWorkshop™ support both Windows® and Macintosh® icons (see format comparison to learn more). Select the **Apple Macintosh®** (2) option.

### Defining the first image format

If you have chosen to create a **Macintosh® icon project**, a second dialog box opens. An icon can contain several image formats (size and colors). In this dialog, you specify the properties of the first image format you wish to include in this icon. You'll be able to add several other image formats later. See [Creating a new image format in an icon](#).

3. In **Project Name** (1), type the name of the project without extension.



4. In the **Colors** group (2), choose:

- **RGB Alpha Channel (RGB/A - 32 bits)**. Uses true colors to get the best results. This format will be used only if the icon is displayed under Macintosh® OSX. It uses an additional alpha channel to create smooth shades and object borders. We strongly recommend you to start creating an icon with this color mode
- **256 Indexed colors (8 bits)**: Uses a fixed 256 color palette.
- **16 colors (4bits)**: Uses the system standard palette (16 static colors). This is the native Windows® mode.
- **Monochrome (1 bit)**: Uses only 2 colors (black and white).

5. In the **Size in Pixels** group (3), choose:

- 16x16, 24x24, 32x32, 48x48, 128x128... 256x256 is used under Macintosh® OSX 10.4 (Tiger) or more only.

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**?** An icon can contain several image formats (size and colors). In this dialog, you specify the properties of the first image format you wish to include in this icon. You'll be able to add several other image formats later. See [Creating a new image format in an icon](#).

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6. If you want to use default settings for new icon with current dialog settings, click **Set As Default**. This is useful if you have chosen not to be prompted (with this dialog box) when creating a new icon.
  7. You can ask Axialis IconWorkshop™ to bypass the new icon dialog box. Choose **Do not prompt in the Future** or choose **Edit/Preferences** and in **General** tab, check "**Create a new icon project window**" option. In this case the new icon will always have the default settings.
- 

**?** We recommend you to start with the largest and most coloured image you plan to include in the icon. For example 48x48 RGB/A

---

## Add image formats in a Macintosh® icon

This is very important to create several image formats in an icon (especially if you wish to redistribute it) in order to be compatible with all screen configurations.

The following table shows the common Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

Macintosh® OS standard icon image formats

(\*\*) .jpeg2000 compressed OSX 10.4  
(\*\*\*) .jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

**IMPORTANT - Macintosh® icon format is not open. You cannot add image formats which are not defined in Macintosh® icon specifications. Some image formats are not available.**

## Adding a new image format

1. Choose Draw/New image Format or press "Ins"



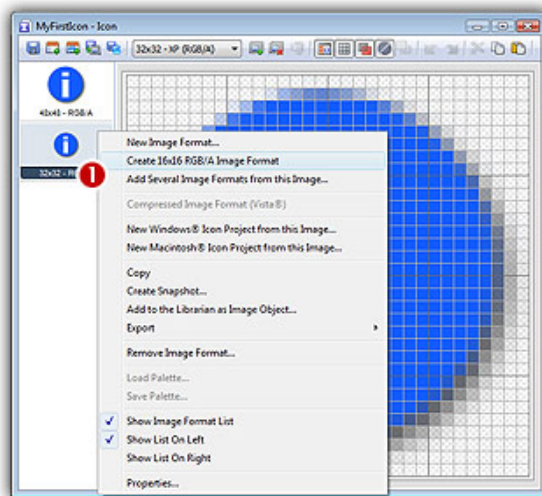
2. In the **Colors** group, choose the color mode of the new image format:
  - **RGB With Alpha Channel (16.8M - 32 bits)**. Uses true colors to get the best results. This format will be used only if the icon is displayed under Macintosh® OSX only. Also, it uses an additional Alpha Channel to create smooth shades and object borders.
  - **256 Indexed colors (8 bits)**: Uses a fixed 256 color palette.
  - **16 colors (4bits)**: Uses the system standard palette (16 static colors).
  - **Monochrome (1 bit)**: Uses only 2 colors (black and white).
3. In the **Size in Pixels** group, choose the size of the new image format:
  - **Standard sizes**: 128x128, 48x48, 32x32, 16x16, 16x12.

- **Extra sizes:** 256x256 which is compatible with Macintosh® OSX 10.4 or more only (Tiger), 512x512 which is compatible with Macintosh® OSX 10.5 or more only (Leopard)
4. If you check the "**Create a new image based on the following image**" option, Axialis IconWorkshop™ will create a new image based on a copy of the selected image format. The image will be resized and the colors will be adjusted if necessary. If the box is not checked, it will create a blank new image. All image formats are displayed in the list.
  5. If you check the "**Apply Dithering**" option, Axialis IconWorkshop™ will dither the resulting image in 256 or 26 color modes. This option permits to use smoother gradients in icons.

## Adding quickly a standard image format

This method produces the same result as above using a faster procedure. It is available for standard formats only.

1. Right click on an image format in the list. A menu opens and proposes you to create the next missing format based on the selected image. For example, right-click on a **128x128** image format and choose **Create 48x48 RGB/A Image Format** in the menu (see below **i**):



2. The new format is automatically added to the icon.

## Adding several images formats in one operation

This method adds several image formats from an existing one in a single operation. It is possible to create standard and extra formats using this method.

1. Right-click on the format in the list you wish to use as model (on the left of the editor window), a context menu opens, select **Add Several Image Formats from This Image**.
2. A new dialog box opens. Select the formats you wish to add by clicking directly on the preview image

You can just ignore (select or not) the image formats already present in the image. You can also apply or not the dithering option to the 256/16 color images (try and see the results in the preview images).

3. When done click **OK**. The formats are automatically created:

## Save a Macintosh® icon

Once an icon project has been created, you need to save it in a file on disk. Various file formats are available for saving Macintosh® icons:

- **ICNS** - This is the standard Macintosh® icon file format. Only one icon (with several formats) can be saved in this format. This format is the most commonly used.
- **RSC or RSRC** - This is the Macintosh®resource file format. It is used mainly by developers. This format can contain several icons. IconWorkshop™ support reading of RSC files with several icons but can write only RSC files with one icon.
- **BIN** - MacBinary format. This format permits to easily transfer files between Macintosh® and Windows®. For more information on this format, visit this website:  
<http://en.wikipedia.org/wiki/MacBinary>

We strongly recommend to use this file format to transfer your icons to Macintosh® because it is compatible with Macintosh®file system which separate each file in two parts called "forks": The data fork and the resource fork. The data fork contains the data included in the file (a text file for example). The resource fork contains the image or icon which permits to display it on screen. See below for more information on transfer from Windows® to Macintosh®.

### Saving the project in a file

1. Choose File/Save
2. Select or create the file's folder from the **Save In Drop Down box**
3. Enter the filename for the new icon in the File Name Text box.
4. Choose the file format you wish to use (see above). Axialis IconWorkshop™ will add the file extension (ICO) automatically
5. Click on the **Save** button

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**If the filename is already in use, Axialis IconWorkshop™ will present a prompt. Click on the **Yes** button to overwrite the existing file.**

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### Saving the project by adding it in the Librarian

1. Choose File/Add to the Librarian (F3)
2. Enter the name of the icon file to create, do not specify the extension. Click OK.
3. The file is automatically added to the librarian. An ICNS, RSC or BIN file is created if the selected Librarian item is a folder. If an icon library is selected, the icon is added to this library.

## Save a Windows® icon as Macintosh® format

It could be useful to save an opened Windows® icon to Macintosh®. This is a handy way to convert an icon from one system to another. Various file formats are available for saving Macintosh® icons:

- **ICNS** - This is the standard Macintosh® icon file format. Only one icon (with several formats) can be saved in this format. This format is the most commonly used.
- **RSC or RSRC** - This is the Macintosh® resource file format. It is used mainly by developers. This format can contain several icons. IconWorkshop™ support reading of RSC files with several icons but can write only RSC files with one icon.
- **BIN** - MacBinary format. This format permits to easily transfer files between Macintosh® and Windows®. For more information on this format, visit this website:  
<http://en.wikipedia.org/wiki/MacBinary>.

We strongly recommend to use this file format to transfer your icons to Macintosh® because it is compatible with Macintosh® file system which separate each file in two parts called "forks": The data fork and the resource fork. The data fork contains the data included in the file (a text file for example). The resource fork contains the image or icon which permits to display it on screen. See below for more information on transfer from Windows® to Macintosh®.

### Saving a Windows® icon using a Macintosh® format

1. Open a Macintosh® icon. Choose **File/Save As**
2. Choose **File/Save As**, select **Macintosh® (ICNS, RSC or BIN)** as file type and specify a new name.  
or
2. Choose **File/Save As Macintosh® Icon... (Ctrl+Alt+S)**, select the Macintosh® file format (see above) and specify a new name.  
or
2. Click the following button on the toolbar, select the Macintosh® file format (see above) and specify a new name for this icon.



3. Click on the **Save** button

### Remark about the Macintosh® icon format

The following table shows the common Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

Macintosh® OS standard icon image formats

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

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**Macintosh® icon format is not open. You cannot add image formats which are not defined in Macintosh® icon specifications. Some image formats are not available.**

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During the save operation you may be prompted to confirm loss of Windows® specific image formats not available in Macintosh® icons.

## Convert a Windows® icon to Macintosh® format

### What's the difference between Windows® and Macintosh® icons?

Microsoft Windows® and Apple Macintosh® icons are very similar. They both have several image formats embedded in the same icon. But the file format is totally different. You cannot use Windows® icons under Macintosh® because the file format is not compatible. You must convert them to Macintosh® ICO file format (with Axialis IconWorkshop™ of course!).

All kinds of formats can be included in a Windows® ICO file (you can even create non-square icons). With Macintosh® icon files this is not possible. Only some strictly-defined image formats can be included. As a result, some image formats cannot be converted to Macintosh® icon.

Axialis IconWorkshop™ supports the following Macintosh® icon files creation: **ICNS**, **RSC** and **BIN**. Icons from system 7.5, 8.5, 9.x and 10.X are supported. You can easily open Windows® icons into the Icon Editor and save them as Macintosh® format. During the conversion, formats which are not supported under Macintosh® will be removed.

To learn more about Windows® and Macintosh® icon file formats, read this topic: [Macintosh® vs Windows® icons](#)

### Which image formats are included in macintosh® icons?

Here is the list of image formats you can find in Macintosh® Icons:

- **Leopard** (512x512) - 32 bits (alpha channel)
- **Tiger** (256x256) - 32 bits (alpha channel)
- **Thumbnail** (128x128) - 32 bits (alpha channel)
- **Huge** (48x48) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Large** (32x32) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Small** (16x16) - 32 bits (alpha channel), 256 colors, 16 colors, mono



- **Mini** (12x16) – 256 colors, 16 colors

The new Macintosh® OS-X icons can contain very large image formats (128x128, 256x256 – 32 bits). Those formats are also supported. Although those image sizes are not actually used in Windows®, it's a good idea to start from hi-res sizes to create a new Windows® icon.

Here is a summary of image formats you can find in Macintosh® Icons:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

Macintosh® OS standard icon image formats

(\*\*) Jpeg2000 compressed OSX 10.4  
 (\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

**?** Some image formats are unavailable in Macintosh® icon specifications. Therefore IconWorkshop™ won't event permit you to create them. If you try to save or convert a Windows® icon to Macintosh®, some format will be removed. Note that all image formats can be created in Windows® icons, even custom formats not listed above.

## Convert the icon to Macintosh®, keeping all Macintosh® compatible image formats

This is the simplest way to proceed. However, some Windows® specific image formats may not be converted.

1. Open the Windows® icon. Choose **File/Open...** The icon is opened in a document window.
  2. Choose **File/Save As**, select **Macintosh® (ICNS, RSC or BIN)** as file type and specify a new name.
- or
2. Choose **File/Save As Macintosh® Icon...** (Ctrl+Alt+S) and specify a new name.
- or
2. Click the following button on the toolbar and choose a new name for this icon.

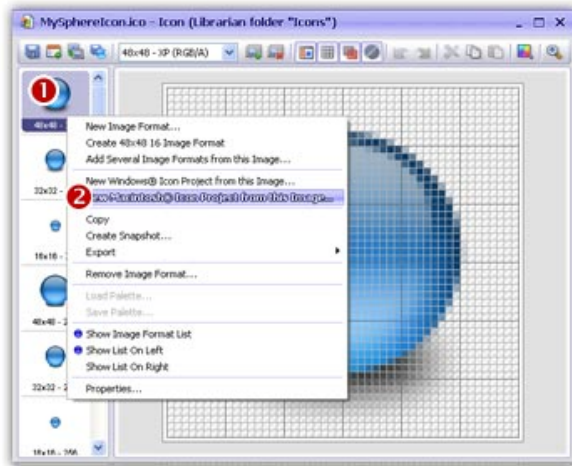


## Creating a Macintosh® icon from a Windows® icon

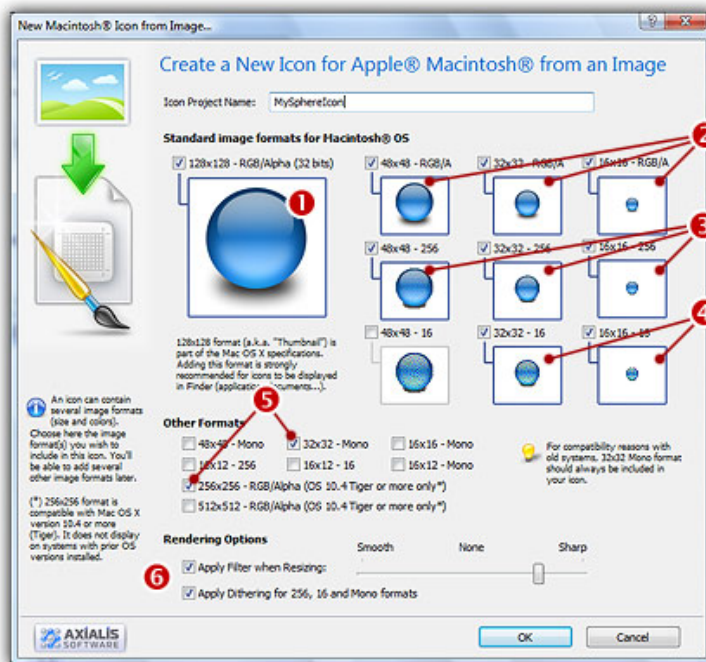
This operation is not a conversion, it's a creation of a new icon. It will not preserve all the existing formats. It will create a new icon based on the largest and most coloured image included in the original Windows® icon (usually 128x128 or 48x48 with alpha channel).

1. Open the Windows® icon. Choose **File/Open...**

- When the icon is opened, select the largest and the "most coloured" image format in the list (best with 128x128 or 48x48 with alpha channel).
- Right-click on the selected image format in the list (1), a menu opens. Select "New Macintosh® Icon Project from this Image..." (2).



- A large dialog box opens. In the **Name** group, enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, **select** the image formats you wish to add in the icon (1 2 3 4).
- You can also add other formats (256x256 to be used in Tiger). When done, click **OK**. The new Icon Project document window is created with all formats embedded.
- Save your icon to Macintosh® format. choose **File/Save** and choose a new name for this icon.

## Create a Macintosh® icon from an image File...

An interesting feature of Axialis IconWorkshop™ is to create an icon from an existing file. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. The following image formats are supported:

- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **JPG** - JPEG
- **TGA** - Targa
- **GIF** - Compuserve GIF
- **Others** - Various other formats supported: TIFF, PCD (PhotoCD), PIC (Apple PICT), PCX (Zsoft), WMF (Windows® MetaFile)

### Open the image file in Axialis IconWorkshop™

1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).

or

Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.

or

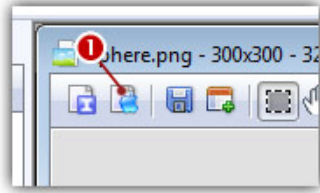
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.

2. The image file opens in a document window.

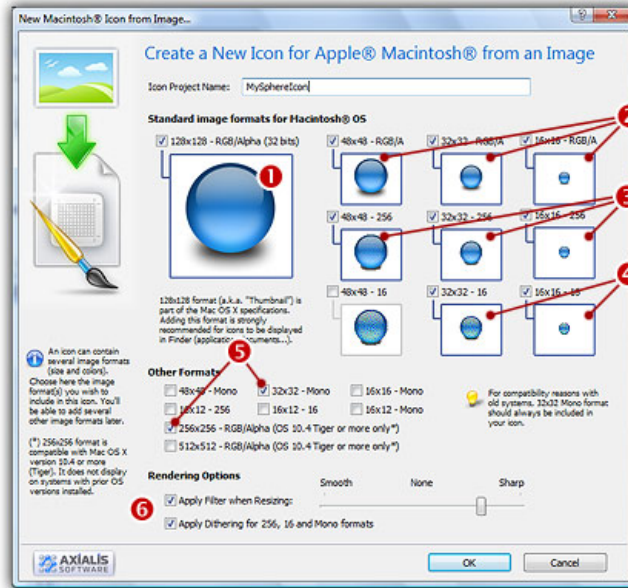
Axialis IconWorkshop™ will convert images to 32 bpp with transparency when possible. This is much more convenient to create icons. The following image formats can include transparency: Photoshop® PSD, PNG, RGB, GIF, JPEG 2000 and WMF.

### Create an icon from this image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create Macintosh® Icon from Selection** or press **"M"** or click the first command button in the local toolbar (🔴):



6. The dialog box **New Macintosh® Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



7. In the **Image Formats** group, select the image formats you wish to add in the icon (2 to 4) and **unselect** the unwanted images. Just click on the image preview to select/unselect.
8. In the **Other** group, select the optional image formats you wish to add in the icon (5). Note that the 32x32 mono is recommended if you want the icon to be compatible with older systems. The format 256x256 works only under Macintosh® OSX 10.4 (Tiger) or more. The format 512x512 works only under Macintosh® OSX 10.5 (Leopard) or more. The following table shows the common Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

**Macintosh® OS standard icon image formats**

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

8. To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try 6 and see the results in the preview images).
9. When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## Batch create several Macintosh® icons from images

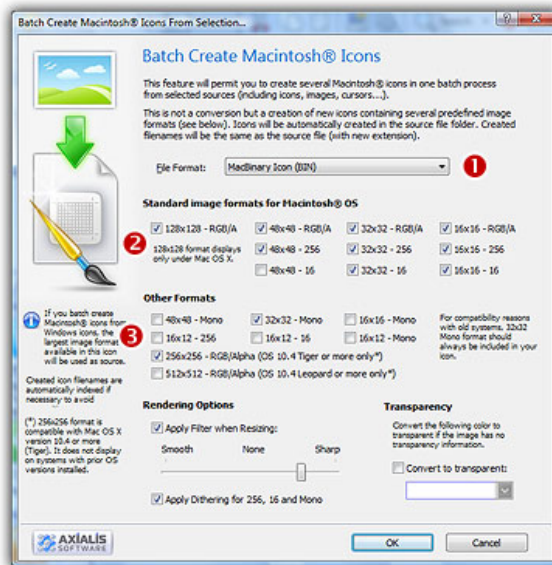
Using this feature you can **Create Several Icons** from images, existing icons or cursors in one operation. This is what we call a batch procedure. We'll perform this task using the built-in Axialis IconWorkshop™ explorer.

### Select the source images, icons or cursors

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create Macintosh® icons

4. Choose Explorer/Batch Create Macintosh® Icons from Selection or Ctrl+Shift+D.
5. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (1 there are 3 formats supported by Axialis IconWorkshop™ - see this topic to learn more).
6. In groups "Standard Image Formats" (2) and "Extra Image Formats" (3) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group, you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group, an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed.

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The created icons have the **same filename as the original** document with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

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# 5

## Creating Icons from Image Objects

### What is an Image Object?

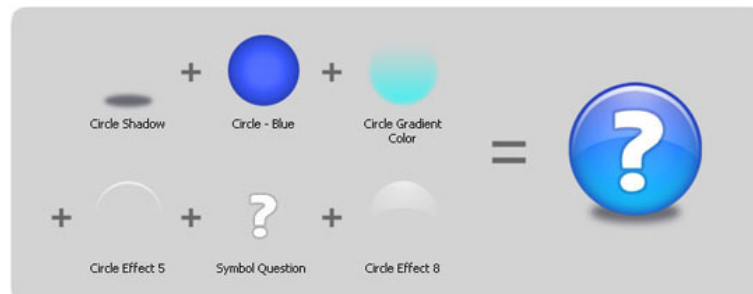
Image objects are simple, basic graphical elements which are assembled together to create more complex artworks like icons, buttons, sprites and more. Image objects permit you to be creative without drawing one pixel, just by using mouse drag & drop and applying effects. In the near future all Axialis products will support Image Objects.

### Why Image Objects?

Graphics are among the primary ways of advertising the sale of goods or services. This is true for computing when designing software or website interfaces. The primary solution is to draw icons using either an image or vector editor. Then, when the image is done, use Axialis IconWorkshop™ to convert this image to an icon. Also, if you don't want to use an external image editor, Axialis IconWorkshop™ contains some drawing tools that permit you to draw your own icons. But most of us are not graphic designers and we have a problem when it comes to create attractive icons or web graphics. The question is: **"How to create attractive custom icons without drawing skills?"** Image Objects are the answer.

The solution is to use a set of image objects already done by a skilled computer graphic artist, and assembling them together to create a final artwork that will match your needs. Using a set of existing image objects the possibilities are almost infinite. You can create many different icons or graphics simply by adjusting various parameters of each object like Hue (teint), Saturation, Brightness, Contrast, Size, Opacity and more.

For example, using 6 image objects from our Glossy Buttons object pack, you can easily create an attractive help icon:



This association can be easily done with Axialis IconWorkshop™ using a few mouse clicks and drag-and-drops. Creating different versions of an icon is very easy with this pack. See below some examples of the help icon made in a few minutes simply using the mouse and without drawing one pixel (non-exhaustive list of course!):



## Specifications of an Image Object

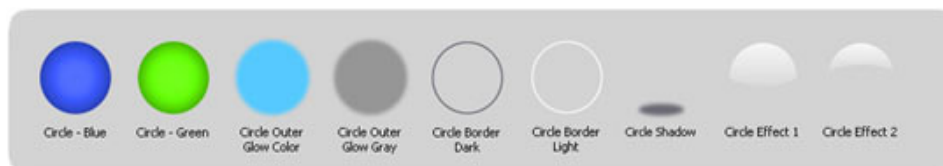
An image object is a simple raster or vector image which can be saved as standard or proprietary file format. However, to comply with Axialis requirements, image objects must match the following specifications:

- Objects can be vector or raster images;
- Objects file format must be compatible with Axialis Software products: PNG, JPEG2000, BMP, PSD, ICO, ICNS (more formats to be supported in the future);
- Raster objects must contain RGB images and include alpha-channel transparency (RGB/A 32 bits-per-pixel format). Indexed images with color palette are not accepted.
- Raster objects size must be 256x256. Overlay objects object can be 128x128. Complex multi-resolution objects can include several versions on the same image at different sizes (useful for small icons).
- Objects can contain layers;

## Different Types of Image Objects

All objects are simply images. However we can separate them in three types:

- **Basic Objects** - These objects are the most simple possible. For instance, the Glossy Buttons pack contains only basic objects. Basic objects cannot be used alone. They are designed to be added as layers to other basic or simple objects. Typical basic objects are: geometric shapes, reflect effects, lightning effects, shadows and more. See below examples of basic objects (from Glossy Buttons pack):

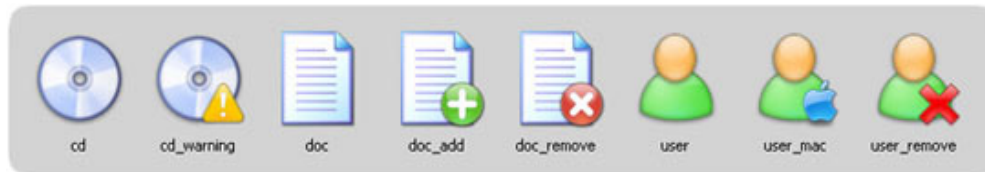


- **Overlay Objects** - These objects can be used alone but are generally added to already-done images. The aim of overlay objects is to add a supplementary information to the image, usually actions or types. Overlay objects can be created from basic objects and added to your existing object collection. See below examples of overlay objects (from Axialis IconWorkshop™ standard objects):





- **Complex Objects** - These objects are detailed ones which can be used alone. However, they're usually used with overlays images applied to them. See below examples of complex objects (few of them with overlays):



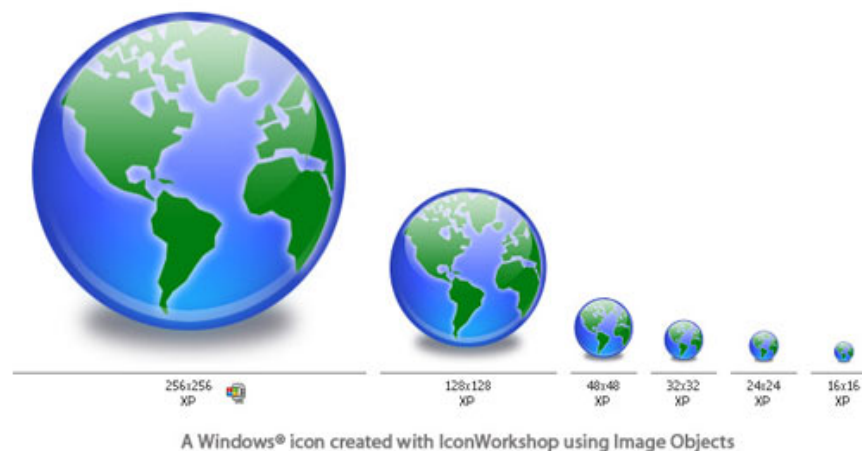
## Using Image Objects with Axialis Products

Actually **Axialis IconWorkshop™** is the only product to support image objects. In the near future, **Professional Screensaver Producer** and **CursorWorkshop** will support image objects. On a regular basis, new image object packs will be available for download on our website. Packs are free but some of them are reserved to registered customers. Additionally, third-party authors may propose their own object packs (additional fees may be required). Links to selected object packs will also be added to our website object page.

Using image objects in Axialis products is a child's play. The installation is easy and fully automated. Objects are added in the Axialis Librarian folder and appear in the associated integrated window (present in all Axialis products). Once the pack is installed, dealing with objects is fun and intuitive. It can be done exclusively with the mouse using drag and drops.

To learn how to create icons from object we recommend to read this tutorial: [Creating Icons from Image Objects](#)

To follow this tutorial, you need to install Axialis IconWorkshop™ 6.0 (Tryout or Corporate version) or more. The Glossy Buttons pack is already included in Axialis IconWorkshop™. You'll learn how to create the following icon, containing several formats, in minutes:



## How to use Image Objects to Create Icons?

Using image objects in Axialis IconWorkshop™ is a child's play. Objects are present in the Axialis Librarian folder and appear in the associated integrated window (present in all Axialis products). Additional object packs can be downloaded from our website. Dealing with objects is fun and intuitive. It can be done exclusively with the mouse using drag and drops.

Before reading this tutorial, we recommend you to visit this page to learn more about Image Objects: [What is an Image Object?](#)

### Downloading and Installing Object Packs

Axialis IconWorkshop™ already includes some objects packs. However, on a regular basis, new object packs will be available for download on our website. Packs are free but some of them are reserved to registered customers. Additionally, third-party authors may propose their own object packs (additional fees may be required). Links to selected object packs will also be added to our [website object page](#).

1. Open your Internet browser and visit our page: "[Download Image Object Packs](#)". We recommend you to read the [License Agreement](#) before downloading packs.
2. When you're interested by an object pack (click "[Read More](#)" to get additional information on this pack), click the "[Download Now](#)" button. It is an executable file (EXE) so you may be prompted by Windows® or any other antivirus application to confirm the download and execution of the file. Click "[YES](#)".

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.  
**Installing packages downloaded from Internet is potentially dangerous . Install packages that you download on Internet may contain viruses. However your security is our priority and all our files are periodically tested against all known viruses. Also, if you have an antivirus software installed, the file will be automatically checked before it is launched.**

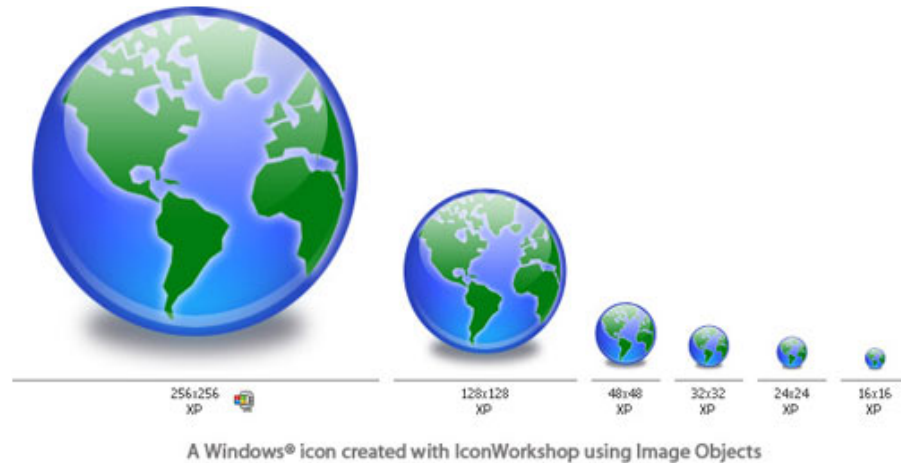
---

3. Once the file is downloaded, launch the installation and follow the procedure. When finished, the objects are installed in the "Axialis Librarian" folder. If IconWorkshop™ is installed it is automatically launched.

### Defining, Creating the Icon Project

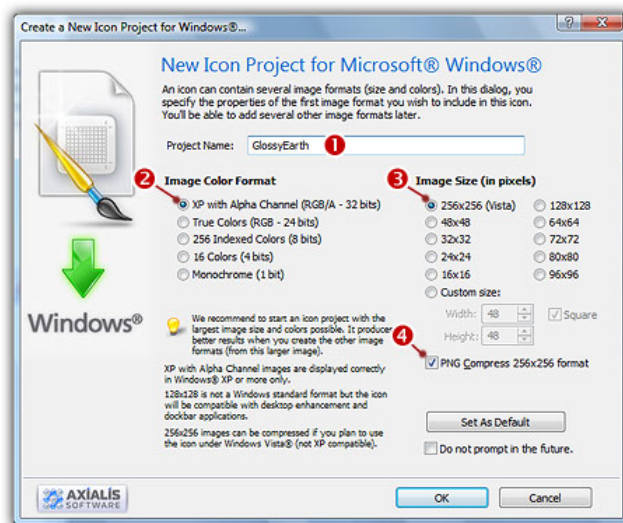
Before using the image objects, we need to create a new icon project. An icon contains several image formats (see "[What's an Icon?](#)") so we need to define all these formats before going on.

We'll create an icon compatible with Windows Vista™ (256x256 format), Windows® XP; (48x48, 32x32, 24x24 and 16x16 formats) and Dock Bar applications (128x128 format). To simplify the project, we won't add indexed color formats (256, 16 colors). Using the objects we'll make a "Glossy Earth" icon with bottom shadow. The resulting icon will look like this:

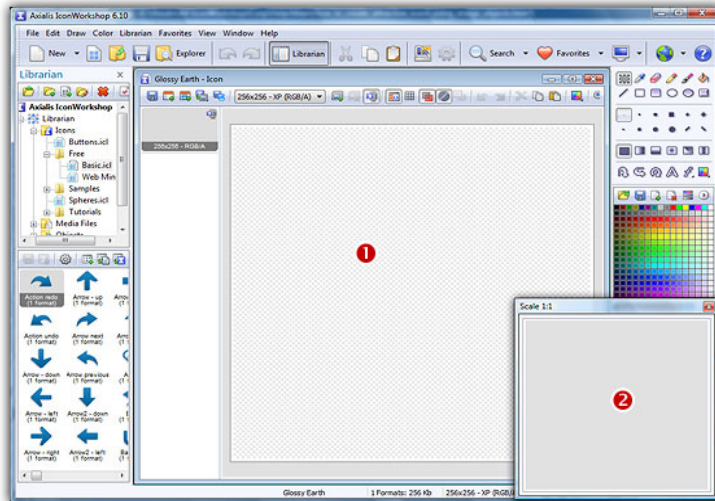


The largest image format is 256x256 Windows® XP (ie RGB with alpha channel). To get the best results, we'll start the project with this new format and work with it to assemble the objects. When finished, we'll create all the other formats using this 256x256 format as template. Let's create our new icon project:

1. Launch IconWorkshop™. Choose **File/New/Windows® Icon Project** or press **Ctrl+W**. A dialog box opens:



2. Type the name of the project (❶): **"Glossy Earth"**.
3. Now specify the format of the first image to add in the project: In **Colors**, choose **"XP with Alpha Channel (RGB/A 32 bits)"** (❷). In **Size in Pixels**, choose and **"256x256 (Windows Vista™)"** (❸).
4. As we want the 256x256 format to be used under Windows Vista™, we choose to compress it as PNG: Click the option **"Compress 256x256 Windows Vista™ format"** (❹). To learn more about Windows Vista™ icons, read this article: ["Introducing Windows Vista™ Icons"](#).
5. When done, click **OK**. A new icon project window is created (❶):



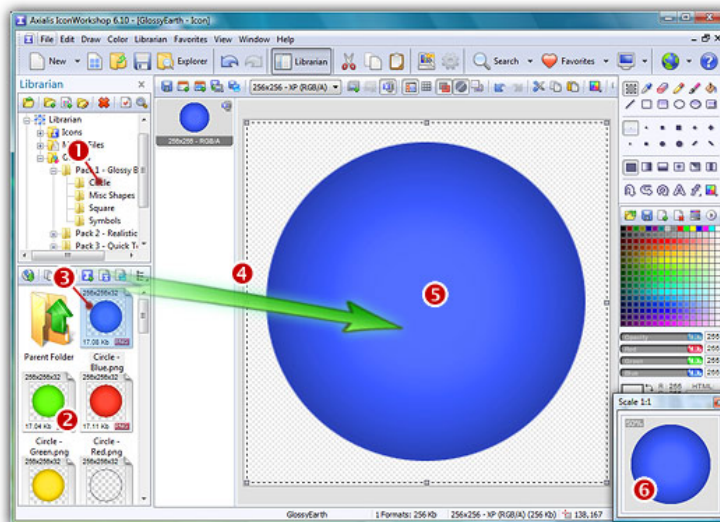
6. If the scale-1:1 preview window is not in 256x256 mode, the preview image will be cropped. It is recommended that you switch to 256x256 preview mode to work with 256x256 Windows Vista™ icons. To switch to this mode, right-click in the preview window, a menu opens. Choose "**256x256 Display**". The preview window now looks as shown above in floating mode (2).

Use the same method to return to the previous state: choose "**128x128 Display**", remove the "Floating Window" option and use the mouse to dock the window.

## Building the Icon Using Image Objects

This is the most important part of the project. The time has come to be creative! No problem it's easy and fun with IconWorkshop™. Before we start, don't forget that each step of the creation can be undone/redone (**Ctrl+Z/Ctrl+Y**) up to 16 steps back.

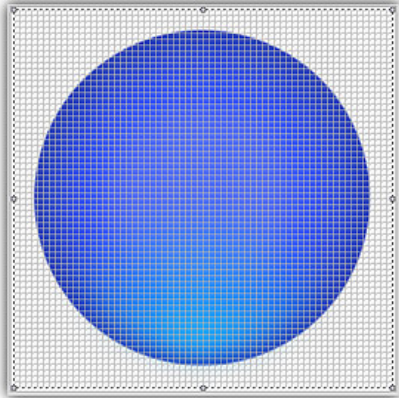
7. In the **Librarian** window (choose **View/Librarian** if it is not visible), select the "**Objects/Pack 1 - Glossy Buttons/Circle**" folder (1). A list of available object is displayed in the contents window below (2). Find the "**Circle - Blue.png**" file and select it (3).



- When done, use a mouse **Drag-and-Drop** to add it into the project as shown above (4). The object is added to the project as a floating selection (5). Take a look at the quality of the artwork in the **Scale 1:1 window** (6).

**Congratulation!** you've just added your first image object to your project! As you can see it's very easy and intuitive. Now let's continue and add other objects to build the icon.

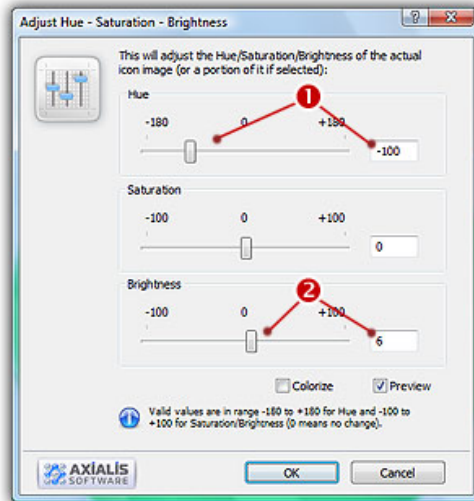
- From the **Librarian**, select the file "**Circle Inner Light.png**" and add it to the project using the same method. The resulting image now includes a cyan light effect as shown below:



- To create the Earth image, we now add the map object. From the librarian, select the file "**World Map.png**" and add it to the project using the same method. The resulting image looks like below:



- The result is good but we want to make it even better. We can increase the realism by changing the color of the map to green. To do so, IconWorkshop™ has a feature to adjust the Hue/Saturation/Brightness of an image. Choose **Draw/Adjustments-Effects/Hue-Saturation** or press "U". A dialog box opens:



12. Set the **Hue** to "-100" either using the slider or by typing the value (1). It "shifts" the colors of the floating image in the spectrum. As a result, the map is now green. Also, we slightly increase the **Brightness** of the map by specifying "6" (2). You can see the results in real-time in the Preview 1:1 window. When done click **OK**. Now the map is green:



13. Do you recall the name of the icon? Yes, "Glossy Earth"! So, let's add the glossy effects. First, using the same drag-and-drop method as above, we add the object "**Circle Effect 3.png**". Then to increase the effect, we add the object "**Circle Effect 6.png**". Now it looks like this:



14. Now the final touch: the shadow. We want to add a shadow at the bottom and under the earth. This will produce an interesting effect, just like if the globe was laid on a white horizontal plan.

First, we need to move the whole Earth 10 pixels up (just to leave more space for shadow at the bottom of the image). **Important:** To do so, we must **select the whole image**. Actually, only the last object we've added is selected. Choose **Edit/Select All** or press **Ctrl+A**. There is no visual change but now you're ready to move the whole image.

To move the image, you can use the mouse (with a drag-and-drop) or use the arrow keys of the keyboard. To move the image 10 pixels up, hit **UpArrow** 10 times or press **Shift+UpArrow**. The resulting selection rectangle is now 10 pixels outside the top of the editor area.

15. We can now add the shadow. Select the object "**Circle Shadow.png**" in the librarian and add it to the project. The resulting image looks like this:



16. Obviously, there is a problem: The shadow is in front of the Earth Globe! The solution is as easy as a keystroke: Press the **End** key or choose **Edit/Set Floating Selection to Background**.

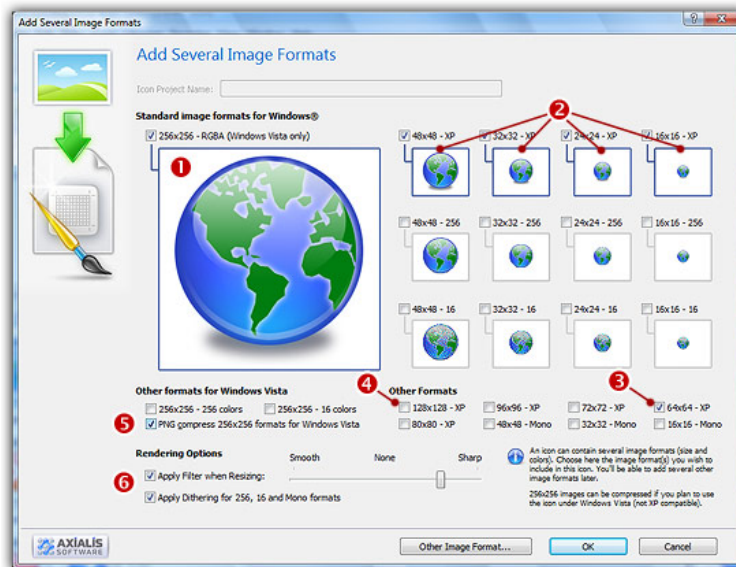
**You're done!** The resulting image should look like this:



## Finalizing the Icon by Creating All the Formats

Now that the largest image is done (256x256 RGB/A), we'll create all the other formats of the icons from this one. This is done in one step with Axialis IconWorkshop™ Corporate Edition. Using the Personal Edition, you need to create each format manually (see product help for more info).

17. Choose Draw/Add Several Image Formats from This Image or press "V". A dialog box opens:



18. Select the images formats to include in the icon (1/2) by clicking on the associated check boxes. Follow the specifications as we defined them above.
19. You can also choose to apply the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (2). View the results in the preview images.
20. When done, click OK. The new formats are automatically created and added to the project (1):





21. Take a moment to admire your work :) Click on the various formats (1) and see the resulting icon at scale 1:1 in the preview window (2). You can change the **background lightness** of the **Scale 1:1** window simply by clicking in it using the left button of the mouse. It will permit you to see how the icon is displayed on different backgrounds with different lightness.
22. Save your icon: Choose **File/Save** or press **Ctrl+S**. It will be saved as Windows® ICO format.

**Congratulations!** You've created your first icon from Image Objects. There is no limit to your creativity using these objects. You can resize them, changing their color, their opacity and more. You can even create your own objects by combining existing ones.

If you want to practice, try to recreate these sample icons made using the **Glossy Objects** pack:



## Creating a Macintosh® Icon

You can easily create a Macintosh® icon using a similar procedure. When creating the project, choose "**File/New/ Macintosh®Icon Project**" or press **Ctrl+M** and follow the same building method.

You can also save your Windows® icon as Macintosh® format. When the icon is finished (step 22 above), choose **File/Save as Macintosh®Icon** or press **Ctrl+Alt+S**.

## Downloading Object Packs from Internet

On a regular basis, new image object packs will be available for download on our website. Packs are free but some of them are reserved to registered customers. Additionally, third-party authors may propose their own object packs (additional fees may be required). Links to selected object packs will also be added to our download page.

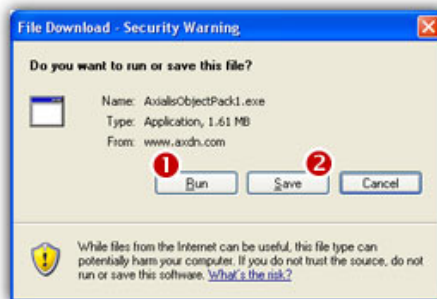
## Download Object Packs from your Web Browser

This is a standard way to proceed. The procedure may differ slightly depending on your web browser type and version. The procedure below is based on Microsoft® Internet Explorer® 6.0:

1. Launch Internet Explorer®. In the Address bar, type the following address:  
"http://www.axialis.com/objects".
2. The web page opens: "**Download Image Object Packs**". We recommend you to read the License Agreement before downloading packs.



3. When you're interested by an object pack, read the quick description (1). Take a look at the popularity and user rating. Once downloaded and tested you'll be also able to vote for it just by clicking on the **Rating Stars** (1). To get more information about the pack, click "**Read More**" button.
4. Click the "**Download Now**" button (2). If the file is in "**FREE ACCESS**", the download process starts immediately. Otherwise, the file is marked "**REGISTERED USERS**" and you need to enter your **Genuine Axialis Product Key** to download the file.
5. The file to download is an executable file (EXE) so you may be prompted by Windows® or any other antivirus application to confirm the download and execution of the file.



6. If you want to launch the installation of the pack without saving the file on your disk, click "**Run**" (1). In such a case, the file downloads and the installation starts automatically. If you want to save a copy of the install pack to your disk, click "**Save**" (2). The file will be saved to a folder of your choice. When finished, you'll have to explore this folder later to launch the installation manually.

7. The installation starts in a separate window similar to this:




Click **Next** to go the 2nd screen. You must read carefully the license agreement and accept it before going further. This is very important to understand the way you can use the objects. Click **"Yes, I agree all the terms"** and click **Next**.

8. The files are copied on your computer. The target location is the **"Axialis Librarian\Objects"** folder (usually located in the "My Documents") folder. This folder is easy accessible from all Axialis products in the built-in Librarian window. To get more information about the Librarian, see this topic: [Working With The Axialis Librarian](#)
9. When finished, the associated Axialis application is launched or activated automatically (here Axialis IconWorkshop™) and the built-in Librarian is opened. The new object pack folder is automatically selected.

**You're done.** Now enjoy the new objects and be creative!

## Download Object Packs from the Axialis Application

This is a faster way to proceed. The procedure is very similar but the website is access from within the application.

1. Launch **IconWorkshop™** (or any compatible Axialis Application).
2. Choose **Librarian/Download Object Packs (Internet)** or click the associated button: . The "<http://www.axialis.com/objects>" page opens in a document window inside the application. Just follow the procedure as specified above.
3. The new objects are installed and the folder is automatically selected.



# 6

## Creating Icons using Photoshop® Templates

### How do the Photoshop® Templates work?

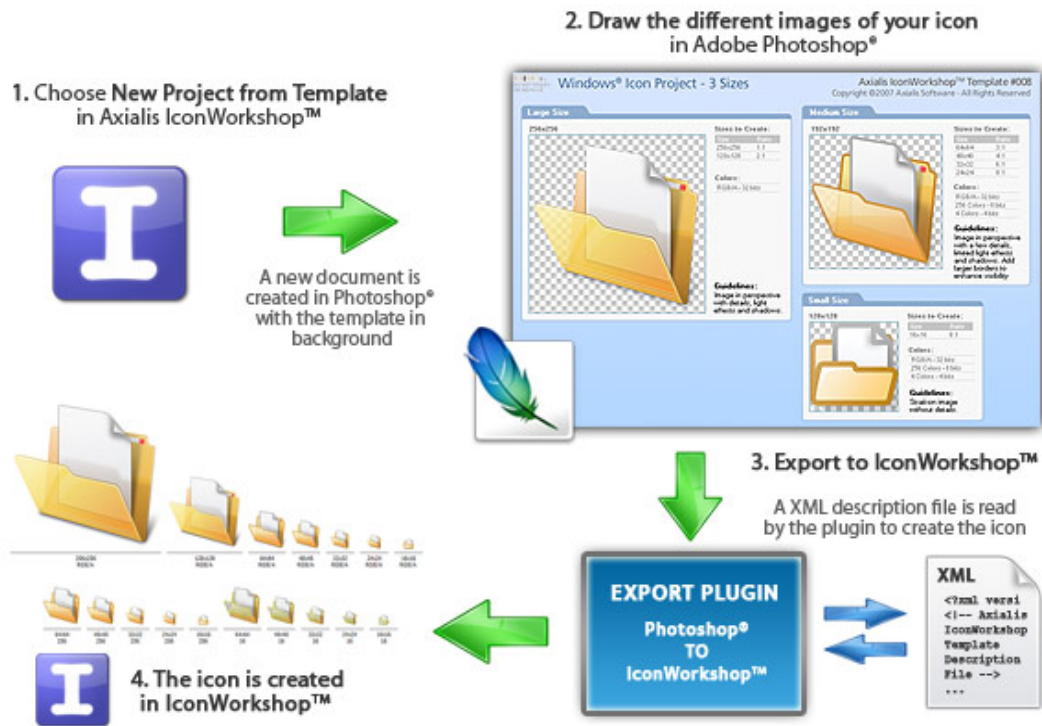
Templates permit you to use the powerful tools of Adobe Photoshop® to draw your icon in different formats, then transfer the work to IconWorkshop. Axialis IconWorkshop™ creates the icon automatically in one step.

A template is a ready-to-use image which contains empty/transparent square areas where you can draw your icons in different formats. This image is designed to be placed in background of your drawing project. You make your artwork in layers that you add on top of this background template. You can add as many layers as you want and you can save your project as individual files for future use or modifications. Once your work is done, just export it into IconWorkshop™, the image will be temporary flatten and the icon created.

In order to transfer the images from Photoshop® to IconWorkshop™, you need to install the **Axialis transfer plug-in**. This is a small software component which permits you to export the images directly in memory without saving them to a file.

### How do the Photoshop® templates work?

Select **"new icon project from template"** in IconWorkshop™. Choose one template (10 templates are provided, see below). Adobe Photoshop® is launched and a new image document is created with the template image in background. Draw your images, creating layers as necessary. You can save the work as a PSD file for later use. Choose "Export to IconWorkshop™". The Axialis plugin is launched, a XML description file is read (you can create your own) and the icon is created in IconWorkshop™. Just retouch it if you want and save it.



## How many templates are included in IconWorkshop?

10 templates are included in IconWorkshop. Each template is composed of 2 files: a PNG file with transparency which is the image file on which you'll draw the different sizes of your icon; a XML file describing the template (this is a text file with the same filename, extension XML). You can create your own new templates. Files are located in [Application Data]/Axialis/IconWorkshop/Templates. The 10 templates are:

- |   |   |
|---|---|
| 1. Windows Icon – All Formats             | 6. Macintosh OSX Leopard Icon (512x512,...) |
| 2. Windows Vista Icon (256x256,...)       | 7. Windows Project (2 Sizes)                |
| 3. Windows XP Icon (48x48,...)            | 8. Windows Project (3 Sizes)                |
| 4. Macintosh OSX Icon (128x128,...)       | 9. Macintosh Project (2 Sizes)              |
| 5. Macintosh OSX Tiger Icon (256x256,...) | 10. Macintosh Project (3 Sizes)             |

## What is the difference between "Simple Icon" and "Icon Project" templates ?

The **Simple Icon Templates** (numbers 1 to 6) have been designed to permit you to draw all the formats of the icon, including RGB/A, 256 and 16 colors. If a format is left blank, it will not be added to the icon. We recommend you to follow this tutorial: [Use a Simple Icon Template](#)

The **Icon Project Templates** (numbers 7 to 10) permit you to create 2 or 3 versions of your icon (based on the template you choose). Then, during the export, the formats are created according to the XML description file. Usually, image formats in project templates are created using the following guidelines:

- **512x512, 256x256, 128x128 to 72x72** : Image in perspective with details, light effects and shadows.
- **64x64 to 24x24** : Image in perspective with a few details, limited light effects and shadows. A border is added to enhance visibility.
- **16x16**: Flat image without details and large borders.

## Install the Photoshop-to-IconWorkshop™ transfer plug-in

Before using the as detailed in next topic, you need to install it on your computer. The plug-in can be easily installed from within Axialis IconWorkshop™ in one fast and simple operation.

1. Before installing the plug-in you need to close the Photoshop® application (if it is opened in background). Choose **File/Install Photoshop® Plug-in...**
2. The dialog box **Install the Photoshop to IconWorkshop Transfer Plug-in** opens (see below). In the **Location** edit zone (1), specify the Photoshop plug-in folder. If you don't know the exact folder path, click the browse button (2) to choose the folder in a list.



3. If you want to **create a subfolder** "Axialis" to install the plug-in module (recommended to organize your folder properly), activate the option "**Install in a subfolder Axialis**" (3). Note that creating a subfolder may fail with some compatible applications.
4. Click **OK**. When done, a message informs you that the plug-in has been installed.
5. Now you can start your Photoshop® application. The plug-in is visible in **File/Export/Export to IconWorkshop** menu. Read this for more info on how to use the plug-in filter.

## Use a Simple Icon Template to create an icon

Before reading this topic, we recommend to learn how the Photoshop templates work.

The **Simple Icon Templates** have been designed to let you to draw all the formats of the icon, including RGB/A, 256 and 16 colors. If a format is left blank, it will not be added to the icon. 10 templates are included in IconWorkshop, 6 of them are simple icon templates (numbers 1 to 6):

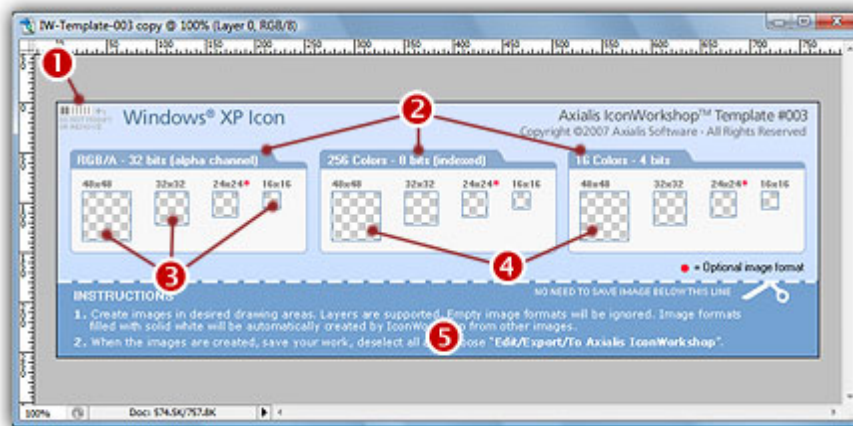
- |                                     |   |
|-------------------------------------|---|
| 1. Windows Icon - All Formats       | 4. Macintosh OSX Icon (128x128,...)         |
| 2. Windows Vista Icon (256x256,...) | 5. Macintosh OSX Tiger Icon (256x256,...)   |
| 3. Windows XP Icon (48x48,...)      | 6. Macintosh OSX Leopard Icon (512x512,...) |

## Create a Windows® XP icon using a Simple Icon Template

In this tutorial, we'll create a simple icon for Windows® XP. To do this, we'll use an "Icon Template". This kind of template (see above), permits you to create each format of the icon separately. A typical Windows® XP icon contains **9 or 12 formats**: sizes **48x48, 32x32, 16x16 (optional 24x24)**, each one in colors **RGB/A, 256 and 16**. As a result, the templates contains 12 areas where you can draw the different formats of the icon. If a drawing area is left blank, the associated format is not created.

In the procedure below, we'll create 3 RGB/A formats: 48x48, 32x32 and 16x16.

1. First, be sure the Photoshop® plug-in has been installed (see previous topic). Choose **File/New/Icon Project from Photoshop Template/Windows XP Icon (48x48...)**.
2. Adobe Photoshop® opens and a new document is created. Its name is "**IW-Template-003 copy**". The term "**copy**" means that this is a new document based on the file "**IW-Template-003**" but not linked to it. As a result, you won't overwrite the original template image by saving your over it by error (simply by pressing Ctrl+S for instance). It's like a new document containing an image at startup.



The figure above shows the document window as it has been created in Photoshop®. In the upper-left corner (1) there is a **barcode** to let IconWorkshop identify the number of the template (this permits IconWorkshop to associate the template image with the associated XML file). **Do not modify or remove this barcode.**

The template is divided in 3 groups (2), one per color mode. We'll draw image formats only for the RGB/A color mode in sizes 48x48, 32x32 and 16x16 (3). We'll leave the other formats blank (4). At the bottom of the template you'll find some instructions on how to use the template (5). This part of the template is not used during the export into IconWorkshop™ and the icon creation. If you want to save your icon project as a separate PSD file, you can remove this part (crop the image above the dotted line).

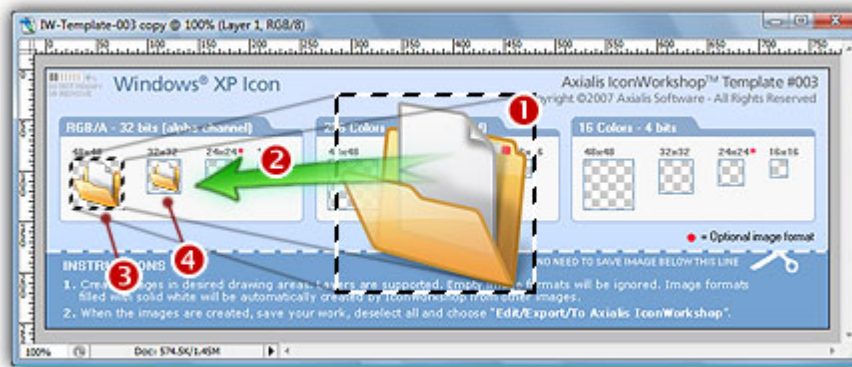


From here, you can simply draw your icons in the associated format zones and go directly to step 7. If you don't want to draw and prefer to use read-to-use sample images, follow steps 3 to 6.

3. Open the file "[Axialis Librarian]\Objects\Samples\Medium\Folder With Document.png". We mean by [Axialis Librarian] the folder where is stored the Axialis Librarian (usually in the My Documents folder).

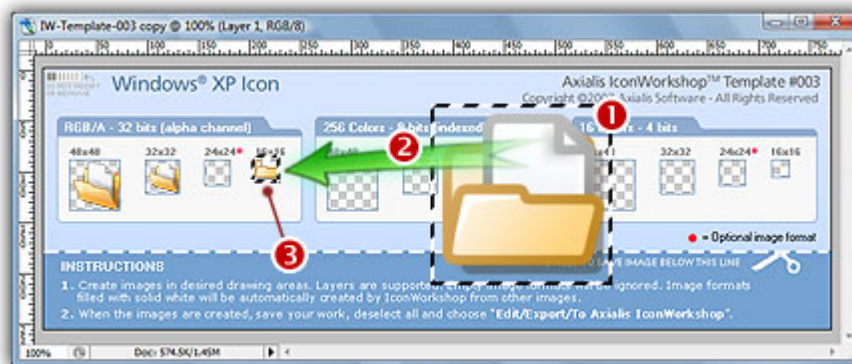
You can also do this directly from IconWorkshop™: in the Librarian, open the folder "Objects\Samples\Medium", right-click on the file "Folder With Document.png". A menu opens, choose "Open With/Adobe Photoshop®". The file is opened in a Photoshop document window.

4. Copy/Paste the image of the Folder with Document into the Template (a new layer is created), select it (1). Choose Edit/Transform/Scale and adjust the image into the 48x48 RGB/A square (2). The resulting image should be perfectly adjusted inside the transparent square (3), not over the borders (which will not be exported).

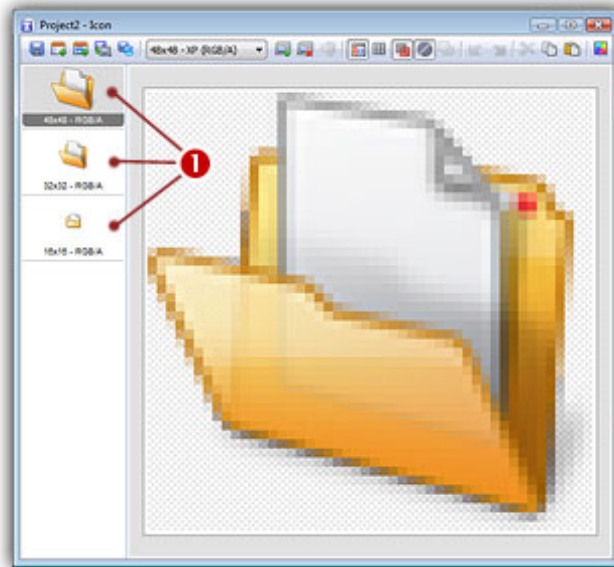


Redo the same operation for the 32x32 RGB/A format (4). In you're an advanced Photoshop user, you can retouch the images to enhance the final result.

5. Now let's create the 16x16 format. We'll use another image which will produce better results in very small sizes (located in subfolder "Small"). Open the file "[Axialis Librarian]\Objects\Samples\Small\Folder With Document.png".
6. Redo the operation similar to step 4 (1) and adjust the image (2) into the 16x16 RGB/A square. The result must be perfectly adjusted inside the square (3):




7. Now let's create the icon: In Photoshop, choose File/Export/Export to Axialis IconWorkshop. The template is automatically recognized by IconWorkshop and the icon is created with the 3 formats we've drawn (1):

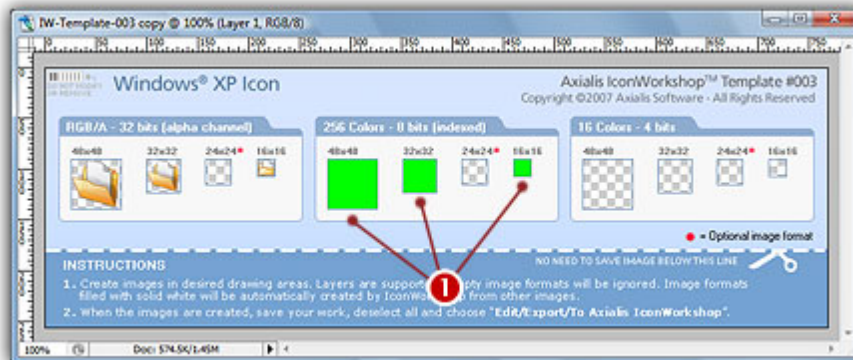


Only the squares with images generated the associated formats. Now if you want to create other formats, you can follow the same procedure as in Lesson 4.

## Adding other formats using the template

You can also add new formats from the one you've drawn using the template. For example, let's add the 256 color formats from the RGB/A images we've already drawn:

8. Go back to Photoshop and select the document containing the template. Select the layer "Layer 0" (the one containing the template image).
9. Select the Paint Bucket tool:  and using the color you want (we used pure green RGB:0,255,0), fill the 3 squares **48x48**, **32x32** and **16x16** in the group **256 colors** (1):



10. Choose **File/Export/Export to Axialis IconWorkshop**. A new icon document is created with the 256 color formats added. The formats has been automatically created from the largest and most coloured image, in our case 48x48 RGB/A. The problem is that the 16x16 format has also been created from this detailed image, not from the 16x16 image we've already created. Icon Project Templates will solve this problem.
11. Once you have finished to work on an icon template, we recommend you to save the document using the PSD format. This will permit to work again later on the project, preserving all your layers and effects you may have added.

## Use an Icon Project Template to create an icon

Before reading this topic, we recommend to learn how the Photoshop® templates work.

The **Icon Project Templates** (numbers 7 to 10) permit you to create 2 or 3 images of your icon (depending on the template you choose). Each image is designed to match the level of details required for large, medium and small sizes. During the export, the formats are created according to the XML description file. Usually, image formats in project templates are created using the following guidelines:

- **1st Image (256x256)** --> **Formats 256x256, 128x128 to 72x72** : Image in perspective with details, light effects and shadows.
- **2st Image (192x192)** --> **Formats 64x64 to 24x24** : Image in perspective with a few details, limited light effects and shadows. A border is added to enhance visibility.
- **3rd Image (128x128)** --> **Format 16x16**: Flat image without details and large borders.

By default, 10 templates are included in IconWorkshop, 4 of them are project icon templates (numbers 7 to 10):

**7. Windows Project (2 Sizes)**




**8. Windows Project (3 Sizes)**

**9. Macintosh Project (2 Sizes)**

**10. Macintosh Project (3 Sizes)**

## Create a Vista™ icon using a 3-image Icon Project Template

In this tutorial we'll create an icon using a professional method. We've seen in previous topic that basic icon templates require to draw all the formats of the icon to get the best results. Using Icon

Original Template Image	Drawing Guidelines	Created Icon Sizes
256x256 	Image in perspective with details, light effects and shadows.	256x256, 128x128
192x192 	Image in perspective with a few details, limited light effects and shadows. Add larger borders to enhance visibility	64x64, 48x48, 32x32, 24x24
128x128 	Flat image without details and a large border.	16x16

Project Templates, you draw 2 or 3 versions of your icon (depending on the template you use) and IconWorkshop automatically creates the icon formats using pre-defined rules.

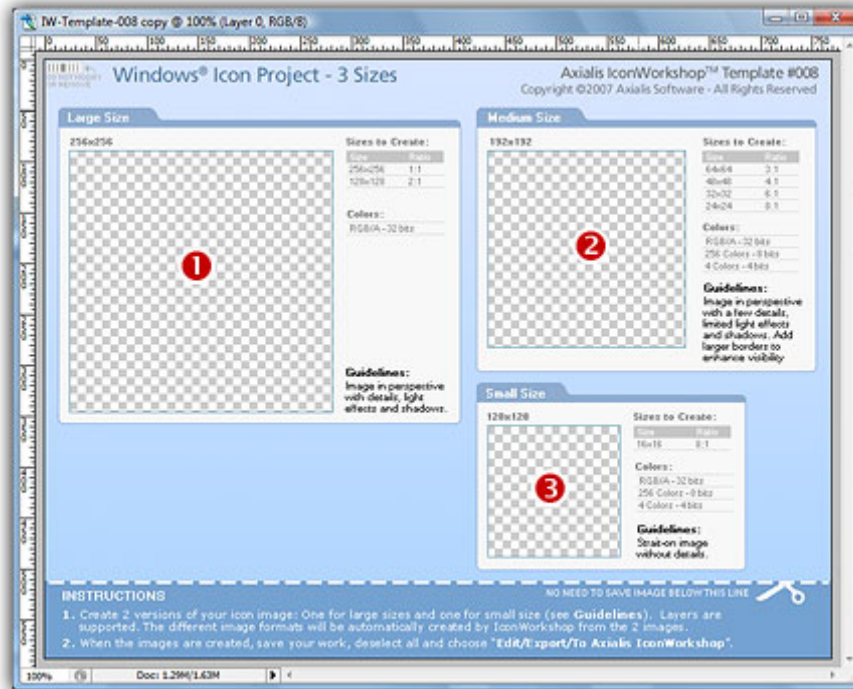
For example, the template "Windows® Project (3 Sizes)" lets you draw 3 images. Use the recommended guidelines below to draw the images. Then, IconWorkshop creates each format of the icon accordingly:

This is an advanced method for creating icons but this is the one which produces the most professional results. The final icon contains hi-res images for operating systems which support them such as Windows Vista™ or MacOS 10.4/10.5. It contains also smaller images which are easily identifiable by the user in all resolutions.

Note that the small sizes are generated from larger original images. For example, the 16x16 size is created from a 128x128 image (ratio 8:1). This permits an easier drawing experience and produce better results.

In the procedure below, we'll create a fully featured Windows Vista™ icon of the image "Folder With Document" that we've already used above.

1. First, be sure the Photoshop® plug-in has been installed (see topic above). Choose **File/New/Icon Project from Photoshop Template/Windows Project (3 Sizes)**
2. Adobe Photoshop® opens and a new document is created. Its name is "**IW-Template-008 copy**":



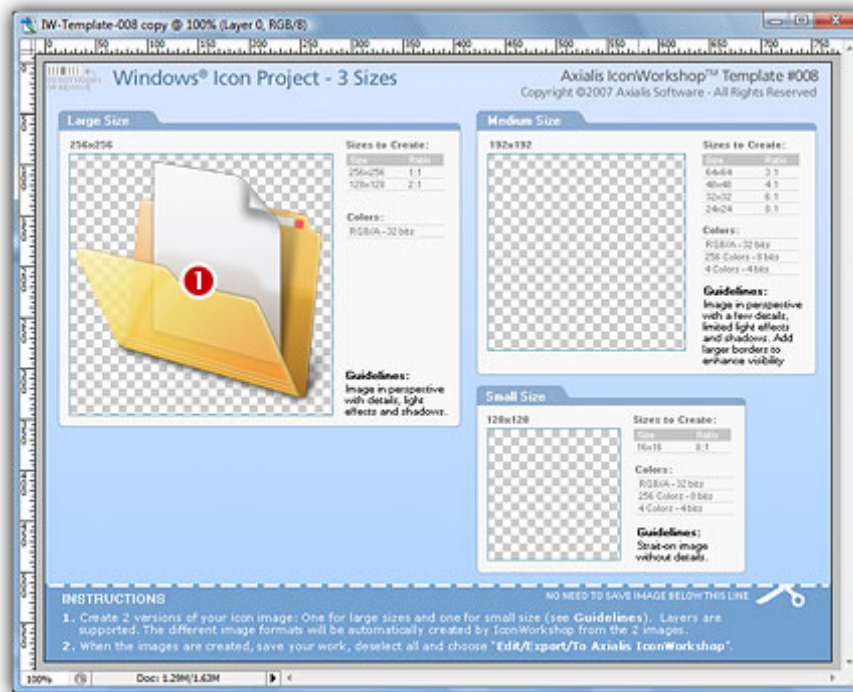
The figure above shows the document window as it has been created in Photoshop®. It contains 3 drawing areas where you'll draw the 3 images of your icon: the large size 256x256 (1), the medium size 192x192 (2) and the small size 128x128 (3).

From here, you can simply draw your 3 images in the associated zones and go directly to step 7. If you don't want to draw and prefer to use read-to-use sample images, follow steps 3 to 6.

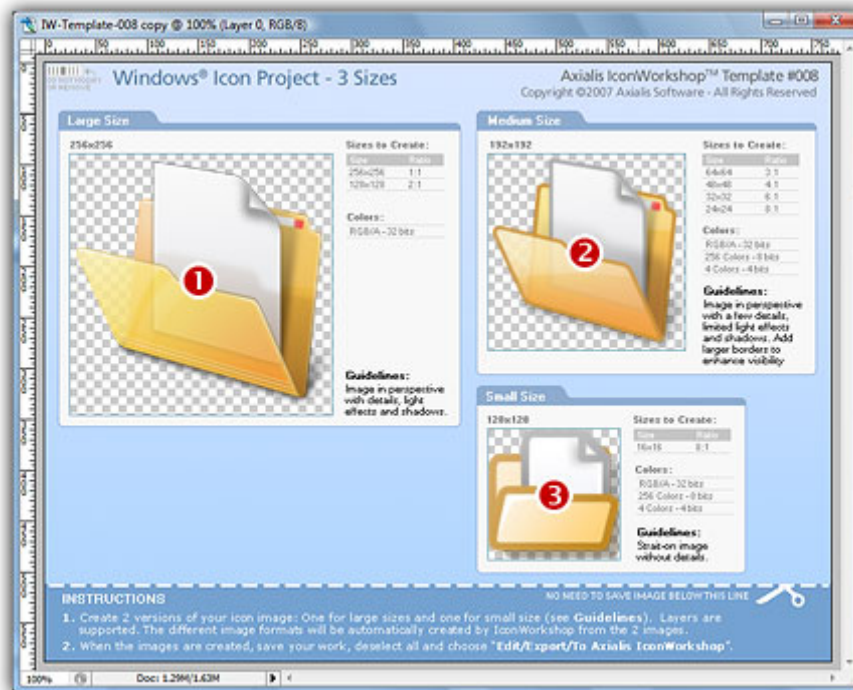
3. Open the file "[Axialis Librarian]\Objects\Samples\Large\Folder With Document.png". We mean by [Axialis Librarian] the folder where is stored the Axialis Librarian (usually in the My Documents folder).

You can also do this directly from IconWorkshop™: in the Librarian, open the folder "Objects\Samples\Large", right-click on the file "Folder With Document.png". A menu opens, choose "Open With/Adobe Photoshop®". The file is opened in a Photoshop document window.

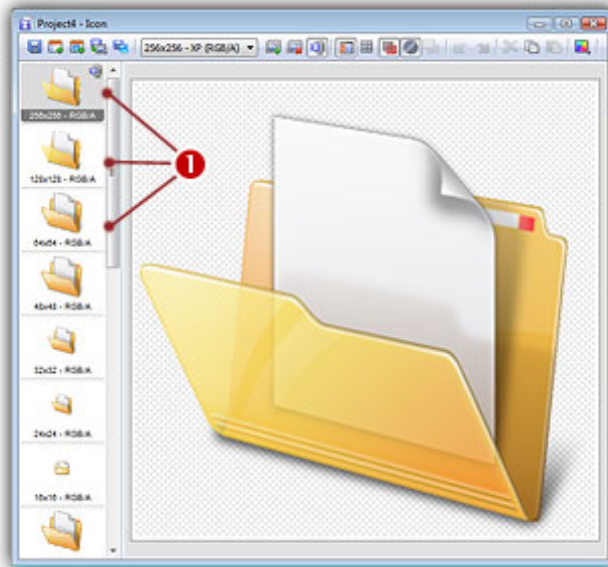
4. **Copy/Paste** the image of the Folder with Document into the Template (a new layer is created), select it. Move the image in the 256x256 drawing area. The resulting image should be perfectly adjusted **inside the transparent square (1)**, not over the borders (which will not be exported). The resulting image should look like this:



5. Repeat the procedure for the file "[Axialis Librarian]\Objects\Samples\Medium\Folder With Document.png". Move it into the drawing area 192x192 (2).
6. Repeat the procedure for the file "[Axialis Librarian]\Objects\Samples\Small\Folder With Document.png". Move it into the drawing area 128x128 (3). See below the resulting document window:



7. Now let's create the icon: In Photoshop, choose **File/Export/Export to Axialis IconWorkshop**. The template is automatically recognized by IconWorkshop and the icon is created with all the formats as described in the template (❶):



8. Various image formats have been created. Simply remove the formats you don't wish to include in your icon. Save the icon.
9. Once you have finished to work on an icon template, we recommend you to save the document using the PSD format. This will permit to work again later on the project, preserving all your layers and effects you may have added.

## Create your own Photoshop® Templates

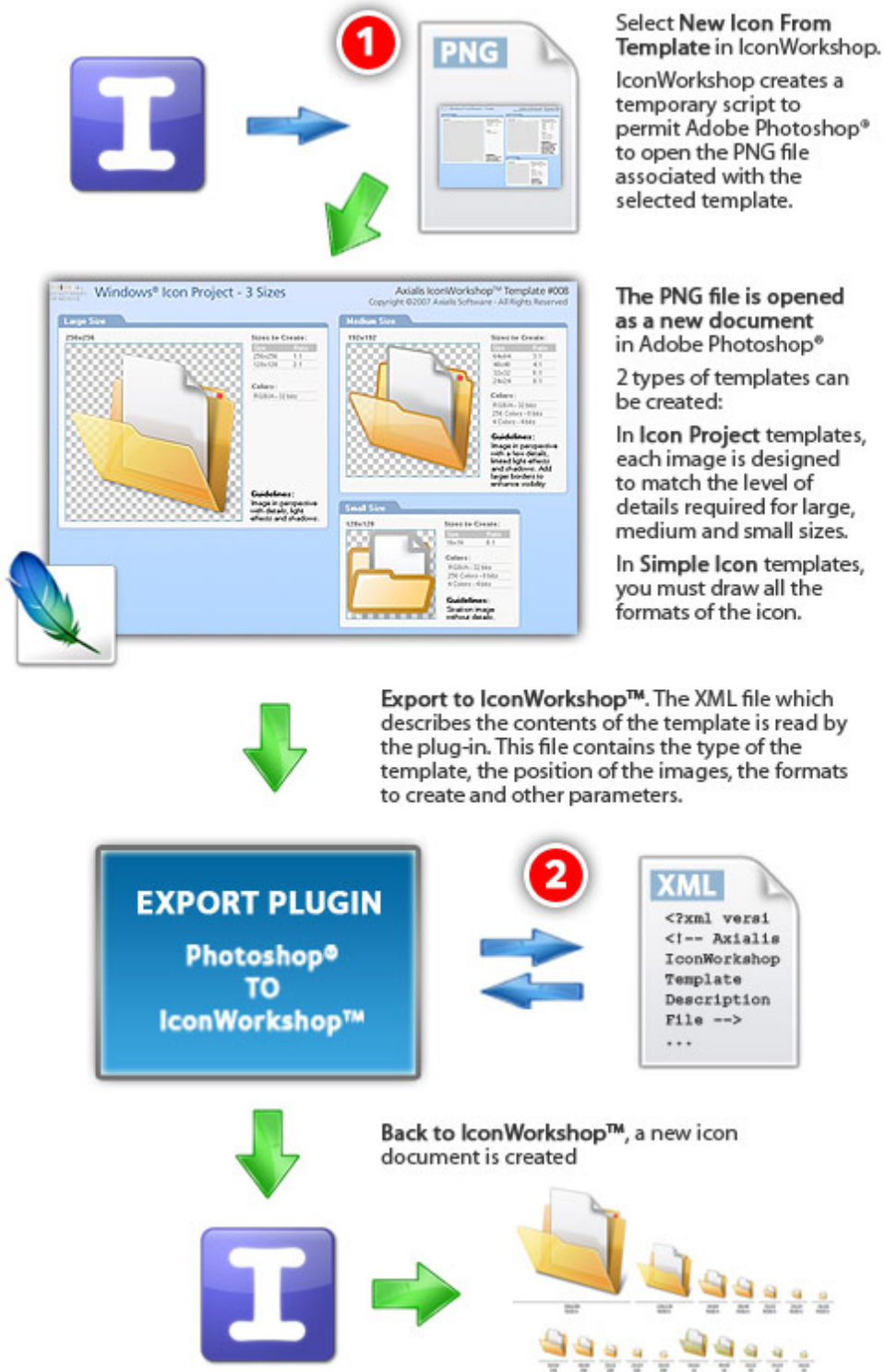
Before reading this page, we recommend to learn how the Photoshop® templates work. This article provides information on the following topics:

- [Photoshop® Templates – A Technical Overview](#)
- [Create the PNG image file](#)
- [Create the XML description file](#)

By default, Axialis Iconworkshop™ is provided with 10 templates. However, we have designed the system to permit you to create your own ones. This topic explains in details how you can create templates that will match your specific needs.

## Photoshop Templates - A Technical Overview

The figure below shows in details how the Photoshop® templates are implemented in IconWorkshop™:



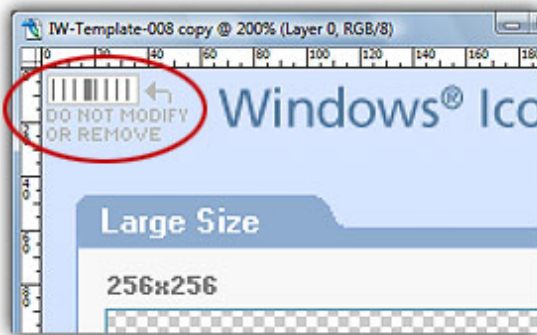


When you select the command **File/New/Icon Project from Photoshop Project**, IconWorkshop populates a menu with all the templates it finds in folder "[Application Data]\Axialis\IconWorkshop\Templates". The folder "[Application Data]" has different locations depending on Windows versions. If you want to open the Axialis IconWorkshop application data folder, choose the command **File/Open Application Data Folder** in IconWorkshop menu to open it in Windows Explorer. It contains several data files (Color Swatches, Color Tables, Templates). The Photoshop template files are located in the sub-folder "Templates".

By choosing one of the templates, it opens the associated PNG file ❶ (same root filename as the XML description file) in Photoshop as a new document. The name of the document has the name of the template image with the string "Copy" added to the end. This is very important because it means that the document window is not attached to the original PNG file. This has been implemented this way to avoid overwriting of the original PNG template file. If you choose file/save (Ctrl+S) you'll be prompted to enter a new filename.

Once you have drawn your image files, be sure to remove any selection and export it into IconWorkshop by choosing **File/Export/Export to Axialis IconWorkshop**. The image is temporary flatten (not the original work which keeps the layers if any) and the export plug-in is executed automatically.

During the export process, the plug-in recognizes that the image is a template by detecting a special "barcode" located in the upper-left corner of the image:



This barcode should not be modified or removed during the artwork creation. If the plug-in can't find this barcode, the whole image will be exported to create an icon like it is usually done with the plugin. This is not what we expect with the Photoshop templates. We want the plugin to extract portions of the image as described in the associated XML file to create the different formats. This barcode permits to the plugin to identify which XML file is associated with this template image. This is a binary-based barcode which permits to generate a number up to 255. Therefore, you can create 245 additional templates (10 templates are already provided). You'll need to create your own barcode to identify the template you'll create (see later in this topic).

Once the plug-in has identified the template by its number, IconWorkshop searches for the associated XML description file ❷ in folder "[Application Data]\Axialis\IconWorkshop\Templates". The filename must have the following format: "IW-Template-NNN.xml" (where "NNN" is the template number: "001", "002"...). When the file is found, it is read, all the template data are loaded and the icon is created based on this data.

As a conclusion, if you want to create a new template, you must:

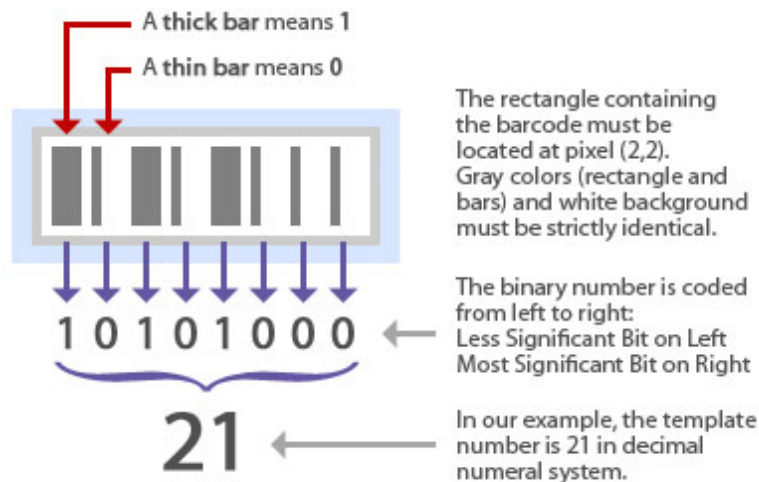
1. Create a PNG image file named "IW-Template-NNN.png" (❶) with the transparent drawing zones. The file must be **RGB/A** (32-bit with alpha channel) to permit IconWorkshop to support transparency.

2. Create the associated XML description file named "IW-Template-NNN.xml".
3. Place the 2 files in folder "[Application Data]\Axialis\IconWorkshop\Templates" and reload IconWorkshop.

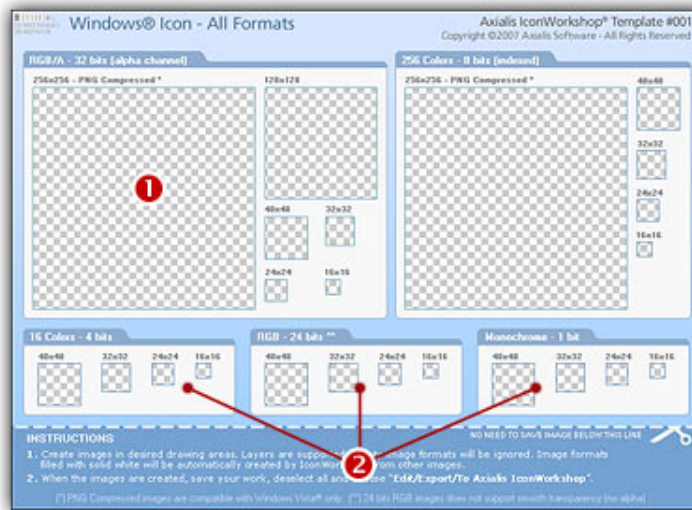
## Create the PNG image file

In this image file, you need to place **at least** the drawing zones and the barcode as discussed previously. We recommend you also to add some texts to identify the drawing zones and give instructions to the person who will draw the icon. However, this is not necessary. Only the barcode and the content of the drawing zones will be used. To create the PNG file, we recommend you to use Adobe Photoshop. Once the image is done, save it as PSD for future edition and save a copy as PNG in the IconWorkshop Template folder. The PNG file must be saved as RGB/A 32 bits.

1. **Launch Adobe Photoshop.** Create a new **RGB/A image**. Specify the size as requested by your template.
2. **Create the barcode.** To do so, we recommend you to copy/paste an existing barcode from the templates provided with IconWorkshop and modify it to reflect your template number. The code must be located at the same position as in the existing template (pixel 2,2). Only the rectangle and its content is used. The text "DO NOT MODIFY OR REMOVE" and the arrow can be removed. They're here only for info. The barcode is binary-based from left to right (lower digits are left, upper digits are right). To get more info about the Binary Numeral System, we recommend to read this article: [http://en.wikipedia.org/wiki/Binary\\_numeral\\_system](http://en.wikipedia.org/wiki/Binary_numeral_system). The barcode is composed of 8 bars. A thin bar (1 pixel) means 0 and a thick bar (3 pixels) means 1:



3. **Create the drawing zones.** You can create 2 types of templates:
  - If you create a **Simple Icon Template**, each zone must be specified at **scale 1:1**. You must make one different zone for each format.
  - If you create an **Icon Project Template**, the drawing zones are usually larger than the final icon formats. Each zone can be used to make several icon formats.



### Simple Icon Template

The drawing zones must contain full transparency **1**.

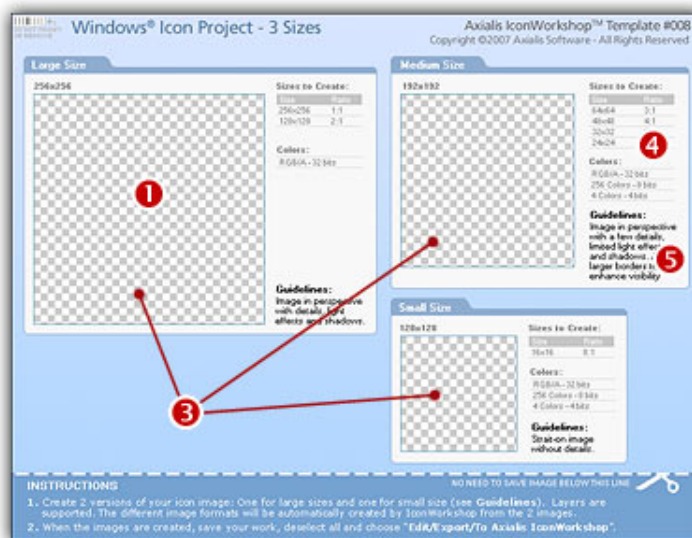
We recommend to draw an outline border (which must not be included in the drawing area).

Each drawing zone must be at scale 1:1. You must create one drawing zone for each format to create in the icon.

We recommend to group the image formats per color types **2**.

#### Remark

Even if the template is RGB/A, the icon images with lower color depth (256, 26...) will be created by IconWorkshop based on the specifications in the XML file.



### Icon Project Template

The drawing zones must contain full transparency **1**.

We recommend to draw an outline border (which must not be included in the drawing area).

Each drawing zone **3** is used to draw a different image with specific guidelines. Usually you create one zone for a group of sizes **4**.

For each zone we recommend to specify drawing guidelines **5**.

4. When the image template is done, first **save it as PSD** for future use, then **save it as PNG with RGB/A transparency** (32 bits). Use a filename as specified above. For example, if the template is number 21, save it as "IW-Template-021.png" in IconWorkshop template folder.

## Create the XML description file

The description file permits to specify the necessary information associated to the template. This will permit IconWorkshop to create the icon. The file is in text format using XML syntax. We have chosen this format because the XML syntax provides an excellent way to describe object-oriented data. Additionally, an XML file is a text file, so it can be created and edited with any text editor, including Windows® Notepad. However, if you don't have an advanced text editor, we recommend you to use Notepad++ which is a freeware text editor supporting XML syntax highlighting.

Basically, XML is a tag-based text file. This means that each element (text, numerical or structured) must be enclosed between a root opening tag and a corresponding closing tag:

```
<NAME>This is the name</NAME>
```

The root element can be preceded by an optional XML declaration. We recommend to add the following declaration at the first line of the XML file:

```
<?xml version="1.0"?>
```

You can add comments at any location in the file by using the following syntax (one per line is recommended):

```
<!-- This is a comment --!>
```

Each element can be a simple data element (one per line is recommended):

```
<WIDTH>256</WIDTH>
```

or a structured object element. The FORMAT object below contains several data members (the indentation is not necessary but recommended for an easier reading):

```
<FORMAT>
  <WIDTH>256</WIDTH>
  <HEIGHT>256</HEIGHT>
  <BPP>32</BPP>
  <COMPRESSION>JPEG2000</COMPRESSION>
  <X_POS>551</X_POS>
  <Y_POS>90</Y_POS>
</FORMAT>
```

### The TEMPLATE object

This is the main object of the description file. Add the opening tag of this object after the XML declaration. The closing tag of this object ends the declaration file (nothing will be read after its closing tag).

The TEMPLATE object contains the following data members:

**REF** (numerical)

This member specifies the number of the template. It must match the number coded in the barcode included in the associated PNG image file (see above).

**NAME** (text)

This member specifies the name of the template. This text will appear in the IconWorkshop menu. This will permit the user to identify the template and launch it from IconWorkshop. It must be informative but not too long to preserve the menu appearance.

**TYPE** (fixed data)

This member specifies the type of the template. Two types can be specified: Simple Icon Template and Icon Project Template. See above in this page the difference between the two template types.

ICON - The template is a Simple Icon Template.

PROJECT - The template is a Simple Icon Template.

**TARGET\_OS** (fixed data)

This member specifies the format of the icon: Windows® or Macintosh®:

WINDOWS - This will create a Windows® icon (ICO).

MACINTOSH - This will create a Macintosh® icon (ICNS, BIN...)

**FORMAT** (list of structured objects)

You can specify a list of several formats to be created. Add one FORMAT structured object per icon format you wish to create. The FORMAT object has 2 versions depending on the template type (simple icon or icon project). See later in this page for the descriptions of the FORMAT object.

See below an example of a TEMPLATE object:

```
<TEMPLATE>
  <REF>006</REF>
  <NAME>Macintosh OSX Leopard Icon (512x512,...)</NAME>
  <TYPE>ICON</TYPE>
  <TARGET_OS>MACINTOSH</TARGET_OS>

  <FORMAT>
  ...
</FORMAT>

  <FORMAT>
  ...
</FORMAT>

  ...
  ...
</TEMPLATE>
```

### The FORMAT object

This object is intended to be used as a member of the TEMPLATE object. A list of several FORMAT objects can be added in the TEMPLATE object. The data members present in the FORMAT object change depending on template type. Some members are used only in Simple Icon templates, others are used only in Icon Project templates.

The FORMAT object contains the following data members:

**WIDTH** (numerical)

This member specifies the **width in pixels** of the icon format to create.

**HEIGHT** (numerical)

This member specifies the **height in pixels** of the icon format to create.

**BPP** (numerical)

This member specifies the bits per pixels of the icon format to create.

- 32 - The image is RGB/A (with alpha channel).
- 24 - The image is RGB (obsolete format, RGB/A is recommended).
- 8 - The image is 256 colors.
- 4 - The image is 16 colors.
- 1 - The image is monochrome.

**COMPRESSION** (fixed data)

This member specifies the type of the image compression. If you don't want to compress the image, don't add this member or specify NONE. This member is to be used with 256x256 or more format sizes.

- NONE - No compression (or just don't specify the COMPRESSION member).
- PNG - The compression is PNG. Used in Windows Vista™ icons only.
- JPEG2000 - The compression is Jpeg 2000. Used in Macintosh® Tiger or more icons only.

**X\_POS** (**Simple Icon** Templates only - numerical)

This member specifies the **X position in pixels** of the upper-left corner of the drawing zone associated with this format in the template image. This permits to locate the first pixel in the upper-left corner inside the drawing area (not the border).

**Y\_POS** (**Simple Icon** Templates only - numerical)

This member specifies the **Y position in pixels** of the upper-left corner of the drawing zone associated with this format in the template image. This permits to locate the first pixel in the upper-left corner inside the drawing area (not the border).

**SRC\_X** (**Icon Project** Templates only - numerical)

This member specifies the **X position in pixels** of the upper-left corner of the drawing zone associated with this format in the template image. This permits to locate the first pixel in the upper-left corner inside the drawing area (not the border).

**SRC\_Y** (**Icon Project** Templates only - numerical)

This member specifies the **Y position in pixels** of the upper-left corner of the drawing zone associated with this format in the template image. This permits to locate the first pixel in the upper-left corner inside the drawing area (not the border).

**SRC\_WIDTH** (**Icon Project** Templates only - numerical)

This member specifies the **width in pixels** of the drawing zone associated with this format in the template image.

**SRC\_HEIGHT** (**Icon Project** Templates only - numerical)

This member specifies the **height in pixels** of the drawing zone associated with this format in the template image.

See below an example of a FORMAT object in a **Simple Icon Template**:

```

<FORMAT>
  <WIDTH>512</WIDTH>
  <HEIGHT>512</HEIGHT>
  <BPP>32</BPP>
  <COMPRESSION>JPEG2000</COMPRESSION>
  <X_POS>25</X_POS>
  <Y_POS>90</Y_POS>
</FORMAT>

```

See below an example of a FORMAT object in an **Icon Project Template**:

```

<FORMAT>
  <WIDTH>256</WIDTH>
  <HEIGHT>256</HEIGHT>
  <BPP>32</BPP>
  <COMPRESSION>PNG</COMPRESSION>
  <SRC_X>25</SRC_X>
  <SRC_Y>90</SRC_Y>
  <SRC_WIDTH>256</SRC_WIDTH>
  <SRC_HEIGHT>256</SRC_HEIGHT>
</FORMAT>

```

When the XML description file is done, **save it as a XML** text file. Use a filename as specified above. For example, if the template is number 21, save it as "**IW-Template-021.xml**" in IconWorkshop template folder.

Once you have created the PNG and the XML files in the template folder, **restart IconWorkshop** and check the menu **File/New/IconProject from Photoshop Template**. Your template should be visible in the list (sorted by template numbers).









# 7

## Working with Icons

Before reading this chapter, we recommend to read these topics:

- What is an icon? (chapter 2, page 37)
- Macintosh vs Windows icons (chapter 2, page 44)
- Introducing Windows Vista icons (chapter 2, page 48)
- What is an image object? (chapter 4, page 201)

### Add a new image format in an icon

This is very important to create several image formats in an icon (especially if you wish to redistribute it) in order to be compatible with all screen configurations (see What is an Icon for more info).

The following table shows the common Windows® and Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Windows® standard icon image formats** (\*) PNG compressed Windows Vista™

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input checked="" type="radio"/> ***	<input checked="" type="radio"/> **	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Macintosh® OS standard icon image formats** (\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5


● Recommended    ● Optional    ○ Not Available

If you add 24x24 image formats in your icon, it won't be compatible with Windows® 98 and Windows® 2000. If you use these Windows® versions, the icon will display correctly in Axialis IconWorkshop™ but will be considered as invalid by Windows®.

Macintosh® icon format is not open. You cannot add image formats which are not defined in Macintosh® icon specifications. See above, some image formats are not available.

---

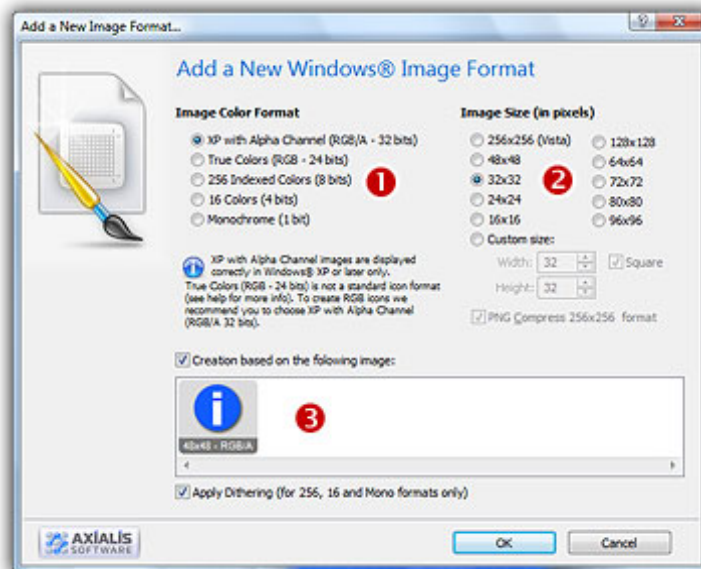
### IMPORTANT

All the commands in the procedure specified below are related to Windows® icons. Working with Macintosh® icons is very similar and many commands also exist for Macintosh® icons (the following image informs you about this: ). In such a case, dialog boxes contents may differ slightly.

---

## Adding a new image format

1. Choose **Draw/New image Format** or press "Ins" (: image formats are different for Macintosh® icons)



2. In the **Colors** group, choose the color mode of the new image format:

- **Windows® XP colors With Alpha Channel (16.8M - 32 bits)**. Uses true colors to get the best results. This format will be used only if the icon is displayed under Windows® XP. Also, it uses an additional Alpha Channel to create smooth shades and object borders.
- **256 Indexed colors (8 bits)**: Uses a customizable 256 color palette. You will be able to modify this palette to produce smoother gradients or specific colors.
- **16 colors (4bits)**: Uses the system standard palette (16 static colors). This is the native Windows® mode..
- **True colors 16.8M (24 bits)** Rarely used, this format may be incompatible with some display drivers.
- **Monochrome (1 bit)**: Uses only 2 colors (black and white). This is an obsolete color mode

3. In the **Size in Pixels** group, choose the size of the new image format:

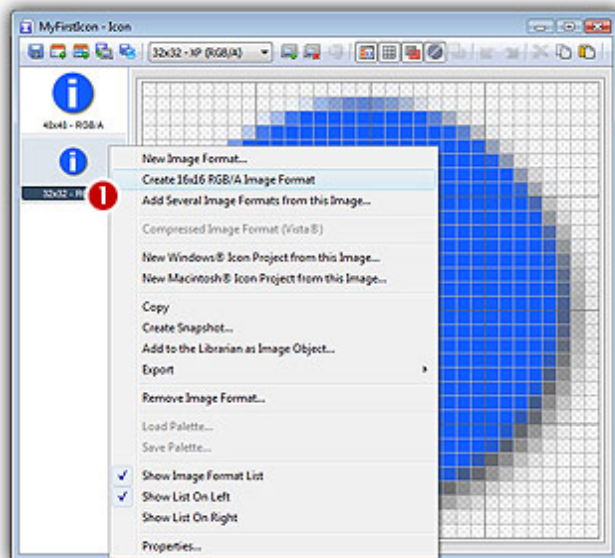
- **Standard sizes**: 256x256, 64x64, 48x48, 32x32, 24x24, 16x16.
- **Extra sizes**: 128x128, 72x72, 80x80, 96x96.

- **Custom size:** You can specify any size including non square size. If you want the height equal to width, click **Square aspect**.
4. If you check the "**Create a new image based on the following image**" option, Axialis IconWorkshop™ will create a new image based on a copy of the selected image format. The image will be resized and the colors will be adjusted if necessary. If the box is not checked, it will create a blank new image. All image formats are displayed in the list.
  5. If you check the "**Apply Dithering**" option, Axialis IconWorkshop™ will dither the resulting image in 256 or 26 color modes. This option permits to use smoother gradients in icons.

## Adding quickly a standard image format

This method produces the same result as above using a faster procedure. It is available for standard formats only.

1. Right click on an image format in the list. A menu opens and proposes you to create the next missing format based on the selected image. For example, right-click on the **32x32 XP** image format and choose **Create 16x16 Win XP Image Format** in the menu (see below ❶).



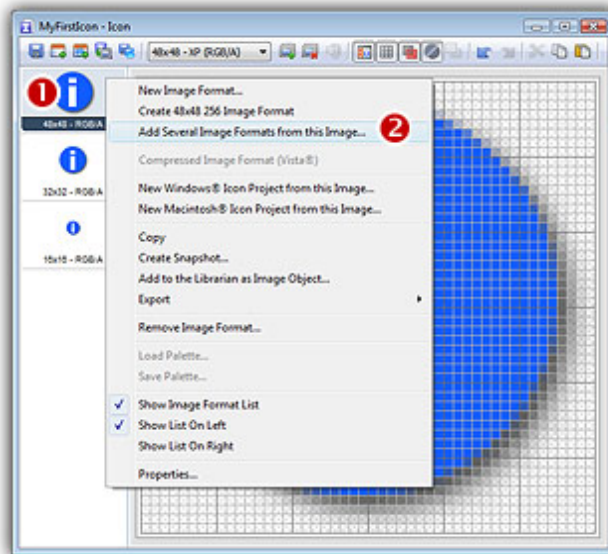
(❶: proposed image formats are different for Macintosh® icons)


2. The new format is automatically added to the icon.

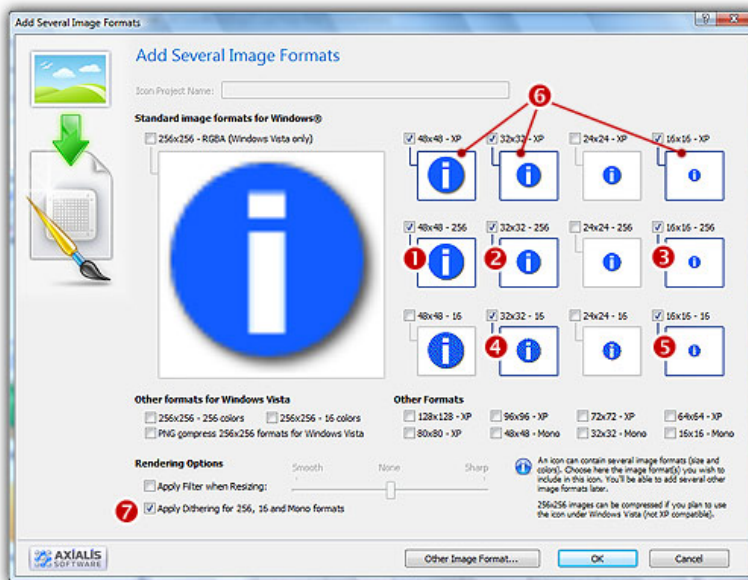
## Adding several images formats in one operation

This method adds several image formats from an existing one in a single operation. It is possible to create standard and extra formats using this method.


1. Right-click on the format in the list you wish to use as model (❶ on the left of the editor window), a context menu opens, select **Add Several Image Formats from This Image** (see below ❷).



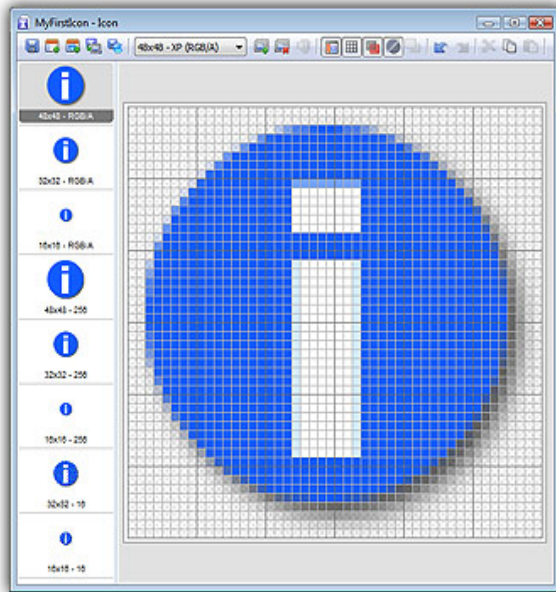
2. A new dialog box opens (  : image formats are different for Macintosh® icons):



3. Select the formats you wish to add by clicking directly on the preview image (  ...  )

You can just ignore (select or not) the image formats already present in the image. You can also apply or not the dithering option to the 256/16 color images (try  and see the results in the preview images).


4. When done click **OK**. The formats are automatically created:



## Remove an image format in an icon

1. Select the image format you wish to remove in the list.
2. Choose **Draw/Remove image format** or press **"Del"**. Axialis IconWorkshop™ asks you if you want really to remove the following image format. If you're sure, click **Yes**.

## Work with selections

The Selection tool  permits to select a rectangular area of the image to perform an action. The following commands will apply to the selection only:

- **Filters** - Smooth, blur, sharpen, details...
- **Adjustments** - Brightness, contrast, hue, saturation, opacity
- **Clipboard** - Cut/copy/paste
- **Other** - Resize, rotation, mouse move, mouse copy
- **Other** - Resize, rotation, mouse move, mouse copy...

---


**The selection is a non persistent tool. If you activate another tool in the palette, the active selection is discarded**

---

-

- 
- .
- 

## Creating a selection

1. Choose the selection tool .
2. Using the mouse, drag & drop in the image to define a selection rectangle. Press the SHIFT key to make a square selection.

---

**Only simple rectangular selections are allowed. Furthermore you cannot add a selection to an existing selection. A new selection discards the previous one.**

---

## Selecting the whole image

1. Choose Edit/Select All or press Ctrl+A.

## Discarding a selection

1. Select another tool.

or

1. Click anywhere in the drawing area **without moving the mouse** while the button is pressed.

## Deleting the selected image

1. Choose **Edit/Erase** or press **Del**.

## Creating a floating selection

A floating selection contains an image which can be moved over the existing one respecting transparency is any.

1. Create a selection.
2. Use the **mouse** or the **arrow keys** to move the selection. The selected portion of the image is placed in the floating selection. Press the **Ctrl** key while starting to move the selection to make a copy of the selected image.
3. Discarding the floating selection applies the floating image into the background. Choose **Edit/Erase** or press **Del** to remove the floating selection.

---

**8 handles are located around the selection. You can use them to resize the selection (see this topic). The result is a floating selection.**

---



## Place selection in Background/Foreground

In some cases it is useful to place the **floating selection in background**. For example, you've added a custom shadow or halo object and you want to place it behind the current icon image. Before proceeding with this topic you need know how to work with selections.

### Place the floating selection in background

A floating selection is a selected image which is floating over the actual image. Floating selections are automatically created when you add an **image object**, **paste an image** or **copy/move a selection**.

1. Once the floating selection is active, it is placed in foreground of the existing icon. In the example below, the shadow is visible over the earth icon:



2. Choose **Draw/Set Floating Selection To Background** or press **End**. The floating selection is placed under the actual icon image as shown below. Note that the selection is still active so you can work with it: move, resize, copy... To apply the selection just click once anywhere in the image.




## Place the floating selection in foreground


A floating selection is a selected image which is floating over the actual image. Floating selections are automatically created when you add an image object, paste an image or copy/move a selection.


1. The selection must be active and placed in background.
2. Choose **Draw/Set Floating Selection To Background** or press **Home**. The floating selection is placed over the actual icon image. To apply the selection just click once anywhere in the image.


## Draw using the tools


Several tools permits to draw directly into an existing icon image:


 **Selection tool** - Allows you to define a region of the icon in the editor in order to copy, cut or paste it. This tool doesn't draw anything, it just select a portion of the image. Position the cross in the upper left corner of the desired region, then hold down the left mouse button and drag to the diagonally opposite corner. Release the left mouse button when you have selected the desired region.


 **Color Picker tool** - Allows you to pick up a color from the editing surface by clicking with the left mouse button for a foreground color and the right button for a background color.

 **Color Replacer tool** - Allows you to rub out the foreground color and replace it by the background color.

 **Pencil tool** - Permits to free-hand draw using a single point shape. One click produces a single pixel. The resulting drawing is not smoothed even in RGB/A mode.

 **Brush tool** - Permits to free-hand draw using various brush shapes. One click produces a single shape based on the actual brush (below in the tool palette). The resulting drawing is smoothed for better results in RGB/A mode if the Smooth Edges option is activated (see below).

 **Flood fill tool** - Allows you to color an enclosed region. The cursor changes to a paint bucket with a cross. The cross serves as a pointer. Choose two colors in the standard or customized palette. Click on the left or right mouse button for the color you want. Position the cross inside an enclosed surface. All the pixels of the enclosed region will be filled with the selected color..

 **Line tool** - Draws a strait line. The line shape is based on the actual brush (below in the tool palette). The resulting drawing is smoothed for better results in RGB/A mode if the Smooth Edges option is activated (see below). The left mouse button uses the foreground color. The right button uses the background color. Gradients are used if selected.

**Rectangle tool** - Draws an empty rectangle. The rectangle line is based on the actual brush (below in the tool palette). The resulting drawing is smoothed for better results in RGB/A mode if the Smooth Edges option is activated (see below). The left mouse button uses the foreground color. The right button uses

the background color. Gradients are used if selected. Press Shift key to draw a square.

- Filled Rectangle tool** - Draws a filled rectangle. The resulting drawing is smoothed for better results in RGB/A mode if the Smooth Edges option is activated (see below). The left mouse button uses the foreground color. The right button uses the background color. Gradients are used if selected. Press Shift key to draw a square.
  
- Ellipse tool** - Draws an empty ellipse. The ellipse line is based on the actual brush (below in the tool palette). The resulting drawing is smoothed for better results in RGB/A mode if the Smooth Edges option is activated (see below). The left mouse button uses the foreground color. The right button uses the background color. Gradients are used if selected. Press Shift key to draw a circle.
  
- Filled Ellipse tool** - Draws a filled ellipse. The resulting drawing is smoothed for better results in RGB/A mode if the Smooth Edges option is activated (see below). The left mouse button uses the foreground color. The right button uses the background color. Gradients are used if selected. Press Shift key to draw a circle.
  
- 3D Rectangle tool** - Draws a rectangle with 3D edges. The upper-left part is drawn using the foreground color, the lower-right part using the background color. Press Shift key to draw a square.

## Show/Hide the tool palette

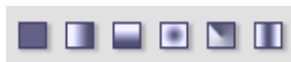
1. Choose View/Drawing tools or CTRL+F10

## Using the tools

1. Select one of the available tools and specify your foreground and background colors (see [Work with colors](#)).
2. Use **left** mouse button to draw using the **foreground** color.
3. Use **right** mouse button to draw using the **background** color.

## Applying gradients while drawing

1. Select one of the available tools.
2. Select one gradient mode:



3. Use **left** mouse button to draw gradients from **foreground** to **background** color.
4. Use **right** mouse button to draw gradients from **background** to **foreground** color.

## Using various brush shapes

1. Select on of the following tools: Brush, Line, Rectangle, Ellipse, 3D.
2. Select one of the following brushes:



3. Just draw using the mouse

## Produce smooth edges while drawing

1. Select on of the tools supporting smooth edges (see above).
2. Be sure the **Draw/Smooth Edges (E)** option is enabled.
3. Just draw using the mouse. The image is smoothed when you release the mouse button to produce better results.

The smooth edges option is available for images using RGB/A (Windows® XP) color format only.  
Work with colors

Before using a drawing tool, you need to select a drawing color. You can define 2 colors:

- **The Foreground Color** - This color will be assigned to the **left mouse button** while drawing.
- **The Background Color** - This color will be assigned to the **right mouse button** while drawing.

You can define and assign colors using the color palette docking window.

---

**The Color Palette contents changes depending on the color mode of the actual icon image format (RGB/A, 256, 16, Mono) .**

---

## Show/Hide the color palette window

1. Choose View/Colors or CTRL+F11

## Assigning Foreground / Background colors

1. Select **foreground** or **background** color by clicking the associated area (see above). The selected area is marked with a thicker and darker border.
2. Using the **mouse**, click in the color palette. The associated color is assigned.
3. If you're in RGB/A mode, you can adjust the opacity.

## Adjusting Foreground / Background colors

1. Select **foreground** or **background** color by clicking the associated area (see above). The selected area is marked with a thicker and darker border.


2. Using the **mouse**, adjust the color using the color adjustment sliders.

---

**In RGB/A mode, adjusting the color using the above method doesn't change the color in the Color Palette. In 256 color mode, the color is changed accordingly.**

---

## Using RGB or HSB color modes

1. In the **command toolbar**, click the command  or in the **Context Menu** select **RGB/HSB sliders**.
2. The color mode and the sliders are changed accordingly.


RGB and HSB modes permit to specify colors using different methods:

- **RGB** - Permits to specify colors using Red, Green, Blue components
- **HSB** - Permits to specify colors using Hue, Saturation, Brightness components

## Specifying a transparent color

1. Select **foreground** or **background** color by clicking the associated area (see above). The selected area is marked with a thicker and darker border.
  2. **In RGB/A mode:** Adjust the opacity slider to 0.
- or
2. **In 256, 16 or mono mode:** Click on the transparent button (just below the color palette).


## Swap Foreground and Background colors

1. Click the **swap button**  in the color management window.


# To Move/Copy a part of a drawing

Before proceeding with this topic you need know how to work with selections.

## Copying part of a drawing in the same image

1. Select a region with the selection tool.
2. Place the mouse pointer over the selected area. It changes to this: .
3. Press the CTRL or Alt key (keep pressed). Use drag & drop to copy the selected image.
4. The copied part of the image is now a **floating selection**. Place it to the desired location and apply the floating selection.

## Moving part of a drawing in the same image


1. Select a region with the selection tool.
2. Place the mouse pointer over the selected area. It changes to this: 
3. Use drag & drop to copy the selected image.
4. The copied part of the image is now a **floating selection**. Place it to the desired location and apply the floating selection.

---


**Copying or moving an image from one icon to another requires that you use the Clipboard.**

---

## Copying part of a drawing using the Clipboard

1. Select the drawing region with the selection tool in the source image.
2. Choose Edit/Copy.
3. Select the target image. Choose **Edit/Paste**. A dialog box opens, select the appropriate option (see below).
4. The copied part of the image is pasted as a **floating selection**. You can place it using the mouse () or using the arrow keys.

## Move part of a drawing using the Clipboard

1. Select the drawing region with the selection tool in the source image.
2. Choose **Edit/Cut**. The selected portion is cleared.
3. Select the target image. Choose **Edit/Paste**. A dialog box opens, select the appropriate option (see below).
4. The copied part of the image is pasted as a **floating selection**. You can place it using the mouse () or using the arrow keys.

## Transparency settings

When you paste an image in an icon, it creates a floating selection. By default, this floating object is applied respecting its transparency (if any). It means that you see the background image through the floating object. This option can be changed. The other applying method don't keep the background image, it erases it (even if the floating object contains transparency).

To toggle this option follow this procedure:

1. Select Draw/Preserve Transparency or press "T".
2. The option toggles from active to inactive.

## Clipboard options during a paste operation

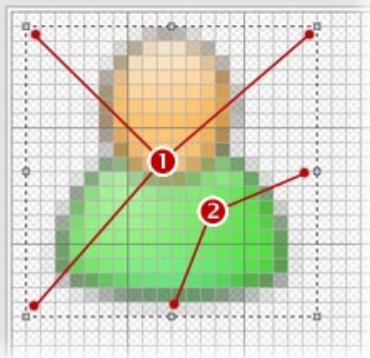
When you paste an image in an icon, you're prompted to choose a method:

- **Paste at scale 1:1 in the editor area** – Pastes the contents of the clipboard in the upper left corner of the editor area at scale 1:1 (no stretching). If the image is bigger than the editor area, it will be cropped.
- **Resize image to fit the editor area** – Pastes the contents of the clipboard in the whole editor area with stretching. If the image is bigger than the editor area it will be reduced, if it is smaller it will be enlarged.
- **Paste at scale 1:1 in the selection area** – Pastes the contents of the clipboard in the upper left corner of the selection area at scale 1:1 (no stretching). If the image is bigger than the selection area, it will be cropped.
- **Resize image to fit the selection area** – Pastes the contents of the clipboard in the selection area with stretching. If the image is bigger than the selection area it will be reduced, if it is smaller it will be enlarged.
- If you check the option "**Do not prompt in the future (always best choice)**", the application will not prompt you again and the best choice will be automatically chosen:
- **If no area is selected in the editor** – Automatically pastes the contents of the clipboard in the upper left corner of the editor area at scale 1:1 (no stretching). If the image is bigger than the editor area, it will be cropped.
- **If a selection area exists** – Automatically pastes the contents of the clipboard in the selection area with stretching. If the image is bigger than the selection area it will be reduced, if it is smaller it will be enlarged.

## Resize/Rotate image

### Resize part of the drawing using the mouse

1. Select a region with the selection tool. The selection border contains 8 handles which permits you to resize the image. Handles located in the corners (1) permits to resize the image in two dimensions. The other ones, located in the middle of the borders (2) permit to resize the image in one dimension:



2. Place the mouse pointer over one of the handles. It changes to this a double-arrow indicating the way you'll be able to resize the image.
3. Use drag & drop to resize the selected image. If you resize in 2 dimensions (corner handles), you can keep and original aspect ratio of the image by pressing the **Shift** key.
4. Release the mouse button, resized part of the image is now a **floating selection**. Place it to the desired location and apply the floating selection.

## Resize part of the drawing using a dialog box

1. Select a region with the selection tool.
2. Choose **Draw/Scale** or press "**S**". A dialog box opens.
3. Specify the **new size** and click **OK**.
4. The resized part of the image is now a **floating selection**. Place it to the desired location and apply the floating selection.

## Rotate part of the drawing

1. Select a region with the selection tool.
2. Choose **Draw/Rotate** or press "**R**". A dialog box opens.
3. Specify the **rotate angle** and click **OK**.
4. The rotated part of the image is now a **floating selection**. Place it to the desired location and apply the floating selection.

## Rotate part of the drawing to 90° angle

1. Select a region with the selection tool.
2. Choose **Draw/Rotate 90° CCW** or press "**Z**". A dialog box opens.
3. The rotated part of the image is now a **floating selection**. Place it to the desired location and apply the floating selection.

## Adjust Brightness/Contrast

Before proceeding with this topic you need know how to work with selections.

---

This feature works only with RGB/A (Windows® XP) image formats.

---

## Adjust brightness and contrast of a portion of image

1. Select a **region** with the selection tool. If no selection is active, the adjustments will apply to the whole image.



2. Choose Draw/Adjustments-Effects/Brightness-Contrast or press "B".
3. The dialog box Adjust Brightness - Contrast opens
4. To get a better idea of the adjustments you're doing, we recommend you to activate the **Preview** option. It permits you to see the changes in background (editor and preview windows).
5. Specifies the **Brightness** value you wish to add to the current image. The value you specify is added (or subtracted if this is a negative value) to the current image brightness. Valid values are in range **-100** (dark) to **+100** (very light).
6. Specifies the **Contrast** value you wish to add to the current image. The value you specify is added (or subtracted if this is a negative value) to the current image contrast. Valid values are in range **-100** (low contrast) to **+100** (high contrast).
7. When done, click **OK**.

## Adjust Hue/Saturation/Brightness

Before proceeding with this topic you need know how to work with selections.

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This feature works only with RGB/A (Windows® XP) image formats.

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### Adjust hue, saturation and brightness of a portion of image

1. Select a **region** with the selection tool. If no selection is active, the adjustments will apply to the whole image.
2. Choose Draw/Adjustments-Effects/Hue-Saturation-Brightness or press "U".
3. The dialog box Adjust Hue - Saturation - Brightness opens.
4. To get a better idea of the adjustments you're doing, we recommend you to activate the **Preview** option. It permits you to see the changes in background (editor and preview windows).
5. Specifies the **Hue** value you wish to add to the current image. The value you specify is added (or subtracted if this is a negative value) to the current image hue (tint). By changing this value, you shift all image colors (in the color spectrum). Valid values are in range **-180** to **+180**.
6. Specifies the **Saturation** value you wish to add to the current image. The value you specify is added (or subtracted if this is a negative value) to the current image color saturation. Valid values are in range **-100** (grey scale) to **+100** (very coloured).
7. Specifies the **Brightness** value you wish to add to the current image. The value you specify is added (or subtracted if this is a negative value) to the current image brightness. Valid values are in range **-100** (dark) to **+100** (very light).
8. When done, click **OK**.

## Adjust Opacity

Before proceeding with this topic you need know how to **work with selections**. The opacity is a value stored in the alpha channel of an image. It permits to adjust the visibility/transparency of the image.

When the opacity of a pixel is set to 255, the pixel is totally opaque. It means that when you draw it on a background image (like displaying an icon on Windows® desktop), you don't see this image "behind" the pixel. The pixel is 100% displayed over the background. When the opacity is 0, the pixel is totally transparent. In such a case you simply see the background. If the opacity is set to 128 (50%) you see the pixel and the background 50%-50%.

Opacity is set pixel by pixel in an RGB/A image. It permits to create very nice effects (light shadows, halos, semi-transparencies, smooth edges...).

The opacity adjustment feature included in Axialis IconWorkshop™ permit to change the opacity of a selection of pixels. Adjustment is made in percents from -100% (more transparent) to +100% (more opaque). This feature is very interesting for floating selections. It permits to add semi-transparent overlay objects to existing icons.

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**This feature works only with RGB/A (Windows® XP) image formats.**

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## Adjust Opacity

1. Select a **region** with the selection tool or paste a floating selection. If no selection is active, the adjustments will apply to the whole image.
2. Choose Draw/Adjustments-Effects/Opacity or press "O".
3. The dialog box **Adjust Opacity** opens.
4. To get a better idea of the adjustments you're doing, we recommend you to activate the **Preview** option. It permits you to see the changes in background (editor and preview windows).
5. Specifies the **Opacity** value you wish to add to the current image. The value you specify is added (or subtracted if this is a negative value) to the current image opacity. Valid values are in range **-100** (more transparent) to **+100** (more opaque).
6. When done, click **OK**.

## Apply Filters

Before proceeding with this topic you need know how to **work with selections**.

Using filters you can apply various effects to existing images. Filters apply to the current selection if any. Otherwise they apply to the whole image. Various filters are implemented in Axialis IconWorkshop™:


- **Smooth and Smooth more:** The Smooth filter lets you smooth edges in an image. The Smooth filter tones down differences in adjacent pixels, resulting in only a slight loss of detail while smoothing the overall image or selected area.
- **Blur, Blur more:** The Blur filter softens an image. Blur filters are useful for retouching. They smooth transitions by averaging the pixels next to the hard edges of defined lines and shaded areas in an image. The Blur More filter produces an effect three or four time stronger than that of the Blur filter.
- **Sharpen and sharpen more:** The Sharpen filter accentuates the edges in the image by finding the edges and increasing the contrast between adjacent pixels. The Sharpen More filter applies a stronger sharpening effect than does the Sharpen filter.
- **Details:** The Details filter lets you add more details in an image.
- **Find Edge:** The Find Edge filter removes colors and shades in the image. It keeps only the frontiers between color areas.
- **Enhance Edge, Enhance Edge more:** This filter maximizes the visible information in an image to reveal all the detail and use all available colors. It adjusts the balance of the highlights and shadows and the overall light and intensity of the image.
- **Contour:** The Contour filter lets you get contours of objects in an image.
- **Emboss:** This effect converts the image into a bas-relief. It highlights the areas of contrast with black or white pixels and colors the low contrast areas a medium grey. Colors appear when there is a large difference in the contrast.

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**Filters work only with RGB/A (Windows®XP) image formats.**


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## Apply Filter

1. Select a **region** with the selection tool or paste a floating selection. If no selection is active, the adjustments will apply to the whole image.
2. Choose **Draw/Filters** or click  and select the desired filter in the sub-menu.
3. The filter is applied to the entire icon or floating selection.


## Apply Filter to the RGB components (colors) only

Sometimes it's useful to apply a filter to the colors of an icon but not to its alpha channel (transparency). For example, adding a smooth filter to an image without changing the sharpness of its edges.

1. Select a **region** with the selection tool or paste a floating selection. If no selection is active, the adjustments will apply to the whole image.
2. Press the **Shift** key (keep pressed) and choose **Draw/Filters** or click , and select the desired filter in the sub-menu.
3. The filter is applied to the colors of the entire icon or floating selection.

## Apply Filter to the Alpha Channel (opacity) only

Sometimes it's useful to apply a filter to the opacity of an icon but not to its image colors. For example, adding a smooth filter to the edges of an image without changing the sharpness of the image inside the object.

1. Select a **region** with the selection tool or paste a floating selection. If no selection is active, the adjustments will apply to the whole image.
2. Press the **Ctrl** key (keep pressed) and choose **Draw/Filters** or click  and select the desired filter in the sub-menu.
3. The filter is applied to the colors of the entire icon or floating selection.

## Add a drop shadow

Before proceeding with this topic you need know how to **work with selections**.

The "Drop Shadow" effect permits to simulate a shadow behind an icon to produce a false 3D effect. Adding this shadow is important to make Windows® XP compliant icons. It is part of the Windows® XP icon specifications as published by Microsoft®.



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This feature works only with RGB/A (Windows® XP) image formats.

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## Apply the drop shadow effect

1. Select a **region** with the selection tool or use a floating selection. If no selection is active, the adjustments will apply to the whole image.
2. Choose Draw/Adjustments-Effects/Drop Shadow or press "D".
3. The drop shadow is applied immediately. Repeat the operation to create a stronger shadow.

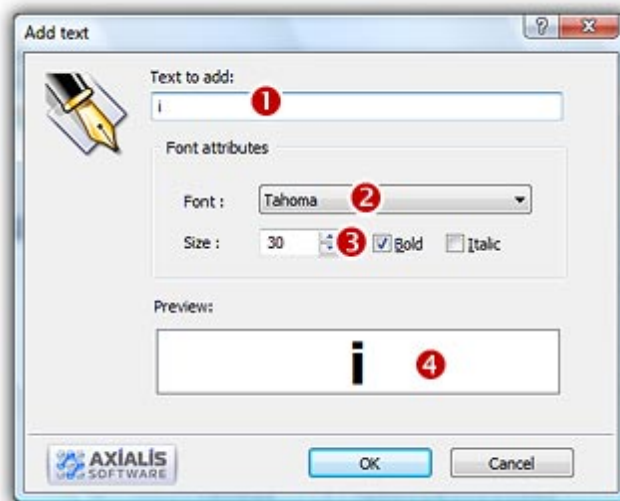
## Add Text

This feature permits to add a text in an icon image. You can choose the font, size and color of the text. The text is added as an image placed in a floating selection. It permits you to easily adjust it and apply filters and effects (drop shadow, opacity...).

Using this feature with RGB/A images will create the best results (texts with smooth edges).

### Adding text to an icon image

1. Select the color you wish to use for the text. The **foreground color** will be used to draw it. See *Work with colors*.
2. Choose **Draw/Add Text** or press **Ctrl+T**. A dialog box opens:



3. Enter the text to add (1).
4. In the **Font Attributes** group, select the **Font** (2) and the **Size** (3). You see a preview at the bottom of the dialog box (4).
5. Click OK when done.

The text is now added as a floating selection. You can apply various effects or adjustments to it:

- Move/Copy
- Resize/Rotate
- Adjust Brightness/Contrast
- Adjust Hue, Saturation, Brightness
- Adjust Opacity
- Apply Filters
- Add a Drop Shadow

## Import an image into an icon project

To increase your productivity in creating icons, you may need to import images in your project. Several methods are available IconWorkshop™ to perform this operation. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. The following image formats are supported:

- **BMP** - Windows®bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **JPG** - JPEG
- **TGA** - Targa
- **GIF** - Compuserve GIF
- **Others** - Various other formats supported: TIFF, PCD (PhotoCD), PIC (Apple PICT), PCX (Zsoft), WMF (Windows® MetaFile)

### Using the image import function

1. Choose **File/Import/Image** or press **Shift+Ctrl+I**. A standard Windows® file open dialog box opens.
2. Select a file to import and click **Open**. The image opens in a separate document window. A dialog box opens to remind you the procedure. We recommend to read this dialog carefully.
3. Select a portion of the image and use **Clipboard Copy/Paste** to import the image in your icon. See the topic *Move/Copy image* to learn more on how to use the clipboard. The image colors will be automatically adjusted to match the icon format specifications (automatic conversion to 256 colors for example).
4. You can also create a new icon from the selected portion of the image (See *Create a Windows® icon from an image* or *Create a Macintosh® icon from an image*).

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**If the image to be imported does not have the same color palette as the icon in the current edit window, Axialis IconWorkshop™ asks you if you want to replace the current icon palette by the palette attached to the image being pasted.**

---

### Using drag & drop from the Librarian

The most productive way to create an icon is to use drag & drop from the librarian to add objects (images ready to add in an icon) in your icon project. Using this method you can create a "composite" icon in a few minutes. The most famous example of composite icon is the document folder icon:



Using the three objects above, we'll make this icon in minutes using exclusively features included in Axialis IconWorkshop™. The icon will include formats from 256x256 to 16x16 in RGB/A, 256 and 16 colors (based on the recommended formats specified in *What is an icon* topic).

This folder image has been created by Axialis Team. It's free of charge so you can use them in your own icons (see *Sample Icons Terms Of Use*).

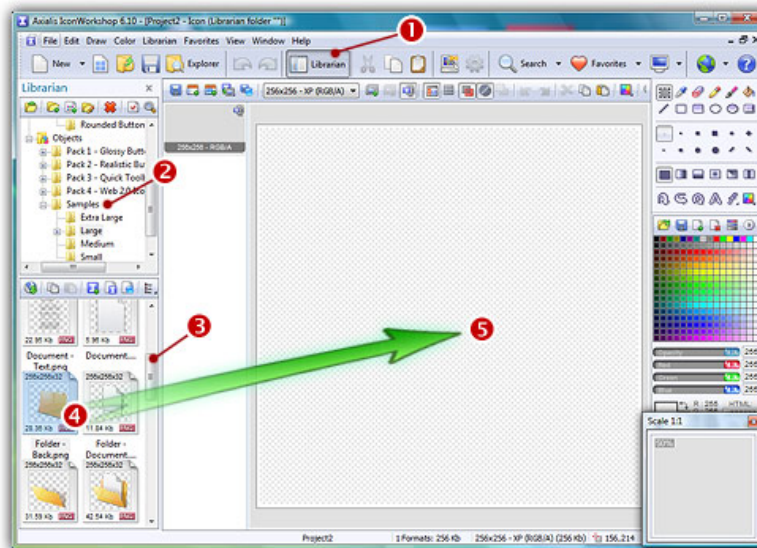
The procedure below starts from a new project but it works also with an existing project. We recommend you to start with the largest icon image that you plan to add in your icon (here 256x256 RGB/A). Then you'll be able to add the other formats easily using this first one as model.

1. Choose **File/New/Icon Project** or press **Ctrl+N**. A new dialog box opens:
2. Select the **Windows®** or **Macintosh®**. click **OK**. A second dialog box opens. In the **Project Name** edit zone (❶), enter the icon project name: "**Document Folder**". Do not specify any extension.
3. In the Colors group (❷), select: Windows® XP with Alpha Channel (RGB/A - 32 bits).
4. In the **Size in Pixels** group (❸), choose: **256x256**.
5. Click **OK**, the dialog box closes. The new blank icon document is created, the **256x256 RGB/A** image format is selected.
6. To add an object, you must **be sure that the librarian is visible**. If the librarian window is not visible (❹), check the Librarian button in the main toolbar (❶) or press **ESC**.

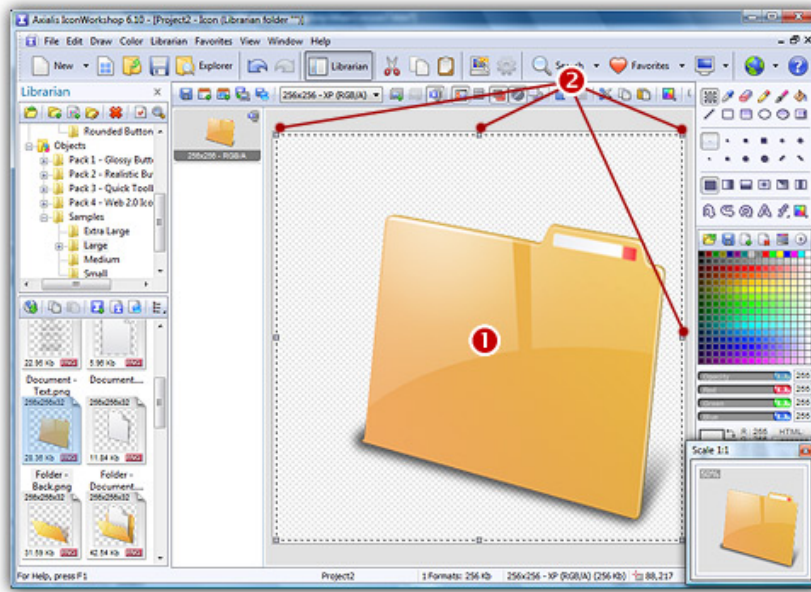
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**We recommend you to create a collection of objects in the librarian that you'll use in your future projects. Some sample objects (copyright-free) are included in the "Objects/" sub-folder of the Librarian. We'll use them in this topic.**

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7. Select the folder "**Objects/Samples/Large**" in the Librarian tree (❷). The contents of the folder appears in the zone below. Select an object in the folder contents. For example, using the slider (❸) scroll the window contents until you see the file "**Folder - Back.png**".



Note that this floating selection can be moved by using drag & drop from the inner zone (1). It can also be resized using the handles placed around the selection (2). Here is the list of operations you can perform on this object:

- Move/Copy
- Resize/Rotate
- Adjust Brightness/Contrast
- Adjust Hue, Saturation, Brightness
- Adjust Opacity
- Apply Filters
- Add a Drop Shadow

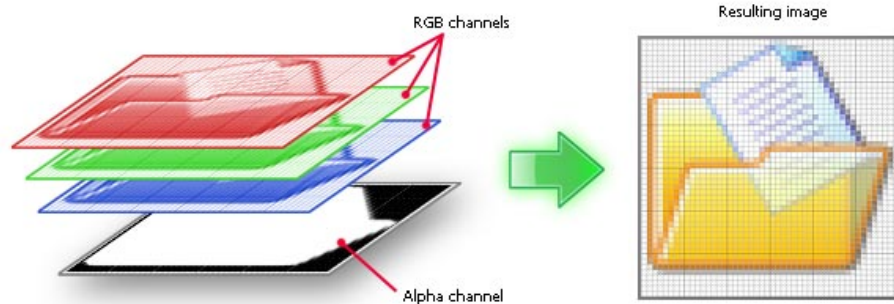
Now do the same to add other objects. If you want to learn step-by-step how to create the above Document Folder, read this part of the tutorial: Lesson 7 - Composing an icon from several image objects

## Copy/Paste alpha channels

Alpha channels are widely used in modern icon creation. Windows® supports icons with alpha channels since Windows® XP and Macintosh® since OS 10.0. The main advantage of alpha channels is that it permits to display a smooth transparency in icons. The resulting image is displayed with smooth contours on all backgrounds. It permits also to create dropped shadows behind icons. Images with alpha channels are called "RGB/A" or "Windows® XP" in Axialis IconWorkshop™.

This image format contains 16.8M colors coded in RGB plus an additional opacity channel. This channel is called the "Alpha Channel". Each channel is coded using 8 bits per pixel. As a result each pixel is coded in 32 bits (32 BPP - Bits Per Pixel). See the illustration below to understand how channels are organized in an RGB/A image.





Structure of an image with Alpha Channel (RGB/A)

In IconWorkshop™, alpha channels can be applied/extracted from RGB/A image formats. Images applied or extracted will be treated as masks. A mask is a grayscale image which is associated to an RGB image to simulate transparency. In a mask, a white pixel makes the associated RGB pixel fully visible (100% opacity). A black pixel produces a transparent pixel (0% opacity). Grey pixels produce partially visible pixels from the RGB image (depending on the value from 1% to 99%).

## Extract an alpha channel (Copy)

1. Select a RGB/A image format in an icon.
2. Choose either a **selection** or the **whole image**. Choose **Edit/Copy Alpha Channel as Mask**. The grayscale image is now placed in the **Windows® Clipboard**.

## Apply an alpha channel (Paste)

1. Place the grayscale mask image in the **Windows® Clipboard** from any source (external program, Axialis IconWorkshop™...)
2. Select the target RGB/A image format in an icon. Choose **Edit/Copy Alpha Channel as Mask**. The new alpha channel is now applied.

## Modify/Extract icons in program files (EXE, DLL)

Axialis IconWorkshop™ permits to modify icons directly in program files like EXE, DLL, OCX... This feature is handy to customize existing applications. However some limitations apply to this feature:

### You CAN:

- Visualize, Modify, Export, Copy in Clipboard and Add to the Librarian any icon included in a program file.
- Save your changes in the same file or export it to icon files or ICL

### You CANNOT:

- Add or delete icons
- Add or delete image formats in icons

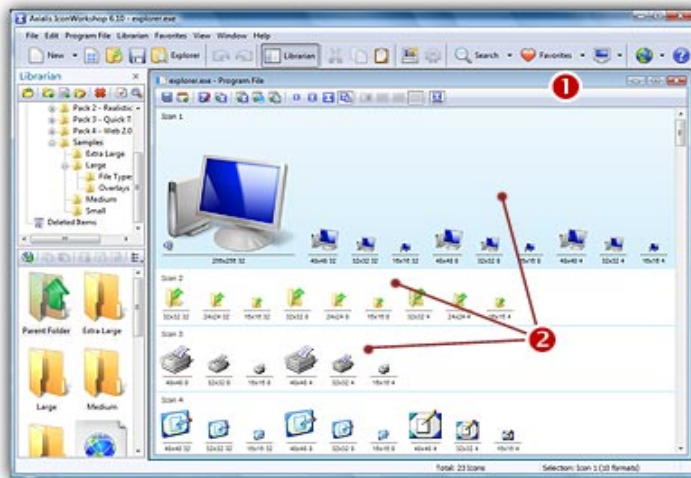
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We strongly recommend to make a copy of the original program file before modifying it using this feature.

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## Modifying an icon included in a program file

1. Choose **File/Open** and select a program file EXE, DLL, OCX... You can also open an Explorer window (Ctrl+E) and double click on a program file.
2. The program opens in a document window (1) displaying all the icons it contains. If not already set, we recommend you to choose the display option "All Formats In Raw". In this mode, one icon is displayed on each row with all the formats it contains (2):



3. To modify an icon just **double click** on it or select it and press **Enter**.
4. The icon opens in an editor window. Just modify it as if it was a standard icon file (don't forget the above limitations though).
5. When done, update it by choosing **File/Save** or press **Ctrl+S**. Close the editor window.
6. The icon has been updated in the list (if you modified the displayed format).
7. Repeat steps 3 to 7 for other icons if necessary.
8. Update the program file by choosing **File/Save**.

## Extracting icons from a program file

1. Choose **File/Open** and select a program file EXE, DLL, OCX... You can also open an Explorer window (Ctrl+E) and double click on a program file.
2. The program opens in a document window displaying all the icons it contains.
3. Select the icons you wish to extract.
4. Choose **Icons/Export as Windows® icons** (🟦: choose **Icons/Export as Macintosh® icons**)
5. Select the destination folder and click OK.
6. The icons are extracted as **ICO** (🟦: **ICNS, RSC or BIN** as chosen).

## Adding to the Librarian icons from a program file

1. Choose **File/Open** and select a program file **EXE, DLL, OCX...** You can also open an Explorer window (Ctrl+E) and double click on a program file.
2. The program opens in a document window displaying all the icons it contains.
3. Select the icons you wish to add to the librarian. Choose **File/Add to the Librarian** or press **F3**.

### If the selected item in the librarian is a folder

4. A dialog box opens. Choose either to extract them as separate icons (**ICO**) or to create an icon library (**ICL**).
5. Click OK. The icons are extracted as requested.

### If the selected item in the librarian is an icon library

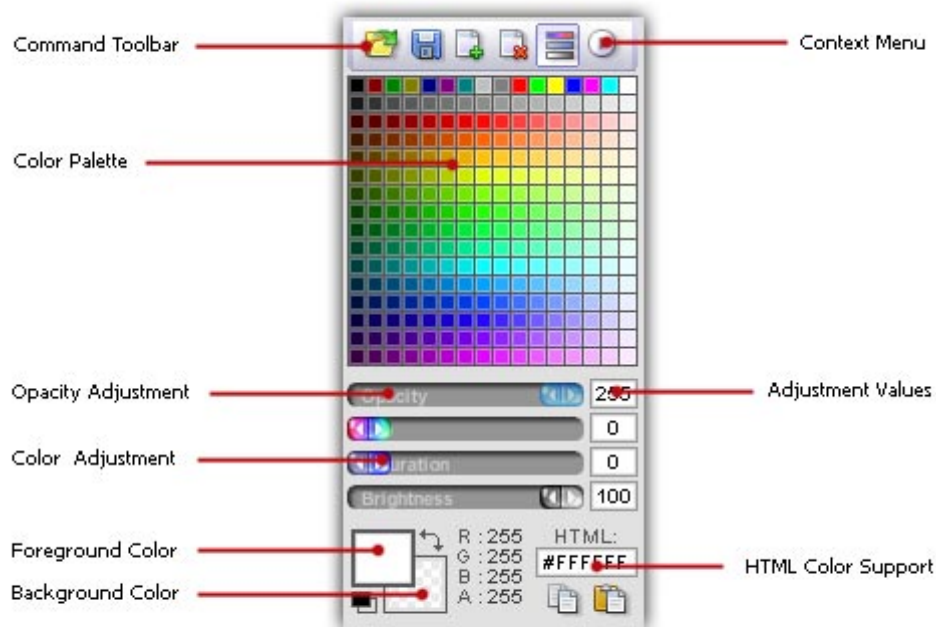
4. The icons are immediately added to the selected library.

## Work with colors

Before using a drawing tool, you need to select a drawing color. You can define 2 colors:

- **The Foreground Color** - This color will be assigned to the **left mouse button** while drawing.
- **The Background Color** - This color will be assigned to the **right mouse button** while drawing.

You can define and assign colors using the color palette docking window:



The Color Management Palette Window

---

The **Color Palette** contents changes depending on the color mode of the actual icon image format (RGB/A, 256, 16, Mono).

---

## Show/Hide the color palette window

1. Choose View/Colors or CTRL+F11

## Assigning Foreground / Background colors

1. Select **foreground** or **background** color by clicking the associated area (see above). The selected area is marked with a thicker and darker border.
2. Using the **mouse**, click in the color palette. The associated color is assigned.
3. If you're in RGB/A mode, you can adjust the opacity.

## Adjusting Foreground / Background colors


1. Select **foreground** or **background** color by clicking the associated area (see above). The selected area is marked with a thicker and darker border.
2. Using the **mouse**, adjust the color using the color adjustment sliders.

---

In RGB/A mode, adjusting the color using the above method doesn't change the color in the Color Palette. In 256 color mode, the color is changed accordingly.

---

## Using RGB or HSB color modes

1. In the **command toolbar**, click the command  or in the **Context Menu** select **RGB/HSB sliders**.
2. The color mode and the sliders are changed accordingly.


RGB and HSB modes permit to specify colors using different methods:

- **RGB** - Permits to specify colors using Red, Green, Blue components
- **HSB** - Permits to specify colors using Hue, Saturation, Brightness components

## Specifying a transparent color

1. Select **foreground** or **background** color by clicking the associated area (see above). The selected area is marked with a thicker and darker border.
2. In **RGB/A mode**: Adjust the opacity slider to 0.  
or
2. In **256, 16 or mono mode**: Click on the transparent button (just below the color palette).

## Swap Foreground and Background colors

1. Click the **swap button**  in the color management window.

## Methods to define colors RGB/HSB

Axialis IconWorkshop™ uses two methods for defining color palettes or swatches.

- The **RGB** (Red/Green/Blue)
- The **HSB** (Hue/Saturation/Brightness)

### RGB Method

The **RGB color model** is the standard representation. In this model, each value represents the Red, Green or Blue lights. RGB colors are called "Additive", that is, the values of each color component are combined to emit the final color. This way, as any RGB value is incremented, the resulting color becomes lighter. The white color, for instance, is given by the maximum value of each value (Red=255, Green=255, Blue=255), and black is given by the absence of light in each value (Red=0, Green=0, Blue=0).

### HSB Method

The **HSB color model** is just a mathematical representation of color, in a way more similar to our color perception. For instance, the HSB model breaks the color into three components: The Hue (which would be the "pure" color), the percentage of Saturation ("how much" color) and the Brightness of the color (also a percentage). The Hue comes in the range of 0 to 360. This model comes in handy where the RGB model can't help, for instance, classifying similar colors, classifying colors by levels of darkness, sorting colors, etc.

## Customized palette

Axialis IconWorkshop™ supplies a standard palette with 256 colors. Images in 256 colors use fixed color palettes. You can customize this palette by creating your own colors using RGB values or the standard Windows® dialog box. Opening a new color palette causes all colors in the current image to be remapped using the new palette. It is therefore recommended that the desired color palette be opened before beginning a 256-color image.

---

**The palette is initialized with the color palette of the image being edited. When a new image 256-color image is created, the palette is initialized with 256 colors from the default palette file.**

---

## To modify a color in a customized palette

1. Select the color in the palette
2. Double-click on this color or choose **Color/Modify color**. The standard Windows® “Color” box opens.
3. Modify your color using the scroll box or in the color box
4. If you want add the customized color
5. Click on the **<Add color>** button and the color will be automatically placed in your customized color palette, replacing the color selected in the standard palette.

---

**You can change the Hue and Saturation of the color, and then move the slider in the color gradient to change the luminescence (Lum).**

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## Copy Color as HTML

1. Choose **Color Copy HTML color**. It will allow to copy the actual color as a HTML compatible string in the clipboard. This is an interesting feature if you use to deal with HTML codes.

## Load color palette (256 color table)

Axialis IconWorkshop™ allows you to load a color palette from a file and apply it to the image. You can create your own customized color palette.

### Load a color palette

1. Choose Color/Load palette (256 color table)
2. Select the file's folder from the **Color Tables** In Drop Down box
3. Click on the file type from the File Type Drop Dow box
  - **AXCT** or **PA8** (Axialis® Colors Table)
  - **ACT** (Adobe® color Tables)
  - **PAL** (Jasc® color Tables - usually 256 colors)
4. Click on the palette file that you want to select in the Contents List box.
5. Click on the **Open** button

The palette opens automatically and is linked to the edit window.

## Save a color palette

Axialis IconWorkshop™ allows you to customize and save your own color palettes.

## Save a 256 color palette

1. Modify the customized color palette. (See [Related Topics](#))
2. Choose Color/Saver Swatches/Palette
2. Select or create the file's folder from the Look in Drop Down box
3. Enter the filename for the new palette in the File Name Text Box. Axialis IconWorkshop™ will add the file extension (.AXCT) automatically in the File Type Drop down box.
4. Click on the **Save** button.

---

**If the filename is already in use, Axialis IconWorkshop™ will present a prompt. Click on the Yes button to overwrite the existing file.**

---

## Create a gradient

This feature permits to create a gradient of colors in a 256 color palette.

### Create a gradient in a 256 color palette

1. Create an icon with 256 colors (indexed)
2. Select a color with the left mouse button
3. Select another color with the right mouse button
4. Choose Color/Create a Palette Color Gradient
5. This operation will create custom color gradient into the actual image palette (from Foreground to Background color. Choose the First and the Last color of the gradient.
6. Click **OK**. The gradient is automatically displayed in the palette.

## Create New Swatch

The latest Microsoft® Windows® platform, Windows® XP, introduces a new style in icon design. The Windows® XP icon is all about fun, color, and energy. It uses true colors to get the best results. Also, it uses an additional Alpha Channel to create smooth shades and object borders. We strongly recommend you to start creating an icon with this color mode. Windows® XP images are not tied to a color palette. The palette Windows® can contain 16, 256 or more colors.

### Create a new swatch

1. Choose Draw/New Swatch
2. The dialog box **Add Swatch** opens. You can add a new color Swatch to the Actual List.

3. In the **Color** area, click to change the color swatch.
4. In the **Name** area, specify the Color Swatch Name as it will appear in a tool tip when you'll pass the mouse pointer over it.

---

**If the name is empty (blank field), the program will display the Html color string in the tool tip.**

---

5. If the options "Insert at the current location" or "Append at the end of the list" are checked you can specify where you wish to add the new color swatch: Inserted at the current location or appended at the end of the list (last position).

## Customized Swatch

### Modify a color swatch

1. Select the color
2. Double-click on this color or choose **Color/Modify Swatch color**. The standard Windows® "Color" box opens.
3. Modify your color using the scroll box or in the color box
4. If you want add the customized color
5. Click on the **<Add color>** button and the color will be automatically placed in your customized color palette, replacing the color selected in the standard palette.

---

**You can change the Hue and Saturation of the color, and then move the slider in the color gradient to change the luminescence (Lum).**

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### Rename a color swatch

1. Select the color
2. Choose **Color/Rename Swatch color**. Enter the name of the selected color. When you move on a color, you can see its name.

### Delete a color swatch

1. Select the color
2. Choose **Color/Delete Swatch color**.



## Load Swatches

Axialis IconWorkshop™ allows you to load color swatches from a file and apply it to the image. You can create your own customized color swatches.

### Load swatches

1. Choose Color/Load Swatches
2. Select the file's folder from the **Color Swatches** In Drop Down box
3. Click on the file type from the File Type Drop Dow box
  - **AXCO, PAL** (Axialis Color Swatches)
4. Click on the color swatches file that you want to select in the Contents List box.

---

**Axialis IconWorkshop™ displays a message. It asks you if you want to replace the actual swatches with this file content. This action can't be undone. If you choose **Yes**, you'll loose the changes you made to the actual swatches. If you choose **Append**, you add the leaded swatches to the actual list or choose **Cancel** to stop and go back.**

---

## Save Swatches in a file

### Save swatches in a file

1. Choose Color/Save Swatches/Palette
2. Select the file's folder from the **Color Swatches** In Drop Down box
3. Enter the filename. Axialis IconWorkshop™ adds automatically .AXCO (Axialis Color Swatches)

## Create a gradient of swatches

This feature permits to add a gradient of swatches to the list. Several swatches will be added in one operation.

### Create a gradient of swatches

1. Choose Color/Create Gradient.

2. The dialog box **Add color Gradient** opens. It will create and add a new set of Gradient color Swatches to the actual list.
3. In the area **Create**, specify the number of color swatches you wish to create.
4. Choose the first color and the last color of gradient.
5. Specify where you wish to add the new set of color swatches: **Inserted** at the current location or **appended** at the end of the list (last position).

## Working with the Photoshop® plug-in

A **plug-in** is a program extension module. In fact, this is a small a program which is "plugged" (added) into another application to enhance it or add a new feature to it. The plug-in must be compatible with the "parent" application specifications.

Adobe® created a powerful plug-in interface for Photoshop®. This plug-in model is now a widely used standard in the graphical industry. As a result, a Photoshop® compatible plug-in can also be used with various other graphical applications (Illustrator®, Paint Shop Pro®...).

### Why a Photoshop® plug-in for Axialis IconWorkshop™?

We created such a plug-in to permit you to transfer an image or a drawing directly from Photoshop® (or any plug-in compatible application) to Axialis IconWorkshop™ through the memory.

This is much more fast and secure. No more temporary PSD or PNG file to transfer your image into Axialis IconWorkshop™. No more risk to loose your file while transferring it.

Before using this plug-in you have to install it in the Photoshop® plug-ins directory. Please read this for more info.

## Install the Photoshop® Plug-in

Using the Photoshop to IconWorkshop™ plug-in, you'll be able to transfer an image or a drawing directly from Photoshop® (or any plug-in compatible application) to IconWorkshop™ through the memory. Read this topic for more info about the plug-in...

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**If you've already installed the Photoshop® plug-in with a version of IconWorkshop prior to 6.10, you must install it again by following the procedure below. A new export plug-in will be installed in addition to the filter plug-in. The export plug-in will be used with Photoshop® Templates**

---

## Install the Photoshop® plug-in

1. Before installing the plug-in we recommend to close the Photoshop® application (if it is opened in background). Choose **File/Install Photoshop® Plug-in...**
2. The dialog box **Install the Photoshop® to IconWorkshop™ Transfer Plug-in** opens (see below). In the **Location** edit zone (1), specify the Photoshop plug-in folder. If you don't know the exact folder path, click the browse button (2) to choose the folder in a list.



3. If you want to **create a subfolder "Axialis"** to install the plug-in module (recommended to organize your folder properly), activate the option **"Install in a subfolder Axialis"** (3). Note that creating a subfolder may fail with some compatible applications.
4. Click OK. When done, a message informs you that the plug-in has been installed.
5. Now you can start your Photoshop® application. The plug-in is visible in **Filter/Axialis/Transfer To IconWorkshop™** and **File/Export/Export to Axialis IconWorkshop™** menus. Read this for more info on how to use the plug-in filter.

---

You can install the Plug-in in various other compatible applications. See your application help file for more info on how to proceed. If Photoshop® is installed on your computer, the plug-in folder will be automatically added to the edit zone. Also, you'll be prompted to install the plug-in the first time you'll launch IconWorkshop™.

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## Use the Photoshop® Plug-in

To use the Photoshop® to Axialis IconWorkshop™ plug-in, you must start the Photoshop® application first. The plug-in is accessible from within Photoshop® only. Before using the plug-in as detailed in next topic, you need to install it on your computer. The plug-in can be easily installed from within Axialis IconWorkshop™ in one fast and simple operation.

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If you've already installed the Photoshop® plug-in with a version of IconWorkshop prior to 6.10, you must install it again by following this procedure. A new export plug-in will be installed in addition to the filter plug-in. The export plug-in will be used with Photoshop® Templates

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## Use the Photoshop® plug-in

1. First of all, **launch Photoshop®** and open or create an image file. You don't need to launch Axialis IconWorkshop™ before using the plug-in. It will be automatically launched by the plug-in if necessary.
2. **Select the layer and the portion of the image** you want to transfer to Axialis IconWorkshop™ (1). If you don't create a selection area, the whole layer image will be transferred. Only rectangular selections are supported for transfer.



### 3a. Export the image in the Current Layer only :

Use this command if you want to transfer the image in the current layer only. The images in the other layers will be ignored. If you want to export a flatten image, choose the command in step 3b.

Choose the **Filter/Axialis/Transfer to Axialis IconWorkshop™...** command in the Photoshop menu.

### 3a. Export the flatten image (all layers merged):

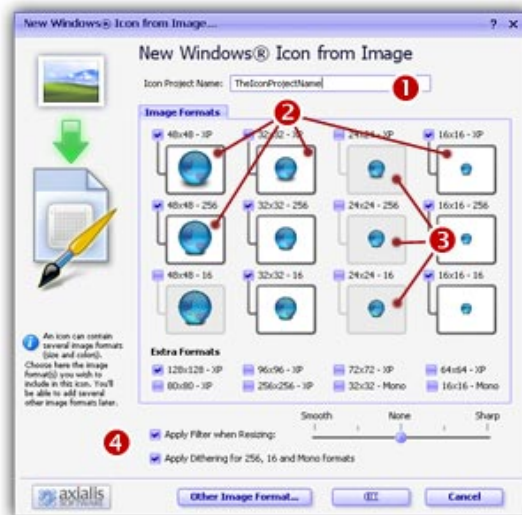
Use this command if you want to transfer the image as displayed. The images in all layers will be merged during the export (the layers will be kept in Photoshop).

Choose the **File/Export/Export to Axialis IconWorkshop™...** command in the Photoshop menu.

4. Axialis IconWorkshop™ is automatically launched (or activated if running in background) and the dialog box **Install the Photoshop® to Axialis IconWorkshop™ Transfer Plug-in** opens (see below).



- The image is about to be transferred in Axialis IconWorkshop™. You can choose one of the following operations: **Create a New Icon using this Image** (1): You create a new icon with several formats based on the image (see step 4); **Create a New Image Document** (2): Axialis IconWorkshop™ opens a new document containing the image. You'll be able to perform various operations on the image (resize, crop, save...) and even create a new icon from a portion of it; **Paste the Image in the Current Icon Document** (3): This option is enabled only if an icon document is already opened in Axialis IconWorkshop™. It pastes the image in the current editor area (just like the Clipboard paste operation).
- If you choose the first option (**Create a New Icon using this Image**), the following dialog box opens (see below). As Axialis IconWorkshop™ support creation of both Windows® and Macintosh® icons, you're prompted to choose the format. Select option 1 for Windows® or option 2 for Macintosh®.
- By choosing Windows®, the following dialog box opens (a similar dialog opens if you choose Macintosh®)



- In the **Name** group (1), enter the icon project name. Do not specify any extension.
- In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
- You can also apply or not the dithering option to the 256/16 color images as well as add a filter effect to smooth/sharpen the resulting images in RGB/A mode (try 4 and see the results in the preview images).

9. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
10. When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## Convert a Macintosh® icon to a Windows® format

### What's the difference between Windows® and Macintosh® icons?

Microsoft Windows® and Apple Macintosh® icons are very similar. They both have several image formats embedded in the same icon. But the file format is totally different. You cannot use Macintosh® icons under Windows® because the file format is not compatible. You must convert them to Windows® ICO file format (with Axialis IconWorkshop™ of course!).

All kinds of formats can be included in a Windows® ICO file (you can even create non-square icons). With Macintosh® icon files this is not possible. Only some strictly-defined image formats can be included.

Axialis IconWorkshop™ supports the following Macintosh® icon files: **ICNS**, **RSC** and **BIN**. Icons from system 7.5, 8.5, 9.x and 10.X are supported. You can easily open them into the Icon Editor and save them as Windows® ICO format. During this operation, we recommend you to remove special Macintosh® formats which are useless under Windows®.

To learn more about Windows® and Macintosh® icon file formats, read this topic: [Macintosh® vs Windows® icons](#)

### Which image formats are included in Macintosh® icons?

Here is the list of image formats you can find in Macintosh® Icons:

- **Leopard** (512x512) - 32 bits (alpha channel)
- **Tiger** (256x256) - 32 bits (alpha channel)
- **Thumbnail** (128x128) - 32 bits (alpha channel)
- **Huge** (48x48) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Large** (32x32) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Small** (16x16) - 32 bits (alpha channel), 256 colors, 16 colors, mono
- **Mini** (16x12) - 256 colors, 16 colors, mono

The new OS-X icons can contain very large image formats (256x256, 512x512 - 32 bits). Those formats are also supported. It's a good idea to start from hi-res sizes to create a new Windows® icon.

Here is a summary of image formats you can find in Macintosh® Icons:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

Macintosh® OS standard icon image formats

(\*\*) Jpeg2000 compressed OSX 10.4  
 (\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

## Convert the icon to Windows®, keeping all Macintosh® image formats

This is the simplest way to proceed. However, some Macintosh® specific image formats may be useless.

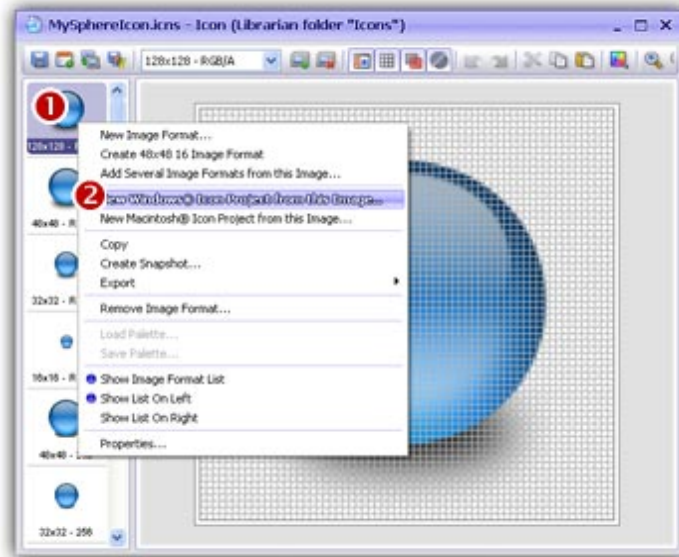
1. Open the Macintosh® icon. Choose **File/Open...** The icon is opened in a document window.
2. Choose **File/Save As**, select **Windows® (ICO)** as file type and specify a new name.  
or
2. Choose **File/Save As Windows® Icon...** (Ctrl+Alt+S) and specify a new name.  
or
2. Click the following button on the toolbar and choose a new name for this icon.



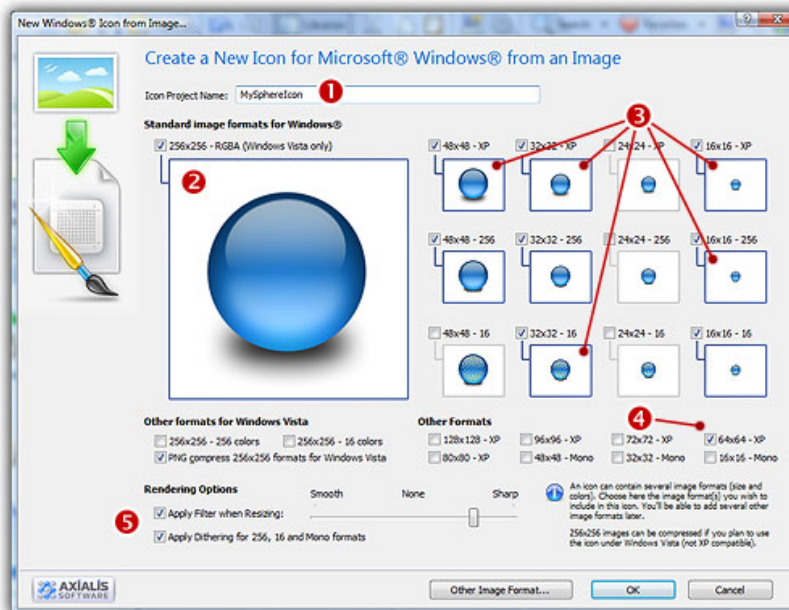
## Creating a Windows® icon from a Macintosh® icon

This operation is not a conversion, it's a creation of a new icon. It will not preserve all the existing formats. It will create a new icon based on the largest and most coloured image included in the original Macintosh® icon (usually 256x256 or 48x48 with alpha channel).

1. Open the Macintosh® icon. Choose **File/Open...**
2. When the icon is opened, select the largest and the "most coloured" image format in the list (best with 256x256 or 48x48 with alpha channel).
3. Right-click on the selected image format in the list (1), a menu opens. Select **"New Windows® Icon Project from this Image..."** (2).



4. A large dialog box opens. In the **Name** group (1), enter the icon project name. Do not specify any extension.



5. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2 to 4).
6. You can also add extra formats (128x128 or 256x256). When done, click **OK**. The new Icon Project document window is created with all formats embedded.
7. Save your icon to Windows® format. choose **File/Save** and choose a new name (.ICO) for this icon.



## Convert a Windows® icon to Macintosh® format

### Convert the icon to Macintosh®, keeping all Macintosh® compatible image formats

This is the simplest way to proceed. However, some Windows® specific image formats may not be converted.

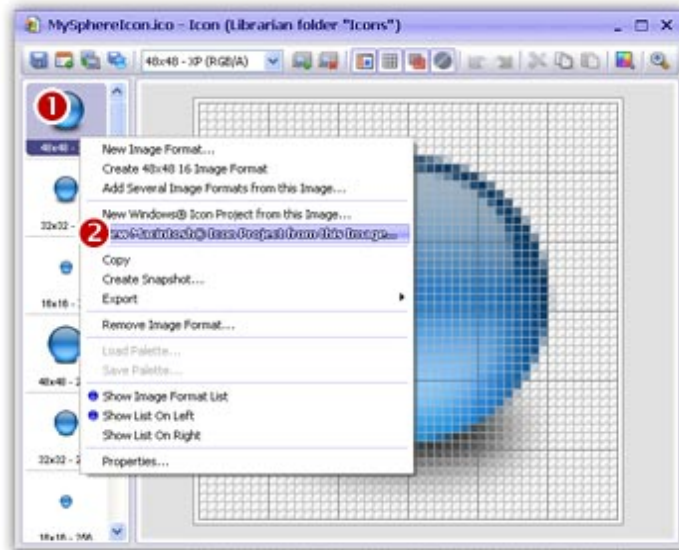
1. Open the Windows® icon. Choose **File/Open...** The icon is opened in a document window.
  2. Choose **File/Save As**, select **Macintosh® (ICNS, RSC or BIN)** as file type and specify a new name.
- or
2. Choose **File/Save As Macintosh® Icon...** (Ctrl+Alt+S) and specify a new name.
- or
2. Click the following button on the toolbar and choose a new name for this icon.



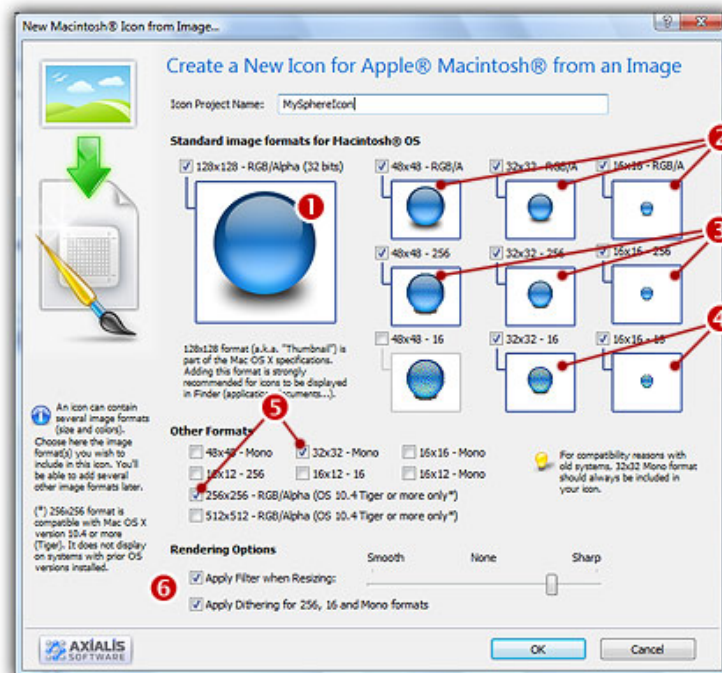
### Creating a Macintosh® icon from a Windows® icon

This operation is not a conversion, it's a creation of a new icon. It will not preserve all the existing formats. It will create a new icon based on the largest and most coloured image included in the original Windows® icon (usually 128x128 or 48x48 with alpha channel).

1. Open the Windows® icon. Choose **File/Open...**
2. When the icon is opened, select the largest and the "most coloured" image format in the list (best with 128x128 or 48x48 with alpha channel).
3. Right-click on the selected image format in the list (❶), a menu opens. Select **"New Macintosh® Icon Project from this Image..."** (❷).



4. A large dialog box opens. In the **Name** group, enter the icon project name. Do not specify any extension.



5. In the **Image Formats** group, **select** the image formats you wish to add in the icon (1 2 3 4).
6. You can also add other formats (256x256 to be used in Tiger). When done, click **OK**. The new Icon Project document window is created with all formats embedded.
7. Save your icon to Macintosh® format. choose **File/Save** and choose a new name for this icon.

## Convert several Macintosh® icons to Windows® format

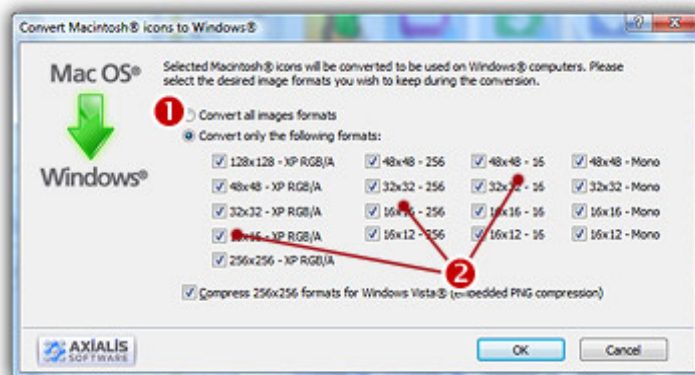
Using this feature you convert a group of Macintosh® Icons to Windows® format in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source files using the tree in the left pane.
3. When done, the source files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch convert the icons

4. Choose Explorer/Batch Convert Macintosh® Icons To Windows® (ICO) or Ctrl+Shift+W
5. A dialog box opens. You can choose to convert **all the formats** (1) or only a **selection** (2) of formats. When done, click **OK**.



6. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

---

The created icons have the **same filename as the original** document with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting.

---

## Convert several Windows® icons to Macintosh® format

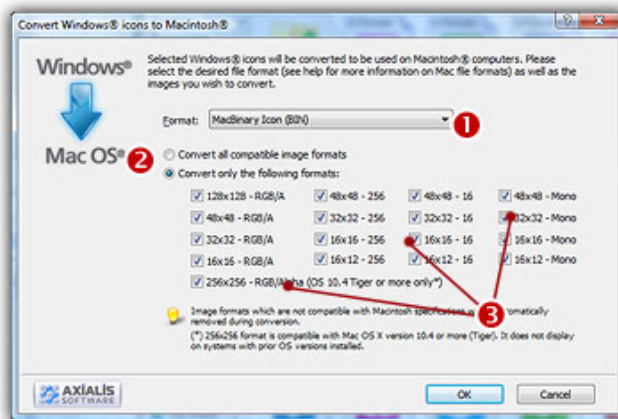
Using this feature you convert a group of Macintosh® Icons to Windows® format in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source files using the tree in the left pane.
3. When done, the source files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch convert the icons

4. Choose Explorer/Batch Convert Windows® Icons To Macintosh® (ICNS, RSC, BIN) or Ctrl+Shift+M
5. A dialog box opens. First select the Macintosh® file format you wish to create (1). 3 formats are available for Macintosh® icons (see this topic to learn more about the file formats).



6. You can choose to convert **all the formats** (2) or only a **selection** (3) of formats. When done, click **OK**.
7. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

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The created icons have the **same filename as the original** document with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting.

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## Convert a PNG icon to a Windows® icon

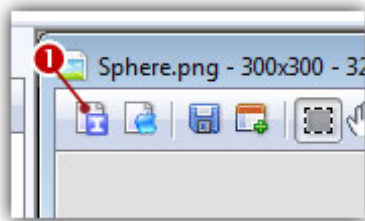
An interesting feature of IconWorkshop™ is the ability to create an icon from a PNG icon. PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...). This format is very interesting to create hi-quality RGB/A images in icons.

### Open the PNG image file in IconWorkshop™

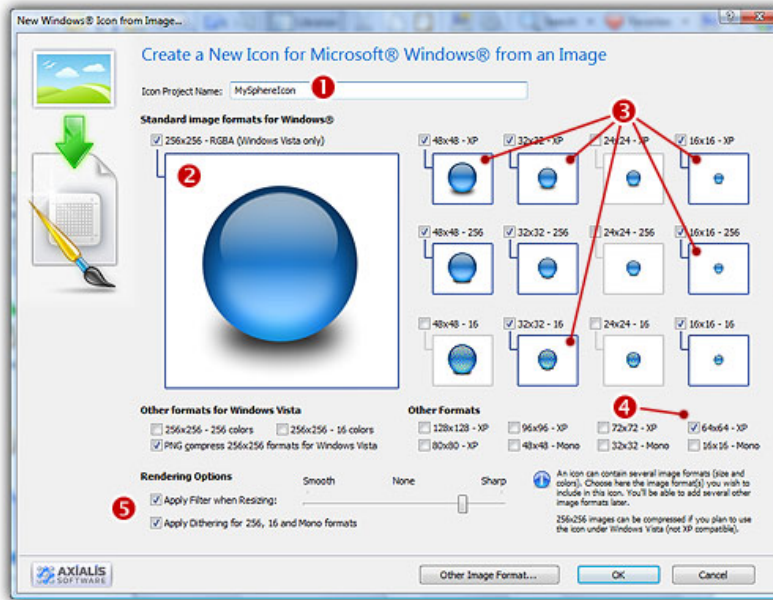
1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
2. The image file opens in a document window.

### Create an icon from this PNG image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create Windows® Icon from Selection** or press **"I"** or click the first command button in the local toolbar (❶):



6. The dialog box **New Windows® Icon From Image** opens (see below). In the **Name** group (❶), enter the icon project name. Do not specify any extension.



7. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see *What is an Icon* topic.
8. In the **Extra Formats** group, select the optional image formats you wish to add in the icon. The new formats 128x128 and 256x256 are expected to work with next version of Windows® (codename Longhorn). The following table shows the common Windows® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Windows® standard icon image formats (\*) PNG compressed Windows Vista™

Recommended   
  Optional   
  Not Available

9. To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try 5 and see the results in the preview images).
10. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
11. When done, click **OK**. The icon is automatically created with the various image formats you've selected.
12. Now you can **save your icon in a file**.

## Convert a PNG icon to a Macintosh® icon

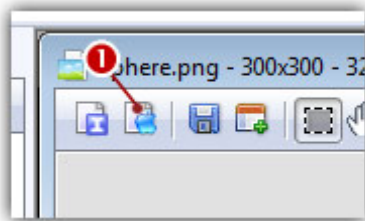
An interesting feature of IconWorkshop™ is the ability to create an icon from a PNG icon. PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...). This format is very interesting to create hi-quality RGB/A images in icons.

### Open the PNG image file in IconWorkshop™

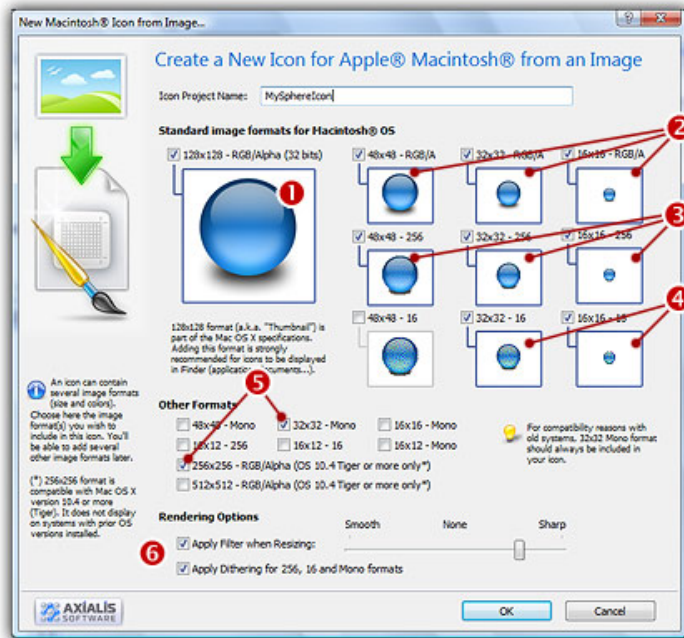
1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
2. The image file opens in a document window.

### Create an icon from this PNG image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create Macintosh® Icon from Selection** or press **"M"** or click the first command button in the local toolbar (🔴):



6. The dialog box **New Macintosh® Icon From Image** opens (see below). In the **Name** group (🔴), enter the icon project name. Do not specify any extension.



7. In the **Image Formats** group, select the image formats you wish to add in the icon (2 to 4) and **unselect** the unwanted images. Just click on the image preview to select/unselect.
8. In the **Other** group, select the optional image formats you wish to add in the icon (5). Note that the 32x32 mono is recommended if you want the icon to be compatible with older systems. The new format 256x256 works only under OSX 10.4 (Tiger) or more. The following table shows the common Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

**Macintosh® OS standard icon image formats**

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

8. To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try 6 and see the results in the preview images).
9. When done, click **OK**. The icon is automatically created with the various image formats you've selected.
10. Now you can save your icon in a file.



## Convert several PNG icons to Windows® icons

An interesting feature of IconWorkshop™ is the ability to create Windows® icons from PNG icons. PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...). This format is very interesting to create hi-quality RGB/A images in icons.

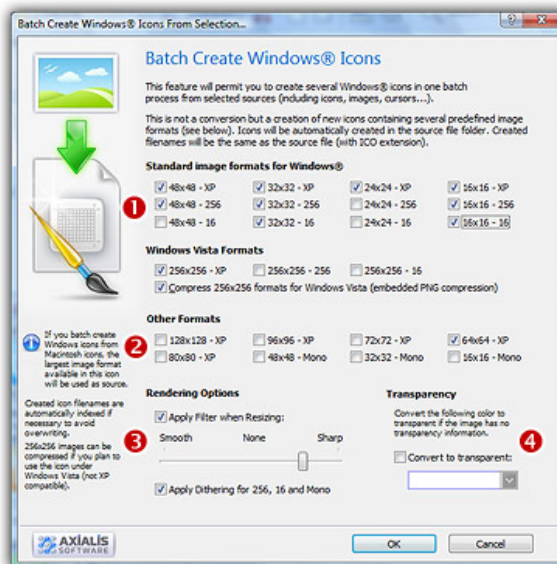
Using this feature you can **Create Several Windows® Icons** from PNG files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source PNG images

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the PNG images using the tree in the left pane.
3. When done, the PNG files appear (with preview) in the right pane. Select the files you wish to convert to icons. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create the Windows® icons

4. Choose Explorer/Batch Create Windows® Icons from Selection or Ctrl+Shift+C.
5. A dialog box opens. In **"Standard Image Formats"** (1) and **"Extra Image Formats"** (2) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group (3), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group (4), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.

7. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Windows® icons are added to the folder contents.

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The created icons have the **same filename as the original PNG files with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting. When you create icons from **PNG Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation.

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## Convert several PNG icons to Macintosh® icons

An interesting feature of IconWorkshop™ is the ability to create Macintosh® icons from PNG icons. PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...). This format is very interesting to create hi-quality RGB/A images in icons.

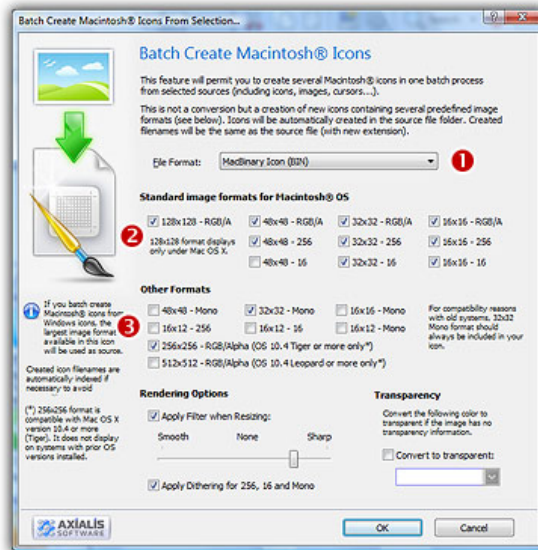
Using this feature you can **Create Several Macintosh® Icons** from PNG files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source PNG images

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the PNG images using the tree in the left pane.
3. When done, the PNG files appear (with preview) in the right pane. Select the files you wish to convert to icons. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create the Macintosh® icons

4. Choose Explorer/Batch Create Macintosh® Icons from Selection or Ctrl+Shift+D.
5. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (1) there are 3 formats supported by IconWorkshop™ - see this topic to learn more).
6. In groups **"Standard Image Formats"** (2) and **"Extra Image Formats"** (3) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group, you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group, an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed.

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The created icons have the **same filename as the original PNG** files with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting. When you create icons from **PNG Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation.

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## Convert a Windows®/Macintosh® icon to PNG

PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...).

Using this feature you can extract an image from an icon and convert it to a PNG icon. Only one image will be extracted from the icon. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

### Open the icon file in IconWorkshop™

1. **Open** your original icon file (from the librarian or using **File/Open...**).

2. The image file opens in a document window. In the image format list, **select the image** you wish to use to create the PNG file. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

## Save the image as a PNG file

3. Choose File/Export/Save as PNG with Transparency or press Ctrl+Shift+T.
4. A standard **Save Image As** dialog box opens. In the Save as Type list appears only the PNG format.
5. Choose a **destination folder** and type a **new filename**. When done, click **OK**.
6. The PNG file has been created.

## Convert several Windows®/Macintosh® icons to PNG (batch process)

PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...).

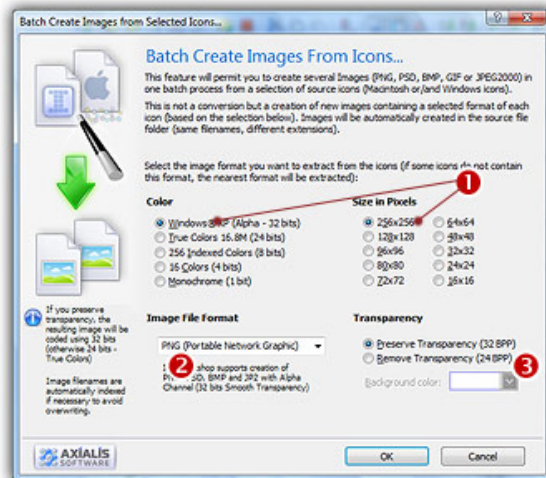
Using this feature you can **Create Several PNG Images** from Windows® or Macintosh® icon files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer. Only one image will be extracted from each icon and each time one PNG file will be created. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

## Select the Source Icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source icon files using the tree in the left pane.
3. When done, the source icons appears (with preview) in the right pane. Select the icons you wish to convert to images. You can select Windows® and/or Macintosh® icons. Use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

## Create the PNG images

4. Choose Explorer/Batch Create Images from Icons or Ctrl+Shift+V.
5. The dialog box **Batch Create Images From Icons** opens (see below). In the **Icon Format to Extract** group (🔴), choose the image format you wish to extract from the icons. You can choose only one image format. If this exact format does not exists in an icon, the nearest format is chosen.



6. In the **Image File Format** group (2), select the **PNG** file format.
7. In the **Transparency** group (3), choose if you wish to create transparent or opaque images. If you choose to preserve transparency, the images will be automatically converted to 32BPP with alpha channel (even if the chosen icon format is 256 or less colors). If you choose to remove transparency, the images will be generated using 24BPP (no alpha channel). In such a case, you must specify a background color (to fill the transparent areas with this color).

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**We strongly recommend you to use RGB/A (alpha channel transparency) for extraction.**

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8. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Images are added to the folder contents.

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The created images have the **same filename as the original document with PNG extension appended**. A smart system has been added to index the files if necessary to avoid overwriting. If this exact chosen format does not exist in an icon, the nearest format is chosen for extraction.

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## Convert an image to a Windows® icon

An interesting feature of IconWorkshop™ is to convert an image into an icon. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. During the operation the image will be converted in several formats that will be included in the icon. The following image formats are supported:

- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).

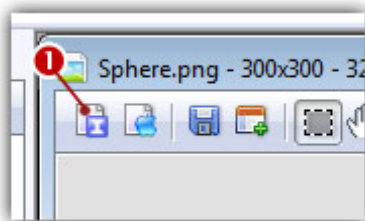
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **JPG** - JPEG
- **TGA** - Targa
- **GIF** - Compuserve GIF
- **Others** - Various other formats supported: TIFF, PCD (PhotoCD), PIC (Apple PICT), PCX (Zsoft), WMF (Windows® MetaFile)

## Open the image file in IconWorkshop™

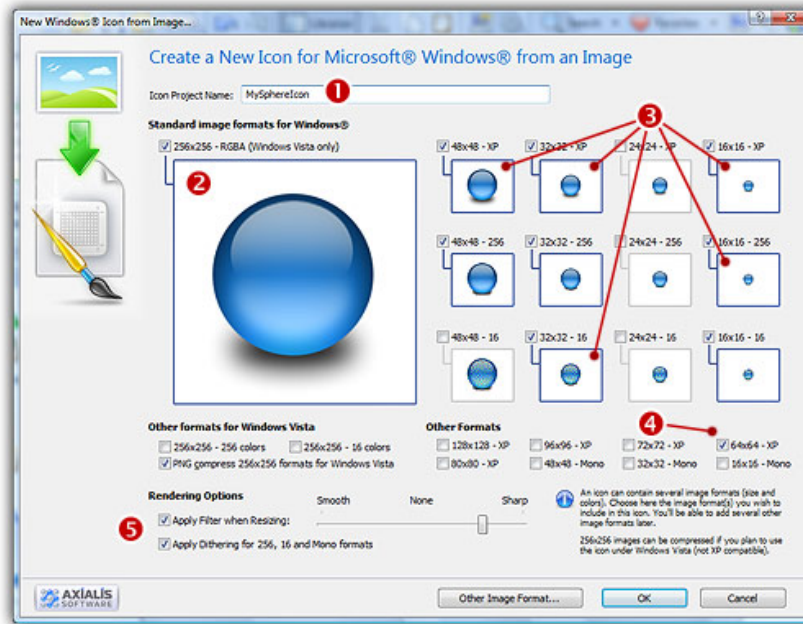
1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
2. The image file opens in a document window.

## Create an icon from this image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create Windows® Icon from Selection** or press **"I"** or click the first command button in the local toolbar (❶):



6. The dialog box **New Windows® Icon From Image** opens (see below). In the **Name** group (❶), enter the icon project name. Do not specify any extension.



7. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
8. In the **Extra Formats** group, select the optional image formats you wish to add in the icon. The new formats 128x128 and 256x256 are expected to work with next version of Windows® (codename Longhorn). The following table shows the common Windows® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Windows® standard icon image formats (\*\*) PNG compressed Windows Vista™

Recommended   
 Optional   
 Not Available

9. To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try 5 and see the results in the preview images).
10. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
11. When done, click **OK**. The icon is automatically created with the various image formats you've selected.
12. Now you can save your icon in a file.

## Convert an image to a Macintosh® icon

An interesting feature of IconWorkshop™ is to convert an image into an icon. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. During the operation the image will be converted in several formats that will be included in the icon. The following image formats are supported:

- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **JPG** - JPEG
- **TGA** - Targa
- **GIF** - Compuserve GIF
- **Others** - Various other formats supported: TIFF, PCD (PhotoCD), PIC (Apple PICT), PCX (Zsoft), WMF (Windows® MetaFile)

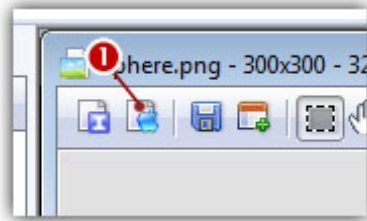
## Open the PNG image file in Axialis IconWorkshop™

1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
2. The image file opens in a document window.

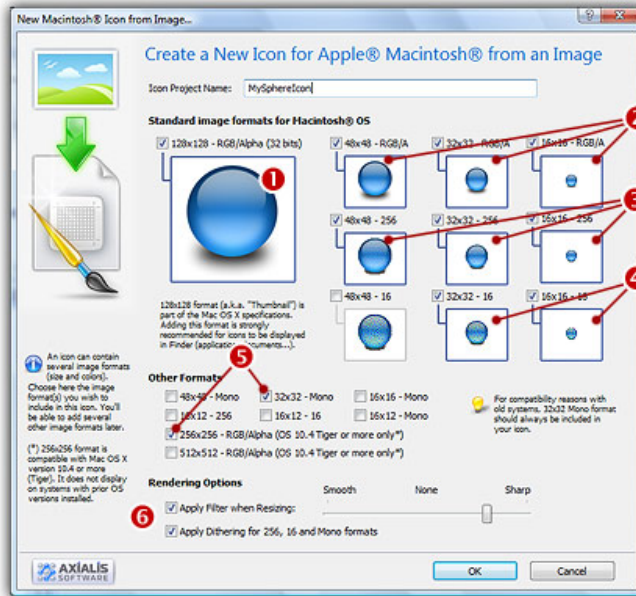
## Create an icon from this PNG image

3. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
4. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
5. When the selection is done, choose **Image/Create Macintosh® Icon from Selection** or press **"M"** or click the first command button in the local toolbar (📌):





- The dialog box **New Macintosh® Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, select the image formats you wish to add in the icon (2 to 4) and **unselect** the unwanted images. Just click on the image preview to select/unselect.
- In the **Other** group, select the optional image formats you wish to add in the icon (5). Note that the 32x32 mono is recommended if you want the icon to be compatible with older systems. The new format 256x256 works only under Macintosh® OSX 10.4 (Tiger) or more. The following table shows the common Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

**Macintosh® OS standard icon image formats**

(\*\*) Jpeg2000 compressed OSX 10.4  
(\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended   ● Optional   ○ Not Available

- To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try 6 and see the results in the preview images).
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.
- Now you can save your icon in a file.

## Convert several images to Windows® icons (batch processing)

An interesting feature of IconWorkshop™ is to convert an image into an icon. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. During the operation the image will be converted in several formats that will be included in the icon.

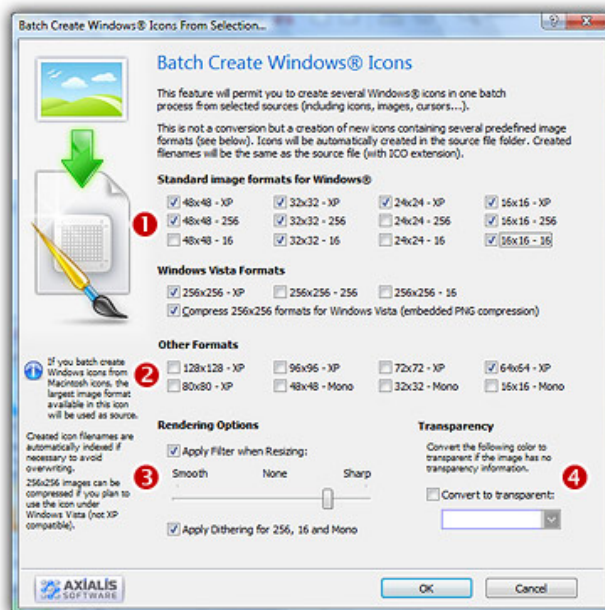
Using this feature you can **Create Several Windows® Icons** from image files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source images

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the images using the tree in the left pane.
3. When done, the files appear (with preview) in the right pane. Select the image files you wish to convert to icons. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create the Windows® icons

4. Choose Explorer/Batch Create Windows® Icons from Selection or Ctrl+Shift+C.
5. A dialog box opens. In **"Standard Image Formats"** (1) and **"Extra Image Formats"** (2) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group (3), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16

colors. In **Transparency** group (4), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.

7. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Windows® icons are added to the folder contents.

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The created icons have the **same filename as the original image files with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting. When you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation.

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## Convert several images to Macintosh® icons (batch processing)

An interesting feature of IconWorkshop™ is to convert an image into an icon. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. During the operation the image will be converted in several formats that will be included in the icon.

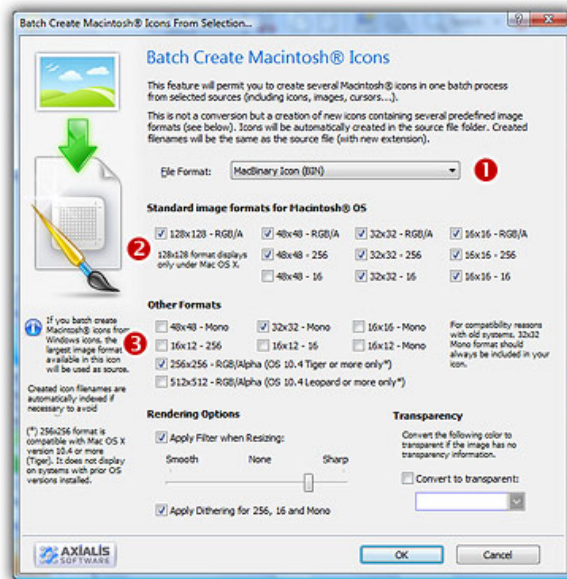
Using this feature you can **Create Several Macintosh® Icons** from image files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source images

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the images using the tree in the left pane.
3. When done, the files appear (with preview) in the right pane. Select the image files you wish to convert to icons. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create the Windows® icons

4. Choose Explorer/Batch Create Macintosh® Icons from Selection or Ctrl+Shift+D.
5. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (1 there are 3 formats supported by IconWorkshop™ - see this topic to learn more).
6. In groups **"Standard Image Formats"** (2) and **"Extra Image Formats"** (3) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group, you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group, an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed.

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The created icons have the **same filename as the original image files with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting. When you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation.

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## Convert an icon to an image

If you work with external programs such as Macromedia® Freehand®, Adobe® Photoshop® or Jasc® Paint Shop Pro®, you may need to save an icon image to an external file.

Axialis IconWorkshop™ permits you to save an icon image to **PSD, PNG, BMP, GIF or JPEG 2000** file formats preserving the transparency areas of the icon. Only one image will be extracted from the icon. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

## Open the icon file in IconWorkshop™

1. **Open** your original icon file (from the librarian or using **File/Open...**).

2. The image file opens in a document window. In the image format list, **select the image** you wish to use to create the PNG file. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

## Save the image as an image file

3. Choose File/Export/Image or press Ctrl+Shift+E.
4. A standard **Save Image As** dialog box opens. In the **Save as Type** list select the desired image file format.
5. Choose a **destination folder** and type a **new filename**. When done, click **OK**.
6. If you've chosen **JPEG 2000**, an option dialog box with preview opens (see below). If you've chosen **GIF**, read [Convert an icon to a Web-optimized GIF image](#) to learn more about the options.
7. The image file has been created.

## The JPEG 2000 options

JPEG 2000 is the latest generation of compressed image format. It permits to compress images with low quality loss. Additionally it permits to encode images with alpha channel.

When you save an image in JPEG 2000 format you need to specify the type of compression you want for this image:

- **Lossless compression** - This will result in perfect image quality but larger file size (about 30-50% of original image).
- **Lossy compression** - This can be adjusted to create smaller files (high compression means low quality - see preview).

If you use lossy compression, we recommend you to adjust the compression level using the slider and compare the difference between the original and the resulting image in the preview window.

## Convert an icon to a Web-optimized GIF image

CompuServe GIF image format is widely used in Web pages because the majority of Web browsers recognize it. However this format has some limitations and images need to be optimized to meet Web requirements like size, colors and transparency:

- GIF Images **don't support partial transparency** (alpha channel). It means that either a pixel is transparent, either it isn't.
- GIF Images cannot contain more than 256 colors.
- GIF Images **support reduced palettes**. Limited number of colors will result in smaller file but will produce lower image quality.

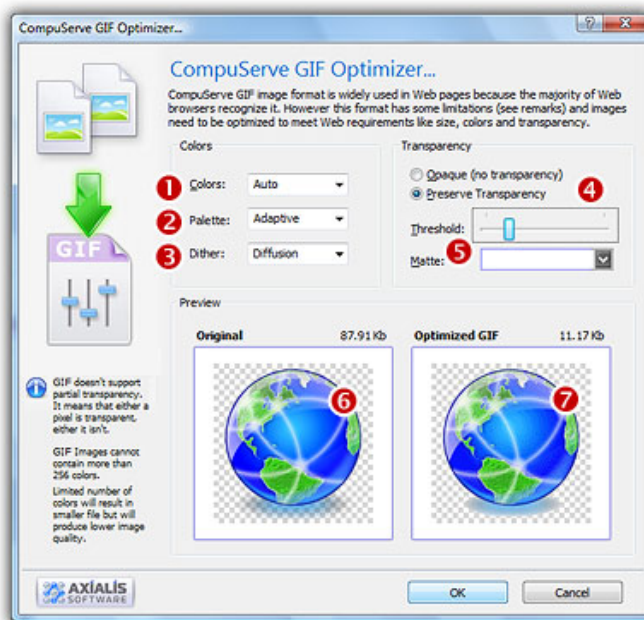
Axialis IconWorkshop™ permits you to save an icon image to **GIF** file formats preserving the transparency areas of the icon. Only one image will be extracted from the icon. We recommend you to extract the 256 color image from the icon if available.

## Open the icon file in IconWorkshop™

1. **Open** your original icon file (from the librarian or using **File/Open...**).
2. The image file opens in a document window. In the image format list, **select the image** you wish to use to create the GIF file. We recommend you to extract the 256 color image from the icon if available, otherwise use RGB/A.

## Save the image as a GIF file with Web optimization

3. Choose **File/Export/CompuServe GIF (Optimized for the Web)** or press **Ctrl+Shift+G**.
4. A standard **Save Image As** dialog box opens. In the **Save as Type** list select the desired image file format.
5. Choose a **destination folder** and type a **new filename**. When done, click **OK**.
6. A dialog box **CompuServe GIF Optimizer** opens:



7. In **Colors (1)**, specify the number of colors you wish to use in the image palette. Limited number of colors will result in smaller file but will produce lower image quality. Choose **"Auto"** if you're not sure about desired the number of colors.
8. In **Palette (2)**, choose the type of palette desired:
  - **Adaptive** - The palette will be calculated to get the best results possible (recommended).
  - **Web Safe** - This is the default Netscape® Web palette.
  - **Windows** - This is the default palette used under old Windows® versions in 256 color screen mode.
  - **Macintosh® OS** - This is the default palette used under old Macintosh® OS versions in 256 color screen mode.
9. In **Dither (3)**, choose **"Diffusion"** if you want IconWorkshop™ to simulate colors not present in the palette by pixel mixing using the "error diffusion" method. Choose **"None"** to encode

the image without dithering. Diffusion produces the best results but usually creates slightly larger images.

10. In **Transparency** (4), specify if you want to preserve transparency or not. Of you choose opaque, the transparent areas of the icon will be converted to solid color (the "**Matte**" color). If you choose to preserve transparency and encodes your GIF file from a RGB/A images, you may need to adjust the "**Threshold**" value (5) to produce better results on image edges.
11. In **Preview**, compare the original (6) and the optimized (7) images (image quality and size) to find the best adjustments possible.
12. When done, click **OK**. The image file has been created.

## Convert several icons to images (batch processing)

Creating images from icons can be very useful. You can either create one image from one icon (see topic [Convert an icon to an image](#)) or several images from icons in one operation. This is what we call a batch procedure.

The following image format creation is supported by IconWorkshop™:

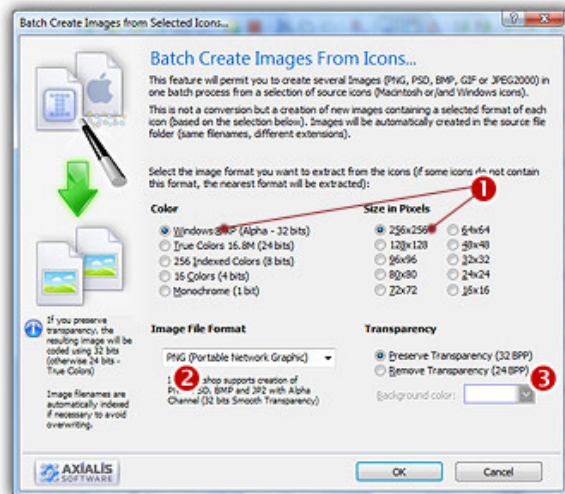
- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **GIF** - Compuserve GIF (Web optimized)

### Select the Source Icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert to images. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Create the Images

4. Choose Explorer/Batch Create Images from Icons or Ctrl+Shift+V.
5. The dialog box **Batch Create Images From Icons** opens (see below). In the **Icon Format to Extract** group (1), choose the image format you wish to extract from the icons. You can choose only one image format. If this exact format does not exists in an icon, the nearest format is chosen.



5. In the **Image File Format** group (2), select the file format you wish to use for the images to create.
6. In the **Transparency** group (3), choose if you wish to create transparent or opaque images. If you choose to preserve transparency, the images will be automatically converted to 32BPP with alpha channel (even if the chosen icon format is 256 or less colors). If you choose to remove transparency, the images will be generated using 24BPP (no alpha channel). In such a case, you must specify a background color (to fill the transparent areas with this color).
7. When done, click **OK**. If you have chosen to create JPEG 2000 or GIF images, an option dialog box opens (see below about the options). The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Images are added to the folder contents.

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The created images have the **same filename as the original document with PNG, PSD, BMP, GIG or JP2** appended. A smart system has been added to index the files if necessary to avoid overwriting. If this exact chosen format does not exist in an icon, the nearest format is chosen for extraction.

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## The JPEG 2000 options

JPEG 2000 is the latest generation of compressed image format. It permits to compress images with low quality loss. Additionally it permits to encode images with alpha channel.

When you save an image in JPEG 2000 format you need to specify the type of compression you want for this image:

- **Lossless compression** - This will result in perfect image quality but larger file size (about 30-50% of original image).
- **Lossy compression** - This can be adjusted to create smaller files (high compression means low quality - see preview).

If you use lossy compression, we recommend you to adjust the compression level using the slider and compare the difference between the original and the resulting image in the preview window.



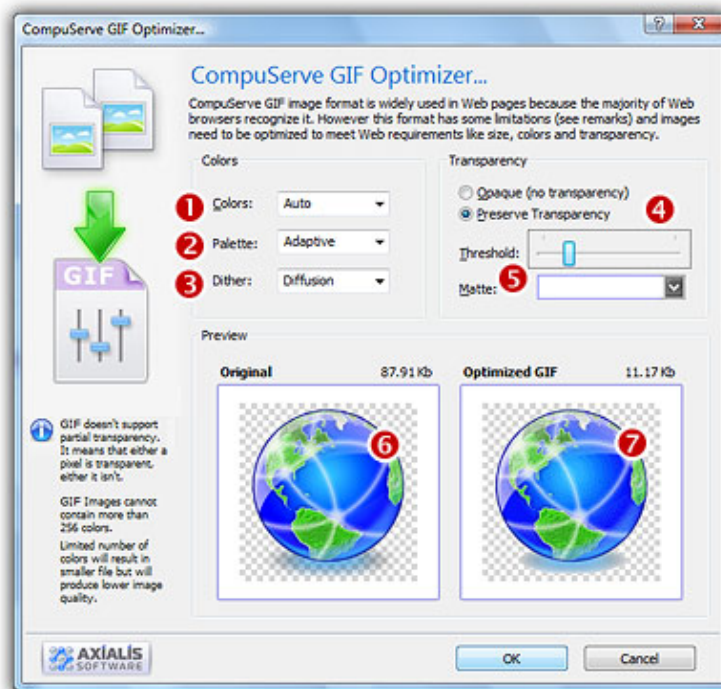
## The GIF options

CompuServe GIF image format is widely used in Web pages because the majority of Web browsers recognize it. However this format has some limitations and images need to be optimized to meet Web requirements like size, colors and transparency:

- GIF Images **don't support partial transparency** (alpha channel). It means that either a pixel is transparent, either it isn't.
- GIF Images cannot contain more than 256 colors.
- GIF Images **support reduced palettes**. Limited number of colors will result in smaller file but will produce lower image quality.

Axialis IconWorkshop™ permits you to save an icon image to **GIF** file formats preserving the transparency areas of the icon. Only one image will be extracted from the icon. We recommend you to extract the 256 color image from the icon if available.

The GIF option dialog box includes several options:



1. In **Colors** (1), specify the number of colors you wish to use in the image palette. Limited number of colors will result in smaller file but will produce lower image quality. Choose **"Auto"** if you're not sure about desired the number of colors.
2. In **Palette** (2), choose the type of palette desired:
  - **Adaptive** - The palette will be calculated to get the best results possible (recommended).
  - **Web Safe** - This is the default Netscape® Web palette.
  - **Windows®** - This is the default palette used under old Windows® versions in 256 color screen mode.
  - **Macintosh® OS** - This is the default palette used under old Macintosh® OS versions in 256 color screen mode.

3. In **Dither** (3), choose **"Diffusion"** if you want IconWorkshop™ to simulate colors not present in the palette by pixel mixing using the "error diffusion" method. Choose **"None"** to encode the image without dithering. Diffusion produces the best results but usually creates slightly larger images.
4. In **Transparency** (4), specify if you want to preserve transparency or not. If you choose opaque, the transparent areas of the icon will be converted to solid color (the **"Matte"** color). If you choose to preserve transparency and encodes your GIF file from a RGB/A images, you may need to adjust the **"Threshold"** value (5) to produce better results on image edges.
5. In **Preview**, compare the original (6) and the optimized (7) images (image quality and size) to find the best adjustments possible.

## Normalize several icons (batch processing)

The normalization permits to format several icons in order to produce an uniform set. As a result, after normalization all the icons have the same image formats embedded. This feature is useful if you plan to distribute your icons.

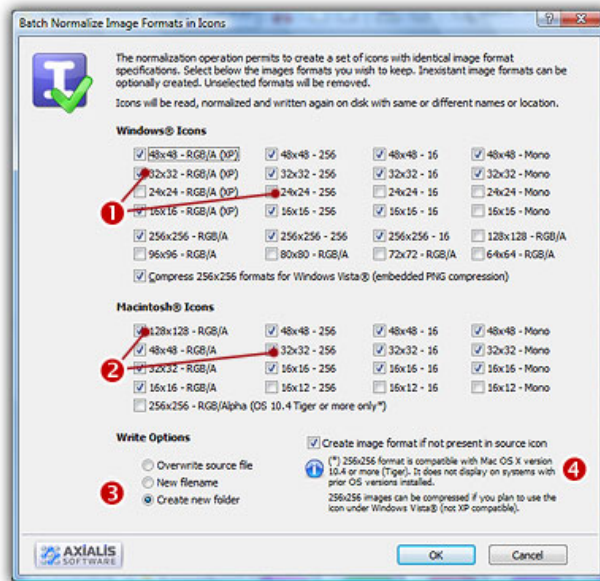
We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the icons to normalize

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the icons using the tree in the left pane.
3. When done, the files appear (with preview) in the right pane. Select the icons files you wish to normalize. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Normalize the icons

4. Choose Explorer/Batch Normalize Icon Formats in Icons or Ctrl+Shift+N.
5. A dialog box opens. In **"Windows® Icons"** group, select the formats you want to include in the Windows® icons (1). In **"Macintosh® Icons"** group, select the formats you want to include in the Macintosh® icons (2).



For each icon, the normalization rules are:

- The **selected formats** are **created if not present** in the icon. In such a case, the largest and most coloured image format is used as source for the creation. This rule applies only if the option **"Create image format if not present in source icon"** is checked (4)
  - The unselected formats are removed if present in the icon.
5. In **"Write Options"** group (3), choose one of the following options:
- **Overwrite source file** – The original icon file is replaced by the normalized icon.
  - **New filename** – The normalized icon is created using a new filename (original filename plus an index number).
  - **Create new folder** – The filenames are identical but created in a new subfolder.
6. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the normalized icons are created.

## Batch Processing Icons

To increase your productivity in working with icons, some features are available in **automatic processes**. It permits to process several icons in one operation. This kind of operation is called a **"Batch Processing"**.

All the batch processing features are accessible from the Axialis Media File Explorer (a file browser included in Axialis IconWorkshop™).

## Batch create several Windows® icons from images

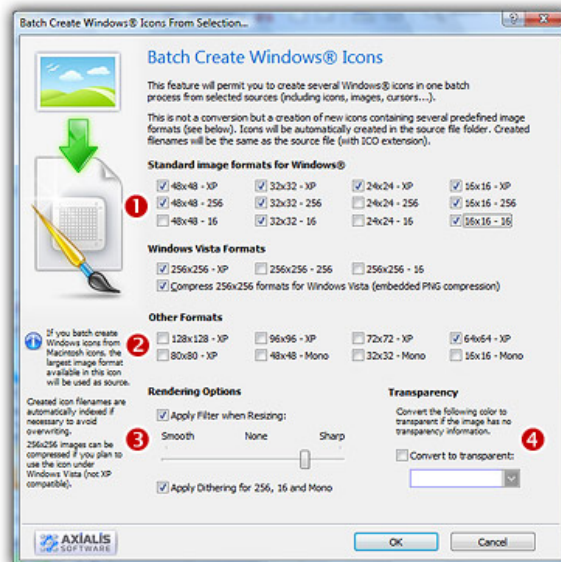
Using this feature you can **Create Several Icons** from images, existing icons or cursors in one operation. This is what we call a **batch procedure**. We'll perform this task using the built-in Axialis IconWorkshop™ explorer.

### Select the source images, icons or cursors

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create Windows® icons

4. Choose Explorer/Batch Create Windows® Icons from Selection or Ctrl+Shift+C.
5. A dialog box opens. In **"Standard Image Formats"** (1) and **"Extra Image Formats"** (2) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group (3), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group (4), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Windows® icons are added to the folder contents.

The created icons have the **same filename as the original** document with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

## Batch create several Macintosh® icons from images

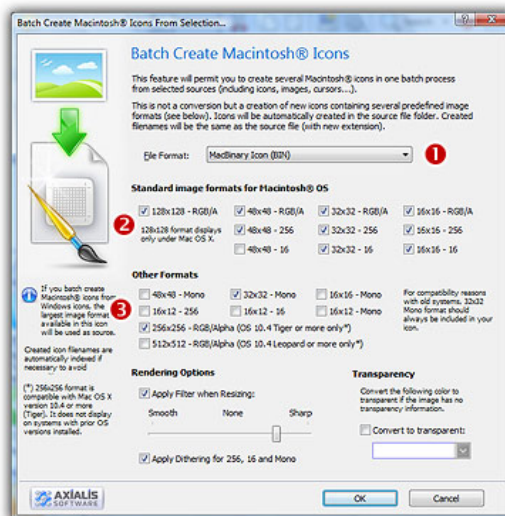
Using this feature you can **Create Several Icons** from images, existing icons or cursors in one operation. This is what we call a batch procedure. We'll perform this task using the built-in Axialis IconWorkshop™ explorer.

### Select the source images, icons or cursors

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create Macintosh® icons

4. Choose Explorer/Batch Create Macintosh® Icons from Selection or Ctrl+Shift+D.
5. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (1 there are 3 formats supported by Axialis IconWorkshop™ - see this topic to learn more).



6. In groups "**Standard Image Formats**" (2) and "**Extra Image Formats**" (3) choose the image formats you wish to add in the icons.
6. In **Image Adjustment** group, you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group, an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed.

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The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

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## Convert several Macintosh® icons to Windows® format

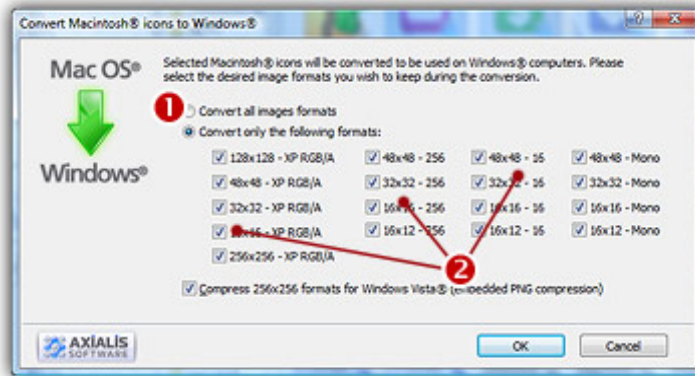
Using this feature you convert a group of Macintosh® Icons to Windows® format in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source files using the tree in the left pane.
3. When done, the source files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch convert the icons

4. Choose Explorer/**Batch Convert Macintosh® Icons To Windows® (ICO) or Ctrl+Shift+W**
5. A dialog box opens. You can choose to convert **all the formats (1)** or only a **selection (2)** of formats. When done, click **OK**.



- The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

---

The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting.

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## Convert several Windows® icons to Macintosh® format

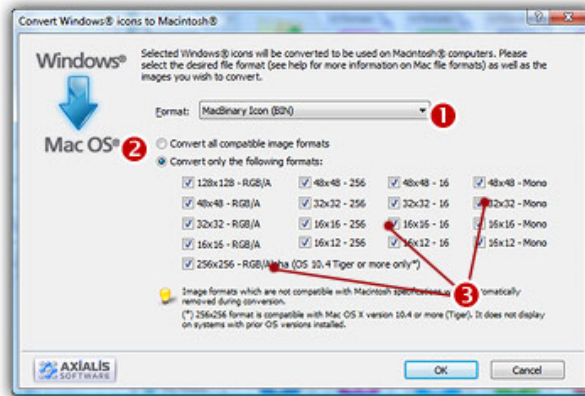
Using this feature you convert a group of Macintosh® Icons to Windows® format in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source icons

- Open a new Explorer window. Choose **File/New/File Explorer...**
- When the window is opened, select the folder which contains the source files using the tree in the left pane.
- When done, the source files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch convert the icons

- Choose Explorer/Batch Convert Windows® Icons To Macintosh® (ICNS, RSC, BIN) or Ctrl+Shift+M
- A dialog box opens. First select the Macintosh® file format you wish to create (1). 3 formats are available for Macintosh® icons (see this topic to learn more about the file formats).



6. You can choose to convert **all the formats** (2) or only a **selection** (3) of formats. When done, click **OK**.
7. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

---

The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting.

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## Convert several Windows®/Macintosh® icons to PNG (batch process)

PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...).

Using this feature you can **Create Several PNG Images** from Windows® or Macintosh® icon files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer. Only one image will be extracted from each icon and each time one PNG file will be created. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

### Select the Source Icons

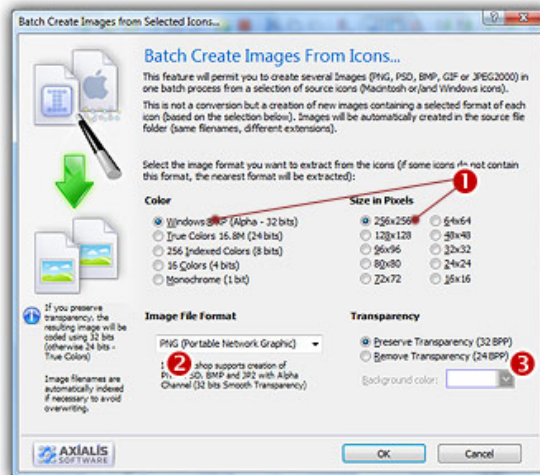
1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source icon files using the tree in the left pane.
3. When done, the source icons appears (with preview) in the right pane. Select the icons you wish to convert to images. You can select Windows® and/or Macintosh® icons. Use



**Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

## Create the PNG images

4. Choose Explorer/Batch Create Images from Icons or Ctrl+Shift+V.
5. The dialog box **Batch Create Images From Icons** opens (see below). In the **Icon Format to Extract** group (1), choose the image format you wish to extract from the icons. You can choose only one image format. If this exact format does not exist in an icon, the nearest format is chosen.



6. In the **Image File Format** group (2), select the **PNG** file format.
7. In the **Transparency** group (3), choose if you wish to create transparent or opaque images. If you choose to preserve transparency, the images will be automatically converted to 32BPP with alpha channel (even if the chosen icon format is 256 or less colors). If you choose to remove transparency, the images will be generated using 24BPP (no alpha channel). In such a case, you must specify a background color (to fill the transparent areas with this color).

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**We strongly recommend you to use RGB/A (alpha channel transparency) for extraction.**

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8. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Images are added to the folder contents.

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The created images have the **same filename as the original document with PNG extension appended**. A smart system has been added to index the files if necessary to avoid overwriting. If this exact chosen format does not exist in an icon, the nearest format is chosen for extraction.

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## Normalize several icons (batch processing)

The normalization permits to format several icons in order to produce an uniform set. As a result, after normalization all the icons have the same image formats embedded. This feature is useful if you plan to distribute your icons.

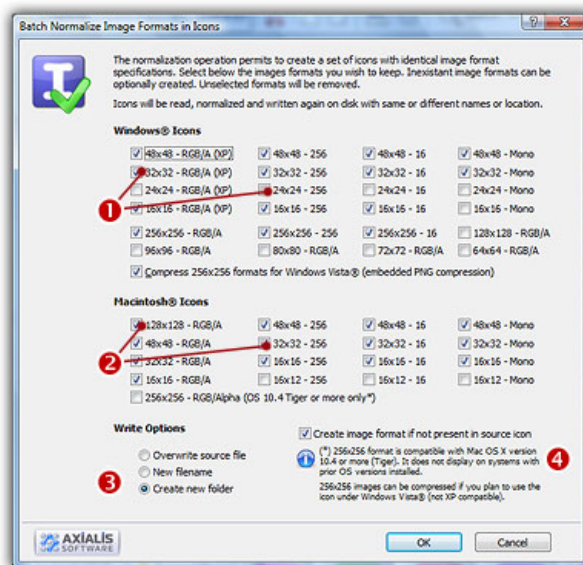
We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the icons to normalize

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the icons using the tree in the left pane.
3. When done, the files appear (with preview) in the right pane. Select the icons files you wish to normalize. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Normalize the icons

4. Choose Explorer/Batch Normalize Icon Formats in Icons or Ctrl+Shift+N.
5. A dialog box opens. In **"Windows® Icons"** group, select the formats you want to include in the Windows® icons (1). In **"Macintosh® Icons"** group, select the formats you want to include in the Macintosh® icons (2).



For each icon, the normalization rules are:

- The **selected formats** are **created if not present** in the icon. In such a case, the largest and most coloured image format is used as source for the creation. This rule applies only if the option **"Create image format if not present in source icon"** is checked (4)
- The unselected formats are removed if present in the icon.

5. In **"Write Options"** group (3), choose one of the following options:

- **Overwrite source file** – The original icon file is replaced by the normalized icon.
  - **New filename** – The normalized icon is created using a new filename (original filename plus an index number).
  - **Create new folder** – The filenames are identical but created in a new subfolder.
6. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the normalized icons are created.

## Create a new icon project from clipboard

Creating an Icon from the Clipboard Contents is the quickest way to proceed. It permits also to transfer images from external programs.

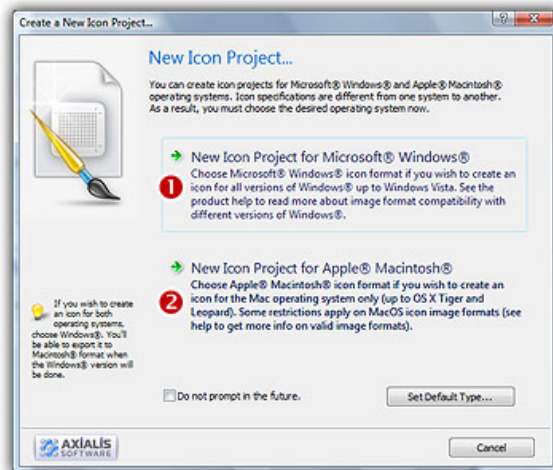
---

**If the external program (from where you copied the image) does not support 32Bpp images with transparent alpha channel, the transparency will be lost.**

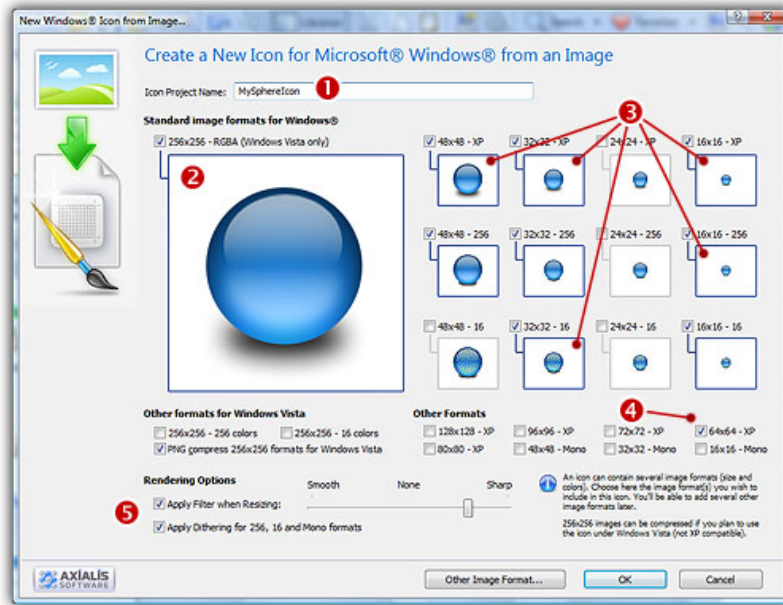
---

### Creating the Icon from the Clipboard Contents

1. Select **New/Icon Project From Clipboard** or press **Ctrl+Q**. The dialog box **New Icon Project** opens. Select the type of icon you wish to create: Windows® (1) or Macintosh® (2):



2. If you choose Windows® (the procedure is similar for a Macintosh® icon), a second dialog box opens.



3. In the **Name** group (❶), enter the icon project name. Do not specify any extension.
4. In the **Image Formats** group, **select** the image formats you wish to add in the icon (❷) and **unselect** the unwanted images (❸). To know more about the desired Windows® standard image format, see [What is an Icon](#) topic. If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
5. When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## Capture an icon

This version of IconWorkshop™ does no longer include the Capture feature as it was implemented in previous editions. A new function takes a snapshot of the screen and places it in a window. This will allow you to copy/paste portions of it in your icon.

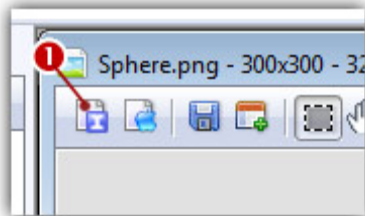
### Capture an icon

1. Choose Draw/Capture icon
2. The screen snapshot has been opened in a document window. You can adjust the image settings.
3. Select the area you want to import in your icon. The selected area can have any size. It will be enlarged/reduced as necessary.
4. Use **Copy/Paste** to import the image in your icon. The image colors will be automatically adjusted to match the icon format specifications (automatic conversion to 32bpp Alpha Channel).

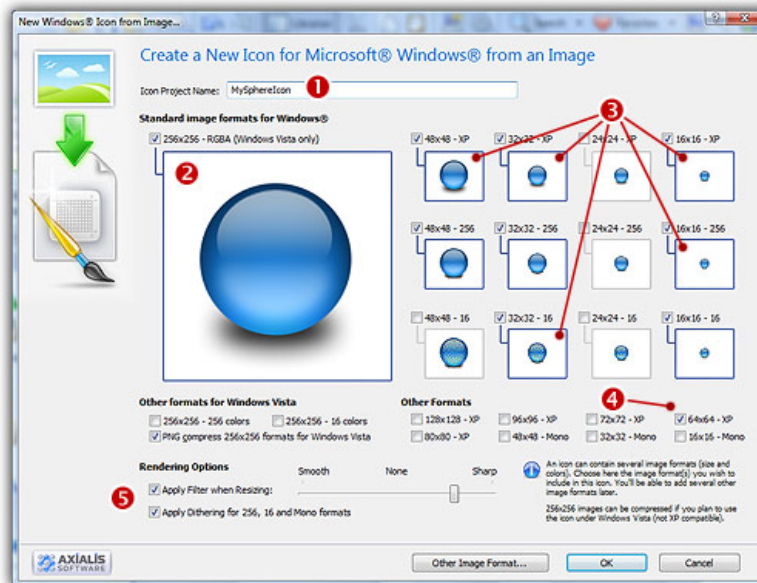
## Create an icon from this image

You can also create a new icon from the selected portion of the image. The procedure below explains how to create a Windows® icon but the same feature exists for Macintosh® icons.

5. Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
6. Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
7. When the selection is done, choose **Image/Create Windows® Icon from Selection** or press "I" or click the first command button in the local toolbar (1):



8. The dialog box **New Windows® Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



9. In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
10. In the **Extra Formats** group, select the optional image formats you wish to add in the icon. The new formats 128x128 and 256x256 are expected to work with next version of Windows® (codename Longhorn). The following table shows the common Windows® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Windows® standard icon image formats (\*) PNG compressed Windows Vista™

Recommended    Optional    Not Available

- To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try **5** and see the results in the preview images).
- If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## Save an icon image as an external bitmap file

If you work with external programs such as Macromedia® Freehand®, Adobe® Photoshop® or Jasc® Paint Shop Pro®, you may need to save an icon image to an external file.

Axialis IconWorkshop™ permits you to save an icon image to **PSD, PNG, BMP, GIF or JPEG 2000** file formats preserving the transparency areas of the icon. Only one image will be extracted from the icon. We recommend you to extract the largest RGB/A image from the icon since Axialis IconWorkshop™ supports creation of PNG images with alpha channel.

## Open the icon file in Axialis IconWorkshop™

- Open** your original icon file (from the librarian or using **File/Open...**).
- The image file opens in a document window. In the image format list, **select the image** you wish to use to create the PNG file. We recommend you to extract the largest RGB/A image from the icon since Axialis IconWorkshop™ supports creation of PNG images with alpha channel.

## Save the image as an image file

- Choose **File/Export/Image** or press **Ctrl+Shift+E**.
- A standard **Save Image As** dialog box opens. In the **Save as Type** list select the desired image file format.
- Choose a **destination folder** and type a **new filename**. When done, click **OK**.
- If you've chosen **JPEG 2000**, an option dialog box with preview opens (see below). If you've chosen **GIF**, read **Convert an icon to a Web-optimized GIF image** to learn more about the options.

7. The image file has been created.

## The JPEG 2000 options

JPEG 2000 is the latest generation of compressed image format. It permits to compress images with low quality loss. Additionally it permits to encode images with alpha channel.

When you save an image in JPEG 2000 format you need to specify the type of compression you want for this image:

- **Lossless compression** - This will result in perfect image quality but larger file size (about 30-50% of original image).
- **Lossy compression** - This can be adjusted to create smaller files (high compression means low quality - see preview).

If you use lossy compression, we recommend you to adjust the compression level using the slider and compare the difference between the original and the resulting image in the preview window.

## Create an Icon Snapshot Picture

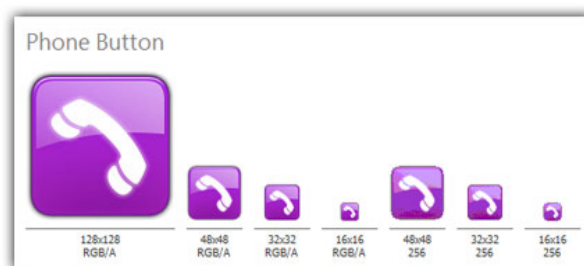
A Snapshot is an image created automatically by IconWorkshop™ to show one or several icons (with embedded formats) on a decorated background. Creating a Snapshot Picture of your icons may be useful to make a visual archive of your icons, illustrate a website or just promote your work. Three kinds of snapshots are available:

- **Detailed snapshot of one icon** - The icon image formats are displayed in one row.
- **Detailed snapshot of several icons** - One icon per row, several images per icon.
- **Quick/Thumbnail snapshot of several icons** - Only one image per icon, several icons per row.

## Creating a Snapshot of an Opened Icon

When an icon is opened in an editor window, you can create a snapshot of the work in progress.

1. From the opened icon window, Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
3. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



## Creating a Detailed Snapshot of Several Icons

You can create a snapshot of several icons from within an opened Icon Library (ICL), Program File (EXE, DLL, OCX...), a Search Result window or from the built-in Explorer.

1. Select several icons from a list (only icons within libraries or Macintosh®/Windows® files). Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Detailed Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image is created in a new window. Now you can save, copy, print this image as necessary.

## Creating a Quick Thumbnail Snapshot of Several Icons

You can create a snapshot of several icons from within an opened Icon Library (ICL), Program File (EXE, DLL, OCX...), a Search Result window or from the built-in Explorer.

1. Select several icons from a list (only icons within libraries or Macintosh®/Windows® files). Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Quick Thumbnail Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.





# 8

## Working with Icon Libraries

### What is an Icon Library?

An Icon Library is a file containing several icons stored in Windows® format. The default file extension for icon libraries is **ICL**. We recommend you to use this format to manage your icon sets. It permits faster access and hard disk space gain. Features in Axialis IconWorkshop™ permit you to easily use ICL files in the librarian.

### System Compatibility

ICL files are compatible with Microsoft® Windows® systems only. This file format is not compatible with Macintosh®.

### File structure

The ICL file type uses the Windows® executable DLL format structure. Windows® DLL are executable portions which are detached from the main program and stored in files on disk. They are loaded and launched by the main program but they're not self-executable.

As all Windows® program files, DLL files contains 2 parts: A **code portion** which contains the algorithms to run, and a **resource portion** which contains the data used by the programs (icons, images, dialogs, texts...). In ICL files, the code portion is empty. Only the resource portion has data which is exclusively composed of icons.

ICL files exist in 16-bit and 32-bit versions. Axialis IconWorkshop™ generates ICL files in 32-bit format.

### Create a new icon library

Axialis IconWorkshop™ permits to create new icon libraries from scratch.

#### Create a new icon library

1. Choose File/New/Icon Library or press Ctrl+L.

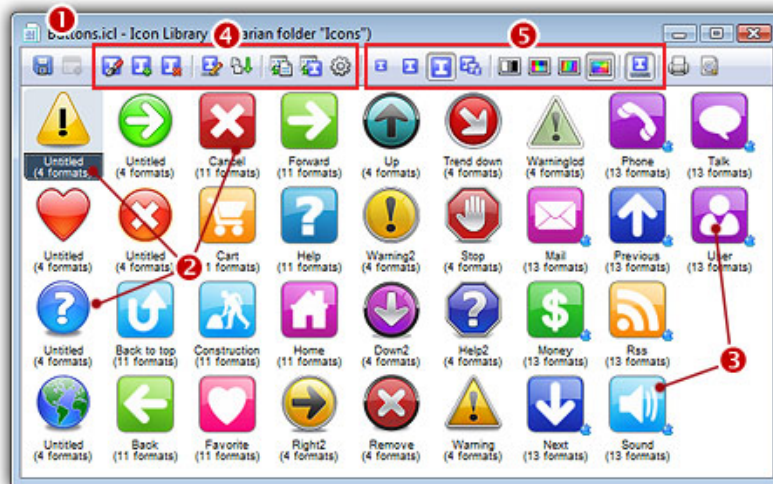
A new Icon Library window opens. Its contents is empty. Now you can add/remove icons to this library. You can save this icon library as an ICL file. See topic **Open a library as a separate document** to read more about options in the document window.

## Open a library as a separate document

Axialis IconWorkshop™ allows you to open a library in a separate document window. This operation is very useful when moving or copying icons from one library to another to keep them visible on screen. You can also import into and export from a document.

### Open an icon library

1. Choose **File/Open**, a standard dialog box opens. Browse your disks and select an ICL file. Click Open.
2. A document window opens containing the icon library. The window title bar contains the name of the file (1).



3. All the icons contained in the library are displayed in the window list (2). This list is organized vertically (next icon is below).
4. Although ICL is a Windows® file format, Axialis IconWorkshop™ has the ability to distinguish the original type of each icon embedded in the library. If the icon file type was initially ICO (2), no sign is added near the icon. If the file was ICNS, RSC or BIN (3), a small Macintosh® sign is added (4). This ability to distinguish icons is useful for future extraction and edition of icons (image and file formats are different).
5. Some features permit to import, export, compile, edit, rename, sort, delete icons (4).
6. You can change the way icons are displayed using different options (5).

## Other ways to open an icon library

1. In the **Recently Used** edit zone (below the main toolbar), enter the full pathname of the ICL file, then hit **Enter**.

or



1. Open a new Explorer window. Choose File/New/File Explorer...
2. When the window is opened, browse to the folder containing the ICL file.
3. Select the file, then hit **Enter** or **double-click** on it.

or

1. In the **Librarian**, select an icon library in the tree, then hit **Enter** or **double-click** on it.

## Change the icon display

Icons contain different image formats (size and color). Therefore a system has been implemented to let you display icons in different formats.

1. To display different image sizes, select **Icon Library/Display icons/16x16, 32x32 or 48x48**. These commands are also available in the toolbar (see above ). The list updates displaying different formats. If a format is not present in an icon, the nearest format is displayed.
2. If you want to display all the formats included in each icon, choose **Icon Library/Display icons/All Formats In Raw**
3. To display different image color formats, select **Icon Library/Display icons/Mono, 16 colors, 256 colors or True Color**. These commands are also available in the toolbar (see above .
4. You can also choose to display or not information below the icons **Icon Library/Display icons/Icon Information**.

## Edit an icon in a library

Once a library is opened in a document window, you can edit any icon included in it. You can edit icons and add/remove formats without restriction. When done, the icon will be updated in the library.

## Open and edit the icon

1. First, open the icon library. Once the icon library is opened in a document window, **double-click** on the icon you wish to modify or hit **Enter** (.



2. A window opens with the selected icon ready for modification. The title of the window is something similar to this: **IconName - Icon (embedded in "LibraryName")**
3. You can edit the icon like any independent icon file. See Editing Icons to learn more about icon edition.

## Update icon in the library

4. Once the icon has been modified, you need to save your work. As the icon is not linked to an icon file, you'll update it into the icon library. Click on the **"floppy" icon** in the toolbar or select **File/Save**. The operation is done in memory and the file is updated in the library.
5. You can close the icon edition window. The work has been saved in the library but not on disk. Now you need to save the Icon Library to make the changes permanent.

## Save the library

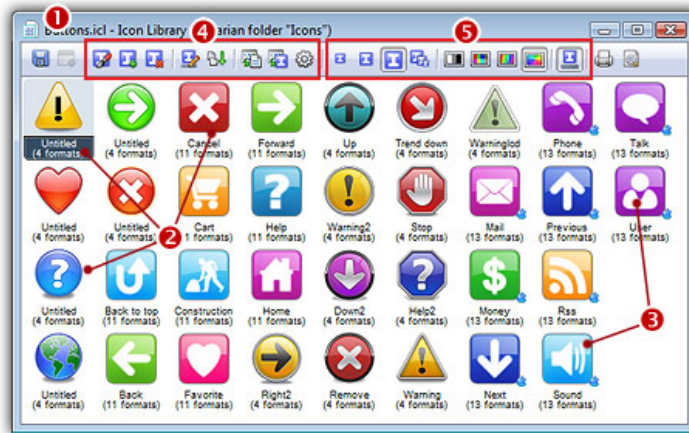
6. Be sure to activate the icon library window. Click on the **"floppy" icon** in the toolbar or select **File/Save**.
7. The ICL file is updated on disk.

## Open an icon as a new icon from the library

This feature is useful if you want to use an icon contained in a library as a template to create a new icon.

## Open the icon as a new document

1. First, open the icon library. Once the icon library is opened in a document window, **select** on the icon you wish to use as template (2).



2. Choose Icon Library/Open As New Icon or press Ctrl+Enter.
3. A new window opens with the selected icon ready for modification. The link between this icon and the library does not exist anymore. Therefore, if you select File/Save, you'll be prompted to choose a new name for the icon file. It just work like a newly created icon.

## Import icons into the library

The fastest way to build an icon library is to import your icons directly in it. Several features permits to do this.

### Import icons in a library

1. Create a new icon library or open an existing one.
2. Once the library is opened in a window, choose **Icon Library/Import Icons** or press **Ins**.
3. A standard dialog box opens, select the files you wish to import. You can select several files. The following file types are supported:
  - Windows® icons (ICO)
  - Macintosh® icons (ICNS, RSC, BIN)
  - Icon libraries (ICL)
  - Windows® executables (EXE, DLL, OCX...)
4. When done, click **Open**. The icons are imported in the icon library. If a file contains several icons, all the icons included in the file are imported. When finished, all the new icons are added and selected in the library.

---

Although ICL is a Windows® file format, Axialis IconWorkshop™ has the ability to distinguish the original type of each icon embedded in the library. If the icon file type was initially ICO, no sign is added near the icon. If the file was ICNS, RSC or BIN, a small Macintosh® sign is added (🍏). This ability to distinguish icons is useful for future extraction and edition of icons (image and file formats are different).

---

## Import icons from the Axialis Explorer window

1. Create a new icon library or open an existing one.
2. Open a new Explorer window. Choose **File/New/File Explorer...** When the window is opened, select the folder which contains the icon files using the tree in the left pane. The same file types as above are supported.
3. Arrange the windows to get them visible side-by-side in the application
4. Using a mouse drag & drop, copy the icon files from the Axialis Explorer window to the icon library window.
5. The icons are imported in the icon library. If a file contains several icons, all the icons included in the file are imported. When finished, all the new icons are added and selected in the library.

## Import a selection of icons from another icon library

1. Create a new icon library or open an existing one (1st icon library).
2. Open another icon library containing the icons you want to import (2nd icon library).
3. Arrange the windows to get them visible side-by-side in the application
4. Select the icons you want to import in the 2nd icon library (you can use **Shift** key to select several icons).
5. Using a mouse **drag & drop** and pressing the **Ctrl** key, copy the icon files from the 2nd library into the 1st icon library window.

---

**Press and keep pressed the Ctrl key during the drag & drop operation to copy the icons. Otherwise, they'll be moved into the 1st library (deleted from the 2nd library)**

---

6. The icons are imported in the icon library.

## Export icons from a library

Once a library has been built, you'll probably need to export icons embedded in it to create individual icon files or partial libraries. Several methods are available to perform exports.

### Export icons as individual icon files (ICO, ICNS...)

1. Open the icon library containing the icons you wish to export.
2. Once the library is opened in a window, select the icons you wish to export (you can use **Shift** key to select several icons).
3. Choose Icon Library/Export as Windows® icon or Icon Library/Export as Macintosh® icon.

---

**Conversion between Windows® and Macintosh® will be done automatically during this operation if necessary**

---

4. **If only one icon is selected:** a save-as-like standard dialog box opens. Choose the destination folder and specify the filename. Click Save button when done. One file is created.

or

5. **If several icons are selected:** a folder-browser standard dialog box opens. Choose the destination folder. Click Save button when done. Several files are created.

## Export icons as library file or DLL

1. Open the icon library containing the icons you wish to export.
2. Once the library is opened in a window, select the icons you wish to export (you can use **Shift** key to select several icons).
3. Choose Icon Library/Export as ICL or DLL.
4. A save-as-like standard dialog box opens. Choose either ICL or DLL as file type. Choose the destination folder and specify the filename. Click Save button when done. One file is created with all the icons embedded.

---

**If you create a DLL using IconWorkshop™ the file will be a 16-bit executable. As a result you won't be able to load it programmatically in an external 32-bit project. An option to save as 32-bits DLL will be implemented very shortly in IconWorkshop™.**

---

## Delete icons in a library

### Delete icons in a library

1. Open the icon library containing the icons you wish to delete.
2. Once the library is opened in a window, select the icons you wish to delete (you can use **Shift** key to select several icons).
3. Choose Icon Library/Delete or press Del.
4. A dialog box **Delete Icons** opens. It asks you if you really want to permanently delete the selected icons from the current library.

---

**This action can't be undone. If you choose "Yes", the icons will be lost forever. Choose 'No' to stop and go back.**

---

## Rename icons in a library

### Rename icons in a library

1. Open the icon library containing the icons you wish to rename.
2. Once the library is opened in a window, select the icons you wish to rename (you can use **Shift** key to select several icons).
3. Choose Icon Library/Rename or press F6.
4. A dialog box **Rename icons** opens. Enter a New Name for the selected icons.

---

**If you rename more icons, they are automatically indexed. For example, "computer" will be indexed by "computer 1", "computer 2", ... "computer n".**

---

5. If the option Add **'zero' characters** in indexes (001, 002 ...) is checked, 'zero' characters will be added in the names. For example, 27 items with new name Image will be renamed Image01, Image02 ... Image27.

## Sort item by name

### Sort icons by name in a library

1. Open the icon library containing the icons you wish to sort.
2. Once the library is opened in a window, select the icons you wish to sort (you can use **Shift** key to select several icons). If you want to sort all the icons select them all (or just select one icon).
3. Choose Icon Library/Sort by name.
4. The icons are sorted using their names (in the selection only).

---

**If you select only one icon in the library, Axialis IconWorkshop™ warns you that there is only one icon selected and propose you to sort all the icons**

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### Change icon order using drag a drop

1. Once the icons are selected, use mouse drag & drop to move them within the library.

---

**If you press the **Ctrl** key while using drag & drop, the icons are duplicated.**

---



## Create a snapshot picture of icons in a library

A Snapshot is an image created automatically by IconWorkshop™ to show one or several icons (with embedded formats) on a decorated background. Creating a Snapshot Picture of your icons may be useful to make a visual archive of your icons, illustrate a website or just promote your work. Two kinds of snapshots are available for libraries:

- **Detailed snapshot of icons** - One icon per row, several images per icon.
- **Quick/Thumbnail snapshot of icons** - Only one image per icon, several icons per row.

### Creating a Detailed Snapshot of Several Icons

1. Select several icons from the list of icons. Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Detailed Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



### Creating a Quick Thumbnail Snapshot of Several Icons

1. Select several icons from the list of icons. Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Quick Thumbnail Snapshot** then click **OK**.

3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



# 9

## Compiling and Distributing Icon Libraries

### Specify a filename and location

You are about to create an installable icon library. This is the most convenient and use-friendly way to distribute your icons. The ICL Icon library will be compressed, then included in an install program. The resulting package will be smaller than the original ICL. This is perfect to distribute your icons on the Web page for example.

### Specify a filename and location

1. Activate the Icon library window document.
2. Choose Icon Library/Compile as EXE installable Package or Right click and choose Compile as EXE installable Package
3. In the **Filename** area, specify the name of the install procedure executable file (usually Install.exe. You don't need to specify an extension here (.EXE by default).
4. In the **Location** area, specify the location where you want to create the installation package. If you specify a new folder, it will be created. You must type a folder full pathname here.

### Add a description to a compiled file

You can customize your screen saver by specifying a Title, a Copyright, a Web and a Comment. This information will be displayed in the Configure dialog box of the screen saver.

### Add a description to a compiled file

1. Click on the **NEXT** button in the Compile an Installable Icon Library- Step 1 of 6 dialog box.
2. In the **Filename** area, specify the final filename of the Icon Library (The name of the ICL file created after the installation). Now, you can personalize your Icon Library below. This information will be displayed in About and installation Screens.

3. In the **Title** area, specify the **Title** that will be displayed in large Font at the top of the Install window.
4. In the **Copyright** area, specify a Copyright that will be displayed (in medium bold font) under the title at the top of the install window
5. In the **Author** area, specify the Author name. Usually, the person name who created icons.
6. In the **Web Site** area, specify the Web Address of your personal page or company site (for example: <http://www.axialis.com>).
7. In the **About box Comment** area, specify a Comment associated with the icon library. This comment will be displayed in the About box of the install procedure. (1024 characters max).

## Add an information text

You can specify an Information text that will be displayed during the installation. Using this text, you can fully describe your icon library contents and/or provide info about you or your organization.

### Add an information text

1. Click on the **NEXT** button in the Compile an Installable Icon Library- Step 2 of 6 dialog box.
2. If you check **Display an Information Text**, you'll display an Information Text in the install procedure. This will be a kind of "Read Me" text that will be displayed in a window titled "**Important Information**". You can type the text in the area, use copy/paste from an external editor or use the "Load" button (see below) to read a text from an external file.
3. If you click the **Load** button, you can select an external text file to load using a standard Windows® browse dialog box.
4. If you click on the **Save** button, you save the actual text to an external text file using a standard Windows® browse dialog box.

## Add a User License Agreement

You can specify a User License Agreement text that will be displayed before the installation starts. The user must agree with this agreement to proceed.

### Add a User License Agreement

1. Click on the **NEXT** button in the Compile an Installable Icon Library- Step 3 of 6 dialog box.
2. If you check **Add a User License Agreement**, you'll display a User Agreement Text in the install procedure. The user will have to agree the terms of this user agreement before

proceeding with the install procedure. You can type the text, use copy/paste from an external editor or use the "Load" button (see below) to read a text from an external file.

4. If you click the **Load** button, you can select an external text file to load using a standard Windows® browse dialog box.
5. If you click on the **Save** button, you save the actual text to an external text file using a standard Windows® browse dialog box.
6. If you click on **Load Default** button, it will reset the User Agreement to a standard text (proposed by default by Axialis IconWorkshop™).

## Use an Activation Code

Using this feature, you'll be able to force the user to enter an Activation Code to Install the Icon library. The Codes will be generated using the two following ID numbers.

### Use an Activation Code

1. Click on the **NEXT** button in the Compile an Installable Icon Library- Step 4 of 6 dialog box.
2. If you check **Use an Activation Code**, you'll force the user to enter an Activation Code during the install procedure. If you do so, the user will have to enter a valid Activation Code (provided by you and that you can generate with this program) to proceed with the installation. You'll be able to **Generate Activation Codes** using a built-in feature after the compilation (Alt+F6).
3. In the **Icon Library ID** area, specify the Library ID (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. Two IDs are used to generate the codes: The Library ID (which is different for each library you compiled) and the Company ID (which is constant but differs for another company).
4. In the **Company/Author ID** area, specify the Company ID (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. Two IDs are used to generate the codes: The Library ID (which is different for each library you compiled) and the Company ID (which is constant but differs for another company).

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**Each digit in a hexadecimal number is coded from 0 to 9 and A to F (A=10 ... F=15). This is a typical computer notation. The number here is just a proposal based on several Icon Library properties. You can freely modify and customize it. If you customize this number, do not enter a 'simplistic' one. Don't forget to place this number in a sure place. You'll need it to generate the Activations Codes later (using the built-in feature, after the compilation - Alt+F6).**

---

5. If you check **Code based on User Name**, you wish the install procedure to require an Activation Code based on the User Name. This option is more secure but forces you to generate one Code per user (see below). If you don't activate this option, the install procedure will use a standard numerical Activation Code.

## More information on Activation Codes

Two kinds of Activation Codes have been implemented in Axialis IconWorkshop™:

- **Based on the user name:** The user has to enter its name and the activation code using this format: 1234-1234-1234-1234 (4 groups of 4 digits).
  - **Pro:** The user have to provide his name if he wants to publish the code.
  - **Con:** The author has to manually generate a code for each user.
- **NOT based on the user name:** The user just enters a longer activation code using this format: 123456-1234-1234-1234-1234
  - **Pro:** The author can automatically generate a list of codes.
  - **Con:** The user can anonymously publish his code.

---

**You'll be able to Generate Activation Codes using a built-in feature after the compilation (Alt+F6).**

---

## Compile

You are about to compile your icon library file.

### Compile

1. Click on the **NEXT** button in the Compile an Installable Icon Library- Step 5 of 6 dialog box.
2. The application displays the **Compilation Summary**.
3. Click on the **More Info About Copyright** button and read this text carefully.
4. Click on the **Go and Compile** button. Axialis IconWorkshop™ is compiling your Icon Library. Creating Icon Library, Compressing Data, Creating EXE Installation Package and Verifying Package files.
5. The application displays **Compilation Successfully Completed** if no error occurred during compilation. Otherwise, errors can be displayed in the dialog box.
6. You can Test the **Installation Package Now** if you click on it.

## Generate Activation Codes

With this feature, you can generate Activation Codes for previously compiled Icon Libraries. To create serial codes, you need the Company ID and Library ID you used during the compilation.

You can generate tow kinds of Activation Codes: Based on User Name (one code generated for each user) or in serial (a list of codes ban be generated).

## Company and Library IDs

1. In the **Library ID** area, specify the Library ID (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. Two Ids are used to generate the codes: The Library ID (which is different for each library you compiled) and the Company ID (which is constant but differs for another company). You must specify the same number you specified when you compiled the Icon Library.
2. In the **Company ID** area, specify the Company ID (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. Two Ids are used to generate the codes: The Library ID (which is different for each library you compiled) and the Company ID (which is constant but differs for another company). You must specify the same number you specified when you compiled the Icon Library.
3. Click the **Get IDs from history file** button if you can't recall the Library ID and/or the Company ID you used when you compiled the Icon Library. This will open a window and display a history list of the compilations you made.

---

**Each digit in a hexadecimal number is coded from 0 to 9 and A to F (A=10 ... F=15). This is a typical computer notation. If you can't recall the Library ID or company ID you specified at compilation, click the button on right side of this edit zone to choose this it in a history list.**

---

## Generate an Activation Code based on a User Name

If you choose an Activation Code based on the User Name during Compilation, specify the name of the User and Click the Generate button.

1. In the **User Name** area, specify the name of the user for who you want to generate an Activation Code. This name must have at least 6 letters. The activation code will be displayed in the edit zone on right and copied in the clipboard as in this example:  

```
Your User Name      : John Smith
Your Activation Code : 1527-9872-0984-6717
```
2. Click the **Generate** Button. It will generate an Activation Code based on the User Name you specified on left. The activation code will be displayed in the edit zone on right and copied in the clipboard.
3. In the **Code** area displays the resulting Activation Code (based on the user name specified on left).

---

**You don't need to copy this code in the clipboard. A special string has already been created and copied in the clipboard when you clicked on the "Generate" button**

---

## Generate a List of Activation Codes in Serial

If you don't choose a Username based Activation Code, you can specify a range of code generation then click generate to save result in a text file.

1. In the **From Number** and **To Number** areas, specify the range of Activation Codes you wish to generate.

---

**Using this feature you can automatically generate a list of activation codes. These codes will not be based on the Username. They will be indexed using a 6 digit number (thus, codes can be generated from 000001 to 999999). In these 2 fields, you can specify the lower and the upper bounds. When done, click on the button placed on right to create a list of codes and save it in a text file.**

---

2. Click on the **Generate file** button, it will generate a list of codes and save it in a text file. Don't forget to specify the generation range (fields on left) before proceeding.

## More information on Activation Codes

Two kinds of Activation Codes have been implemented in Aixialis IconWorkshop™:

- **Based on the user name:** The user has to enter its name and the activation code using this format: 1234-1234-1234-1234 (4 groups of 4 digits).
  - **Pro:** The user have to provide his name if he wants to publish the code.
  - **Con:** The author has to manually generate a code for each user.
- **NOT based on the user name:** The user just enters a longer activation code using this format: 123456-1234-1234-1234-1234
  - **Pro:** The author can automatically generate a list of codes.
  - **Con:** The user can anonymously publish his code.



# 10

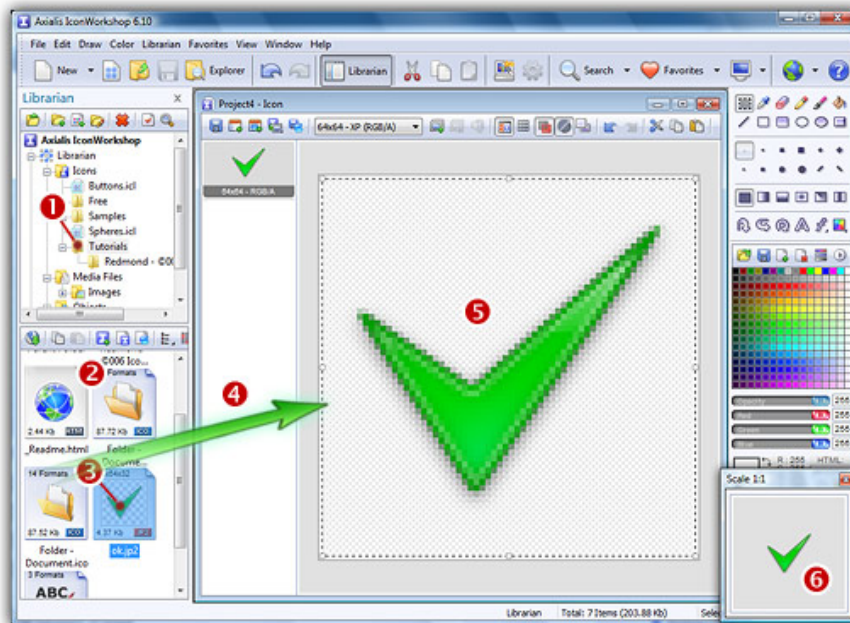
## Working With the Axialis Librarian

### What is the Librarian?

The application contains a powerful built-in **Librarian** that permits you to efficiently manage your icon libraries as well as your icon project files. The Librarian is a docked window (integrated in the user-interface).

In the figure below, the librarian is located on the left side of the application. Using the upper part of the librarian window, you can browse the folders included in it (❶). The files included in this folder are displayed below (❷).

Using this Librarian you can organize your files like a file explorer. However, the librarian shows only media and working files (images, icons, libraries...). One of the most useful feature is the ability to use mouse Drag & Drops to add files to your projects. For example, in the figure below, we add the **Ok.jp2** (❸) image from the Librarian to the opened project using drag & drop (❹):



Files and folders included in the **Librarian** are located on your disk drive. This location is set by default (the first time you installed the application) in your "**My Documents**" folder. A sub-folder is created and is named "Axialis Librarian". You can change this folder and location (see below).

## Change the Librarian folder location

1. Select View/Preferences or press F2.
2. A dialog box opens. Select the **Librarian** tab. You can change the Librarian folder in the **Path** field. You can also use the Browse button to choose a location using a browse dialog box.
3. Click **OK** when done.
4. Now **quit** the application and **transfer** your files from the old location to the new one (the application does not perform this operation).
5. **Restart** the application.

## Show/hide the Librarian

1. Select View/Librarian or press ESC.
2. By hiding the **Librarian**, you gain some space in your application work area. The opened windows are automatically rearranged.

## Change the Librarian position on screen

1. Using the **left mouse button**, click on the Librarian window title and **keep the button pressed**.
2. **Move** the mouse over the right or bottom side of the application window and release the button.
3. The Librarian window location has changed. This new location will be saved (even if you quit and restart the application).

## Show and hide the Librarian Window

The Librarian is a docked window (integrated in the user-interface). It can be easily shown and hidden.

## Show/hide the Librarian

1. Select View/Librarian or press ESC.
2. By hiding the **Librarian**, you gain some space in your application work area. The opened windows are automatically rearranged.

## Change the Librarian position on screen

The Librarian is a docked window (integrated in the user-interface). Its location can be easily changed.

### Change the Librarian position on screen

1. Using the **left mouse button**, click on the Librarian window title and **keep the button pressed**.
2. **Move** the mouse over the right or bottom side of the application window and release the button.
3. The Librarian window location has changed. This new location will be saved (even if you quit and restart the application).

## Change the Librarian folder location

Files and folders included in the **Librarian** are located on your disk drive. This location is set by default (the first time you installed the application) in your "**My Documents**" folder. A sub-folder is created and is named "Axialis Librarian". You can change this folder and location (see below).

### Change the Librarian folder location

1. Select View/Preferences or press F2.
2. A dialog box opens. Select the **Librarian** tab. You can change the Librarian folder in the **Path** field. You can also use the Browse button to choose a location using a browse dialog box.
3. Click **OK** when done.
4. Now **quit** the application and **transfer** your files from the old location to the new one (the application does not perform this operation).
5. **Restart** the application.

## Open an item in the librarian

1. Go to the librarian.
2. Select the folder or item.
3. Choose Librarian/Open item.

---

**If you have chosen a folder, its contents are displayed. If you have chosen a media file (Animation, Image, Sound, Video...) or a Screen Saver projects (SSP), the file will be displayed in a document window.**

---

## Open an item full screen

### Open an item full screen

1. Go to the librarian.
2. Select the icon image.
3. Choose Librarian/Open item Full screen.

---

**The icon project files (ICO, ICNS, RSC, BIN, ICL) cannot be displayed full screen**

---

### Toggle the auto full screen option

1. Activate the command Librarian/Auto Full Screen.

---

**When you open an item, it will be automatically displayed in full screen window.**

---

## Edit an image with an external editor program

1. Select an item.
2. Choose Librarian/Open Item With...
3. A list of image-editing programs installed on your computer is displayed. Choose the program you wish to use. It is automatically launched, the image is ready to be modified in the external application.

**The following programs are detected by Axialis IconWorkshop™:**

- Adobe Photoshop®
- Microsoft® Expression® Design
- Corel® Paint Shop Pro®
- The GIMP

## Create a new folder

### Go to the Parent Folder

1. Go to the librarian.
2. Select the folder where you wish create a new folder.
3. Choose **Librarian/New Folder**, type the name of the folder and hit Enter.

### Go to the Parent Folder

1. Choose Librarian/Parent Folder.

---

**This command permits you to return to the parent folder.**

---

### Change a folder icon

1. Select a folder in the librarian
2. Click **right** and choose the option "**Change icon**".
3. The dialog box "**Change Folder icon**" opens.
4. In the area Icon file, enter the filename (.ICO, .ICL, .EXE, ou .DLL) or click the button **Browser**. The icons list displays. Select the new icon.

---

**The new icon will be displayed in the Explorer Windows.**

---

## Import files

1. Select the folder where you're going to import the files.
2. Choose Librarian/Import.
3. Select the file type from the File Type Drop Down box.
  - **Icons files** (ICO, ICNS, RSC, BIN).
  - **Icon Library files** (ICL).
  - **Images files** (BMP, PNG, JP2, JPEG, PSD, GIF...),
  - **Cursor files** (CUR, ANI, ACL).
4. Click on the file that you want to select in the Contents List box and click on the **Open** button. The imported files will be automatically placed in the librarian.

## Export files

1. Select one or several items to export.
2. Choose **Librarian/Export**. The dialog box "**Browse folder**" opens.
3. Choose the destination folder for the selected item.

## Select items

### Select all items in the folder

1. Select the Folder in the librarian.
2. Choose Librarian/Select Files.
3. You can choose one of these options:
  - **Select (Num+)**: You can add file type to the selection. The dialog box "**Expand Selection**" opens. Specify file type to add to the selection . For example \*.JPG. If you select the "**Replace the current selection**" check box, the application unselects all files already selected and select files with the current selection.
  - **Unselect (Num -)**: You can remove file type from the selection. The dialog box "**Shrink Selection**" opens. Specify file type to remove from the current selection. For example "\*.JPEG". The application unselects all files already selected.
  - **Select all (Ctrl Num +)**: You select all the items in the selected folder.
  - **Unselect all (Ctrl Num -)**: You clear all the items in the selected folder.
  - **Invert selection (Num \*)**: You invert the selection in the selected folder.

### Select all items in the folder

1. Choose Librarian/Select all items.

## Rename one or more items

1. Select one or more items.
2. Choose Librarian/Rename.
3. If you have selected one item, enter in the edit zone, the new name of the item.
4. If you have selected several icons, the dialog box "**Rename several media items**" opens.
5. Enter the name of the item. The items will be automatically indexed. For example, "Image" will rename "Image1", "Image2",..."ImageN".
6. If you select the "**Add zero characters in index**" check box, the items will be indexed differently. For example, "Image" will rename "Image001", "Image002" ... "Image00n".

## Search items

1. Choose Librarian/Search.
2. The dialog box "Search Media Files in the Librarian" opens.
3. In the **Type** area, choose the type of Items to find (All types, Images, Icons, Cursors...)
4. In the **Name** area, enter a search criterion for the item's filename (blank=no search on name). Wildcards are needed to perform multi-files search. For example, to get all the PNG files with "B" as the first letter, enter "b\*.PNG".
5. In the **Author** area, enter a search criterion for the item's author (blank=no search on author). Do not use wildcards. For example, to find the files made by John Smith, you can just enter "smith".
6. In the **Keyword** area, enter a search criterion for the item's keywords (blank=no search on keywords). Do not use wildcards. For example, to find the files that have the 'ball' keyword, just enter "ball". Enter the **Name**, the **Author**, the **Keyword** and the **Description** of the item.
7. In the **Description** area, enter a search criterion for the item's description (blank=no search on description). Do not use wildcards. For example, to find the files that contain the word 'rock' in the description, just enter "rock".

---

**The "Name" is the name of file, "Author", "Keyword" and "Description" are fields that you can enter in the dialog box Librarian/Properties/Description. You can specify only one criteria per field. Blank fields will be ignored. Search is not case sensitive**

---

8. Each time you launch the "Search" command, the application will create a "Found Media Files" document window.
9. You can work in each "Found Media Files" document window.

## Delete items

1. Select items from the librarian.
2. Choose Edit/Delete.
3. An information dialog box prompts you. Click OK.

---

**The selected files or folders are moved to the "Deleted Items" special folder. You can restore them back to their original locations at any time (see **Restore previously deleted items**) or you can also permanently deleted them (see **Empty the Deleted Items folder**)**

---

## Restore previously deleted items in the Librarian

1. Go to the folder "**Deleted items**" from the librarian.
2. Select one or more items.
3. Right click and choose **Restore** or **Double click** or **Return** on the item(s).
4. The dialog box "**Restore deleted items**" opens. You can restore the selected items back to their original locations. Click **YES**.

## Empty the Deleted Items folder

1. Right click and choose Empty Folder.
2. The dialog box Empty folder "Deleted items" opens.
3. If you are sure to permanently delete all the items, click **YES**.

---

**You will not be able to UNDO this operation.**

---

## Preview items in the librarian explorer

1. Select one or more items in the librarian.
2. Activate Librarian/Preview.
3. The item is displayed in the thumbnail.

---

**The option **Preview** is only available if you activate the command **Librarian/Display/Large icons**. Only pictures can be previewed in thumbnails**

---

## Send media items via email

1. Select one or more items.
2. Choose Librarian/Send as email.
3. The dialog box "**Send Media Items**" opens.
4. In the **To**, specifies the list of recipients. You can specify several recipients by separating email addresses with a semicolon (;) or click to select the recipients directly from your Address Book. This feature is implemented only if you use Microsoft Outlook® address book
5. In the **Subject** area, enter description for the selected items attached as an Internet email.



6. In the **Message** area, enter a message for the selected items attached as an Internet email.
7. Click on the **Send** button

## Change the item display

### Change display

1. Choose Librarian/Display and click on Large icons, Small icons, Lists or Details.
2. You can also sort the items by **Name, Size, Date, Size, Ascending** or **Descending**.
3. You can activate the command **Librarian/Display/Auto Preview**. This option will allow you to display an image preview for all items but it is CPU time consuming. If you have not selected this option, you'll have to manually preview each selected item by selecting the command **Librarian/Preview**.
  - If you choose **Large icons**, all items will be displayed by using large icons with preview, Filename, File Size, Dimensions and File format.
  - If you choose **Small icons**, all items will be displayed by using small icons without preview but with the filename.
  - If you choose **List**, all items will be displayed in a list.
  - If you choose **Details**, the application displays information about each item in the window.

### Display a grid in the detailed list

If you have chosen the option "**Librarian/Display/Details**", you can show grid in report view.

1. Choose **Librarian/Show Grid** to toggle the option.

### Show info tooltips

For each item, you can display an information tooltip.

1. Choose the option **Librarian/Show Info Tooltips** to toggle this feature. When you pass over an item, a tooltip displays. You can read the Filename, The File Type, Size/Colors, Date, Time and Size.

### Show folders

This option permits to show all folder items in the list.

1. Choose **Librarian/Show Folders**.

## Display the item properties

### Display item properties

1. Select one or more items.
2. Choose Librarian/Properties.
3. The dialog box "**Items Properties**" opens.
4. In **ITEM PROPERTIES** tab, you can read the next information (Filename, Location, Last Modification, File Size, Format, Size/Colors, Memory used)
5. In **EXTENDED INFORMATION** tab, you can enter the Name, Author and Keywords in their areas.
6. In **DESCRIPTION** tab, you can enter the **Description** of the file in its area.
7. In **PREVIEW** tab, you can visualize an image preview.

These keywords "Filename, Author, Keywords and Description" will be used later to easily retrieve the item using the Find feature. You can select several items, open the "Properties" dialog box and specify the same keywords to all of them in one operation. Please insert a comma between keywords.

If you select more items, the **ITEM PROPERTIES** tab has been replaced by the **SELECTION** tab. You can read the item total number and the total size of the selected files. For Example:

» *Items: 4 Items*  
» *Total Size: 121.44 Kb (124 353 bytes)*

If you select folders, the **Librarian/Properties** command opens the standard Windows® Properties dialog box.

## Print the actual folder

1. Choose Librarian/Print
2. In the group **Selection**, you can select **Print all items** or **Print Selected items** in the librarian, Explorer or search result window.
3. In the group **Items size**, choose the options:
  - Very Small (0.8 in.)
  - Small (1.6 in.)
  - Medium (2.4 in.)
  - Large (3.2 in.)
4. In the group **Header and Footer**, check the "**Print Header & Footer Text**" box. The Print Header and Footer text option allows to specify macros that will be automatically replaced

by its related variable text at printing. A macro must be specified between brackets {}. Fill the different areas "Header and Footer" by using macros and/or static text

- **{PATHNAME}**: Your username
- **{DATE}**: Actual print date
- **{TIME}**: Actual print time
- **{PAGE}**: Page Number

## Create a new icon library

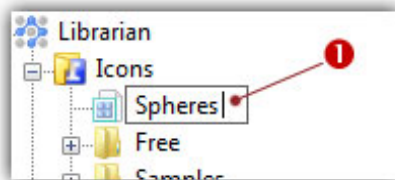
If you plan to deal with a large number of icons, we strongly recommend you to create Icon Libraries to save them. Before proceeding we strongly recommend you to read this topic: [What is an Icon Library?](#)

You can assemble an unlimited number of icons in an Icon Library. The extension for a standard **Icon Library is ICL**. Axialis IconWorkshop™ fully support ICL files. It can create, read and save ICL library files. Also, ICL file format is fully supported by all versions of Windows®. For example, you can customize a Windows® shortcut by selecting a new icon in an ICL file.

Axialis IconWorkshop™ has a powerful feature to support ICL files in its built-in Librarian that permits you to **consider ICL files as folders**.

### Create a new icon library in the librarian

1. To create an Icon Library in the librarian, you must **be sure the librarian is visible**. If the librarian window is not visible, check the Librarian button in the main toolbar or press **ESC**.
2. To create the Icon Library, first select the folder where you want to create it.
3. Choose **Librarian/New Icon Library** or right-click on the current folder in the tree and choose **New Icon Library** in the menu or press **Ins**.



4. A new entry is inserted in the tree, type the name of the new library (1) then hit **Enter**.
5. The new Icon Library is now created. Its contents (empty for now) is displayed in the area below. Now you can add icons to this library.

### Delete an icon library

1. In the Librarian, select the icon library you wish to delete in the tree.
2. Choose Edit/Delete.
3. An information dialog box prompts you. Click **OK**.

---

The icon library is moved to the "Deleted Items" special folder. You can restore it back to its original location at any time (see **Restore previously deleted items**) or you can also permanently delete them (see **Empty the Deleted Items folder**)

---

## Add icons into an icon library

In the Librarian, you can add icons in an icon library using different methods.

### Adding icons using the Import function

1. Select the icon library in which you want to add icons.
2. Choose Librarian/Import.
3. Select the file type from the File Type Drop Down box.
  - **Icons files** (ICO, ICNS, RSC, BIN).
  - Icon Library files (ICL).
  - **Images files** (BMP, PNG, JP2, JPEG, PSD, GIF...),
  - **Cursor files** (CUR, ANI, ACL).
4. Select the icon files you want to add in the icon library and click **Open**. The icons have been imported to the Icon Library.

---

Although ICL is a Windows® file format, Axialis IconWorkshop™ has the ability to distinguish the original type of each icon embedded in the library. If the icon file type was initially ICO, no sign is added near the icon. If the file was ICNS, RSC or BIN, a small Macintosh® sign is added (🍏). This ability to distinguish icons is useful for future extraction and edition of icons (image and file formats are different).

---

### Adding icons using Drag & Drop from within the Librarian

1. Be sure the librarian is visible. Also, be sure the target icon library is visible in the tree. Make it visible if necessary.
2. Select a folder that contains icons and select the icons you want to add into the library.
3. Now, using the mouse, **Drag & Drop the icons** to the icon library in the tree above. Release the mouse. The icons have been imported to the Icon Library.

### Adding an icon from an opened document

1. Open an icon document from any source or just create a new one.
2. In the Librarian, select the icon library in which you want to add the icon.
3. In the icon document, select **File/Add to the Librarian** or press **F3**.

4. A dialog box opens, enter the name for the icon in the icon library and click **OK**. The icon has been added to the Icon Library.

## Adding icons from the Axialis Explorer

1. Open an Axialis Explorer window. Choose **File/New/File Explorer** or press **Ctrl+E**.
2. When the window is opened, select the folder which contains the icon files using the tree in the left pane. The same file types as above are supported.
3. In the Librarian, select the icon library in which you want to add the icon.
4. Using a mouse drag & drop, copy the icon files from the Axialis Explorer window to the icon library window. You can also choose **File/Add to the Librarian** or press **F3**.
5. The icons are imported in the icon library. If a file contains several icons, all the icons included in the file are imported. When finished, all the new icons are added and selected in the library.

## Import a selection of icons from another icon library

1. In the Librarian, select the icon library in which you want to add the icon (1st icon library).
2. In the workspace, open an icon library containing the icons you want to import (2nd icon library).
3. Select the icons you want to import in the 2nd icon library (you can use **Shift** key to select several icons).
4. Using a mouse **drag & drop** and pressing the **Ctrl** key, copy the icon files from the 2nd library into the 1st icon library window.

---

**Press and keep pressed the Ctrl key during the drag & drop operation to copy the icons. Otherwise, they'll be moved into the 1st library (deleted from the 2nd library)**

---

5. The icons are imported in the icon library.

---

**After adding icons to an icon library, it is marked as modified. Therefore if you select another one or a folder, you'll be prompted to save it. Click YES or you'll lose the modifications.**

---

## Edit an icon in an icon library

Once a library is selected in the Librarian, you can edit any icon included in it. You can edit icons and add/remove formats without restriction. When done, the icon will be updated in the library.

## Open and edit the icon

1. First, select the library. Once the icon library contents is displayed, **double-click** on the icon you wish to modify or select it and hit **Enter**.
2. A window opens with the selected icon ready for modification. The title of the window is something similar to this: **IconName - Icon (embedded in "LibraryName")**
3. You can edit the icon like any independent icon file. See **Editing Icons** to learn more about icon edition.

## Update icon in the library

4. Once the icon has been modified, you need to save your work. As the icon is not linked to an icon file, you'll update it into the icon library. Click on the **"floppy" icon** in the toolbar or select **File/Save**. The operation is done in memory and the file is updated in the library.
5. You can close the icon edition window. The work has been saved in the library but not on disk. Now you need to save the Icon Library to make the changes permanent.

## Save the library

6. Be sure to activate the icon library window. Click on the **"floppy" icon** in the toolbar or select another library of folder, you'll be prompted to save it. Click YES..
7. The library file is updated on disk.

# Working with icons in a library

## Open an icon as a new icon from the library

This feature is useful if you want to use an icon contained in a library as a template to create a new icon.

1. First, select the icon library which contain the icon. **Select** on the icon you wish to use as template.
2. Right-click on it and choose **Open As New Icon** or press **Ctrl+Enter**.
3. A new window opens with the selected icon ready for modification. The link between this icon and the library does not exist anymore. Therefore, if you select File/Save, you'll be prompted to choose a new name for the icon file. It just work like a newly created icon.

## Delete icons in a library

1. First, select the icon library which contain the icons to delete.
2. Once the library contents is displayed, select the icons you wish to delete (you can use **Shift** key to select several icons).
3. Right-click on them and choose **Delete** or press **Del**.

4. A dialog box **Delete Icons** opens. It asks you if you really want to permanently delete the selected icons from the current library.

---

**This action can't be undone. If you choose "Yes", the icons will be lost forever. Choose 'No' to stop and go back.**

---

## Rename icons in a library

1. First, select the icon library which contain the icons to rename.
2. Once the library contents is displayed, select the icons you wish to rename (you can use **Shift** key to select several icons).
3. Right-click on them and choose **Rename** or press **F6**.
4. A dialog box **Rename icons** opens. Enter a New Name for the selected icons.

---

**If you rename more icons, they are automatically indexed. For example, "computer" will be indexed by "computer 1", "computer 2", ... "computer n".**

---

5. If the option **Add 'zero' characters** in indexes (001, 002 ...) is checked, 'zero' characters will be added in the names. For example, 27 items with new name Image will be renamed Image01, Image02 ... Image27.

## Sort icons by name in a library

1. First, select the icon library which contain the icons to sort.
2. Once the library contents is displayed, select the icons you wish to sort (you can use **Shift** key to select several icons). If you want to sort all the icons select them all (or just select one icon).
3. Choose Icon Library/Sort by name.
4. The icons are sorted using their names (in the selection only).

---

**If you select only one icon in the library, Axialis IconWorkshop™ warns you that there is only one icon selected and propose you to sort all the icons**

---

## Change icon order using drag a drop

1. Once the icons are selected, use mouse drag & drop to move them within the library.

---

**If you press the **Ctrl** key while using drag & drop, the icons are duplicated.**

---

## Export icons from an icon library

Once a library has been built in the Librarian, you'll probably need to export icons embedded in it to create individual icon files or partial libraries. Several methods are available to perform exports.

### Export icons as individual icon files (ICO, ICNS...)

1. Select the icon library containing the icons you wish to export.
2. Select the icons you wish to export (you can use **Shift** key to select several icons).
3. Right-click on the icons and choose Export as Windows® icon or Export as Macintosh® icon.

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**Conversion between Windows® and Macintosh® will be done automatically during this operation if necessary**

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4. **If only one icon is selected:** a save-as-like standard dialog box opens. Choose the destination folder and specify the filename. Click Save button when done. One file is created.

or

4. **If several icons are selected:** a folder-browser standard dialog box opens. Choose the destination folder. Click Save button when done. Several files are created.

### Export icons as library file or DLL

1. Select the icon library containing the icons you wish to export.
2. Select the icons you wish to export (you can use **Shift** key to select several icons).
3. Right-click on the icons and choose **Export as ICL or DLL**.
4. A save-as-like standard dialog box opens. Choose either ICL or DLL as file type. Choose the destination folder and specify the filename. Click Save button when done. One file is created with all the icons embedded.

---

**If you create a DLL using IconWorkshop™ the file will be a 32-bit executable. As a result you'll be able to load it programmatically in an external 32-bit project.**

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## Open an icon library as a document

Axialis IconWorkshop™ allows you to open an icon library embedded in the librarian in a separate document window. This operation is very useful when moving or copying icons from one library to another to keep them visible on screen. You can also import into and export from a document.



## Open an icon library

1. Select an icon library in the Librarian folder tree. **Double-click** on it or hit **Enter**.
2. A document window opens containing the icon library. The window title bar contains the name of the file (❶).



3. All the icons contained in the library are displayed in the window list (❸). You can now freely work with the library.

---

**When you open an icon library as a document, it is grayed in the Librarian window to avoid errors.**

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## Add items to the librarian from the Explorer Document

1. Select a folder in the librarian where you want to add items.
2. Select one or more items in the Explorer Document.
3. Right click and choose **Add to the librarian**.

## To add an opened document to the librarian

1. Select a folder in the librarian where you want to add Media Files.
2. Open a Document or activate an existing document window.
3. Right click and choose **Add to the librarian**.

## Add items using the import function

1. Select the folder where you're going to import the files.
2. Choose Librarian/Import.
3. Select the file type from the File Type Drop Down box.
  - Icons files (ICO, ICNS, RSC, BIN).
  - Icon Library files (ICL).
  - Images files (BMP, PNG, JP2, JPEG, PSD, GIF...),
  - Cursor files (CUR, ANI, ACL).
4. Click on the file that you want to select in the Contents List box and click on the **Open** button. The imported files will be automatically placed in the librarian.

## Downloading Object Packs from Internet

On a regular basis, new image object packs will be available for download on our website. Packs are free but some of them are reserved to registered customers. Additionally, third-party authors may propose their own object packs (additional fees may be required). Links to selected object packs will also be added to our download page.

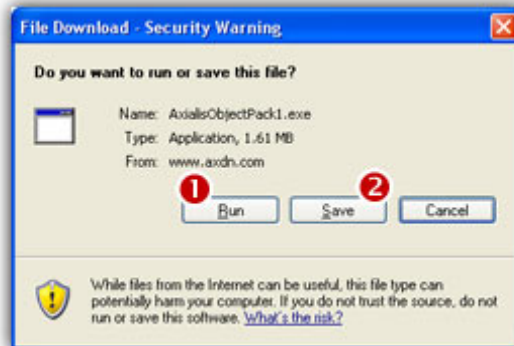
### Download Object Packs from your Web Browser

This is a standard way to proceed. The procedure may differ slightly depending on your web browser type and version. The procedure below is based on Microsoft® Internet Explorer® 6.0:

1. Launch Internet Explorer®. In the Address bar, type the following address:  
"http://www.axialis.com/objects".
2. The web page opens: "**Download Image Object Packs**". We recommend you to read the License Agreement before downloading packs.



- When you're interested by an object pack, read the quick description (1). Take a look at the popularity and user rating. Once downloaded and tested you'll be also able to vote for it just by clicking on the **Rating Stars** (1). To get more information about the pack, click "**Read More**" button.
- Click the "**Download Now**" button (2). If the file is in "**FREE ACCESS**", the download process starts immediately. Otherwise, the file is marked "**REGISTERED USERS**" and you need to enter your **Genuine Axialis Product Key** to download the file.
- The file to download is an executable file (EXE) so you may be prompted by Windows® or any other antivirus application to confirm the download and execution of the file.

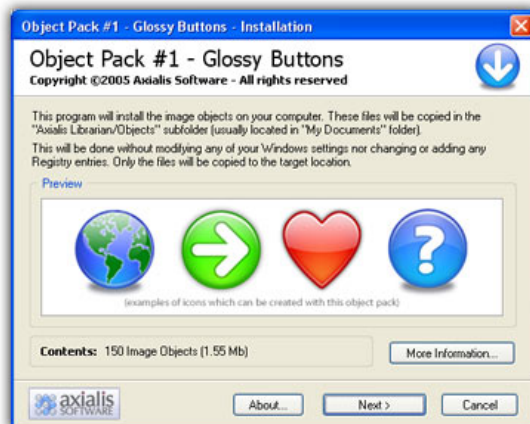



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**Installing packages downloaded from Internet is potentially dangerous.** Install packages that you download on Internet may contain viruses. However your security is our priority and all our files are periodically tested against all known viruses. Also, if you have an antivirus software, the file will be automatically checked before it is launched

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- If you want to launch the installation of the pack without saving the file on your disk, click "**Run**" (1). In such a case, the file downloads and the installation starts automatically. If you want to save a copy of the install pack to your disk, click "**Save**" (1). The file will be saved to a folder of your choice. When finished, you'll have to explore this folder later to launch the installation manually.
- The installation starts in a separate window similar to this:




Click **Next** to go the 2nd screen. You must read carefully the **license agreement** and accept it before going further. This is very important to understand the way you can use the objects. Click **"Yes, I agree all the terms"** and click **Next**.

8. The files are copied on your computer. The target location is the **"Axialis Librarian\Objects"** folder (usually located in the "My Documents") folder. This folder is easy accessible from all Axialis products in the built-in Librarian window. To get more information about the Librarian, see this topic: **Working With The Axialis Librarian**
9. When finished, the associated Axialis application is launched or activated automatically (here Axialis IconWorkshop™) and the built-in Librarian is opened. The new object pack folder is automatically selected.

**You're done.** Now enjoy the new objects and be creative!

## Download Object Packs from the Axialis Application

This is a faster way to proceed. The procedure is very similar but the website is access from within the application.

1. Launch **IconWorkshop™** (or any compatible Axialis Application).
2. Choose **Librarian/Download Object Packs (Internet)** or click the associated button: . The "<http://www.axialis.com/objects>" page opens in a document window inside the application. Just follow the procedure as specified above.
3. The new objects are installed and the folder is automatically selected.

# 11

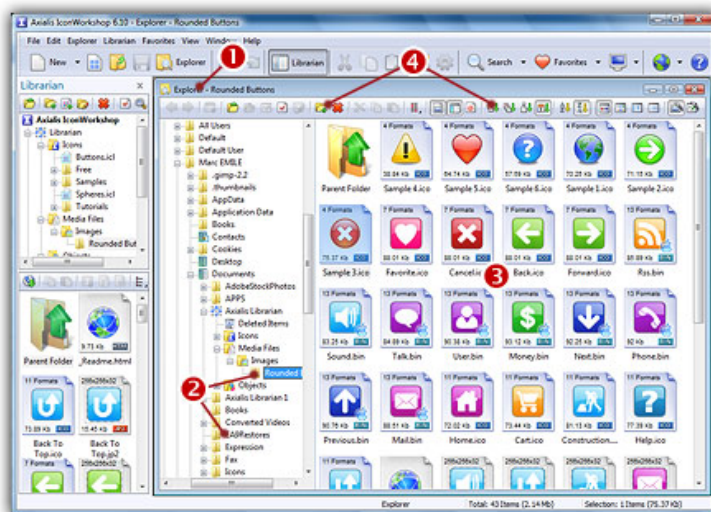
## Working With the Axialis Media File Explorer

The application contains a powerful **Axialis Media File Explorer** that permits you to browse your disks, locate media files, display them as thumbnail with preview, organize them and more...

All the media files supported by the application can be opened in a specific viewer document window. You can open several types of media files including **Icons, Cursors, Images, Animations**. Each viewer type has its own features. Some of them are more common than others (print, display full screen...). Let's see one of the most useful.

### Create a new Explorer window

1. Choose File/New/New Explorer or press CTRL+E.
2. A new **Explorer** document window is created in the working area (❶). You can open several Explorer windows.



3. The Explorer window is divided in two parts. On the left pane you can see the Folder Tree (❷). On the right pane, all the supported files present in the selected folder are listed in thumbnail view (❸). The separator between the 2 panes can be moved using the mouse.

4. Many functions are available. Most of them are accessible by clicking buttons in the local toolbar (4).

## Search media files on the computer

1. Choose Explorer/Search.
2. The dialog box "**Search on the Computer**" opens.
3. In the **Named** area, enter a search criterion for the item's filename (blank=no search on name). Wildcards are needed to perform multi-files search. For example, to get all the PNG files with "B" as the first letter, enter "b\*.PNG".
4. In the **Look In** area, enter a pathname (blank=no search on author).
5. If you check the option "**Include Subfolders**",
6. In the **Type** area, enter a search criterion for the item's type (blank=no search on keywords). Do not use wildcards.
7. If you check the **Date** option, the search will use the specified date as a search criterion. In the **Between** and **And** areas, specify the date range for the search. The file must have been modified after/before this date to be selected.
8. If you check the **Size** option, the search will use the specified size as a search criterion. You can choose **At Least** or **At Most** options. The file must have **at most/ at least** the specified size.

## Create an Icon Snapshot Picture

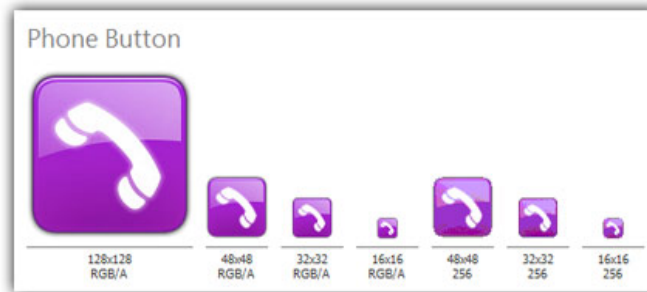
A Snapshot is an image created automatically by IconWorkshop™ to show one or several icons (with embedded formats) on a decorated background. Creating a Snapshot Picture of your icons may be useful to make a visual archive of your icons, illustrate a website or just promote your work. Three kinds of snapshots are available:

- **Detailed snapshot of one icon** - The icon image formats are displayed in one row.
- **Detailed snapshot of several icons** - One icon per row, several images per icon.
- **Quick/Thumbnail snapshot of several icons** - Only one image per icon, several icons per row.

## Creating a Snapshot of an Opened Icon

When an icon is opened in an editor window, you can create a snapshot of the work in progress.

1. From the opened icon window, Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
3. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



## Creating a Detailed Snapshot of Several Icons

You can create a snapshot of several icons from within an opened Icon Library (ICL), Program File (EXE, DLL, OCX...), a Search Result window or from the built-in Explorer.

1. Select several icons from a list (only icons within libraries or Macintosh®/Windows® files). Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Detailed Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image is created in a new window. Now you can save, copy, print this image as necessary.

## Creating a Quick Thumbnail Snapshot of Several Icons

You can create a snapshot of several icons from within an opened Icon Library (ICL), Program File (EXE, DLL, OCX...), a Search Result window or from the built-in Explorer.

1. Select several icons from a list (only icons within libraries or Macintosh®/Windows® files). Choose **Edit/Create Snapshot** or **Ctrl+Shift+P**
2. A dialog box opens, select **Quick Thumbnail Snapshot** then click **OK**.
3. A dialog box **Create Icon Snapshot** opens. Adjust the various options then click **OK**.
4. The Snapshot image (see sample below) is created in a new window. Now you can save, copy, print this image as necessary.



## Batch create several Windows® icons from images

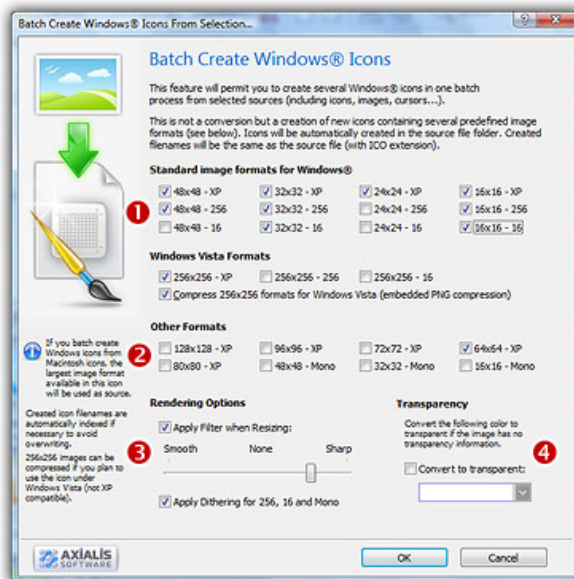
Using this feature you can **Create Several Icons** from images, existing icons or cursors in one operation. This is what we call a **batch procedure**. We'll perform this task using the built-in Axialis IconWorkshop™ explorer.

### Select the source images, icons or cursors

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create Windows® icons

4. Choose Explorer/Batch Create Windows® Icons from Selection or Ctrl+Shift+C.
5. A dialog box opens. In **"Standard Image Formats"** (1) and **"Extra Image Formats"** (2) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group (3), you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group (4), an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Windows® icons are added to the folder contents.



The created icons have the **same filename as the original** document with different extension (depending on the icon types). A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

## Batch create several Macintosh® icons from images

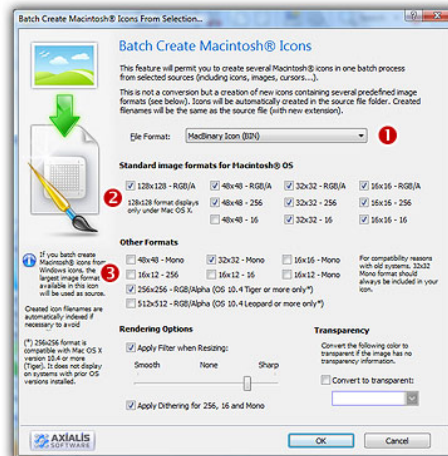
Using this feature you can **Create Several Icons** from images, existing icons or cursors in one operation. This is what we call a batch procedure. We'll perform this task using the built-in Axialis IconWorkshop™ explorer.

### Select the source images, icons or cursors

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch create Macintosh® icons

4. Choose Explorer/Batch Create Macintosh® Icons from Selection or Ctrl+Shift+D.
5. A dialog box opens. First we need to choose the Macintosh® file format we wish to use (1 there are 3 formats supported by Axialis IconWorkshop™ - see this topic to learn more).
6. In groups "Standard Image Formats" (2) and "Extra Image Formats" (3) choose the image formats you wish to add in the icons.



6. In **Image Adjustment** group, you can add a smooth or sharp filter to the image shrinking process. You can also use or not a dithering method to render image using 256 or 16 colors. In **Transparency** group, an option permits to use opaque images (i.e. without transparency) and specify a color to make transparent.
7. When done click **OK**. All the Macintosh® icons are created and added to the same folder. Names are preserved, only the extension is changed.

### Remarks

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The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting. If you create icons from **Image Files**, the whole image is selected and resized keeping its aspect ratio. If it contains transparency, it is kept during the creation. If you create icons from an **Existing Icons or Cursors**, the largest image is used as source to create the icons. Transparency is kept.

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## Convert several Macintosh® icons to Windows® format

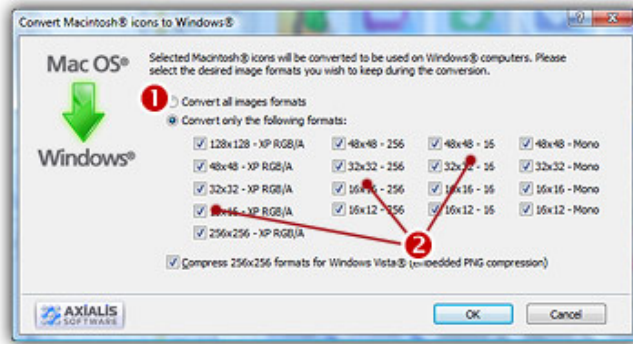
Using this feature you convert a group of Macintosh® Icons to Windows® format in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source files using the tree in the left pane.
3. When done, the source files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch convert the icons

4. Choose Explorer/Batch Convert Macintosh® Icons To Windows® (ICO) or Ctrl+Shift+W
5. A dialog box opens. You can choose to convert **all the formats (1)** or only a **selection (2)** of formats. When done, click **OK**.



6. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

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The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting.

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## Convert several Windows® icons to Macintosh® format

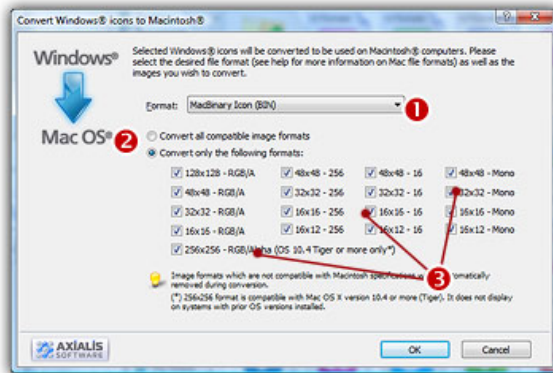
Using this feature you convert a group of Macintosh® Icons to Windows® format in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the source icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source files using the tree in the left pane.
3. When done, the source files appears (with preview) in the right pane. Select the icons you wish to convert. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Batch convert the icons

4. Choose Explorer/Batch Convert Windows® Icons To Macintosh® (ICNS, RSC, BIN) or Ctrl+Shift+M
5. A dialog box opens. First select the Macintosh® file format you wish to create (1). 3 formats are available for Macintosh® icons (see this topic to learn more about the file formats).



6. You can choose to convert **all the formats** (2) or only a **selection** (3) of formats. When done, click **OK**.
7. The batch operation starts. The hourglass mouse pointer is displayed during the conversion. When done the Windows® icons are added to the folder contents.

---

The created icons have the **same filename as the original document with different extension (depending on the icon types)**. A system has been implemented to index the files if necessary to avoid overwriting.

---

## Convert several Windows®/Macintosh® icons to PNG (batch process)

PNG is an image file format, not really an icon format. Icons usually contain several formats. PNG images contain only one image used as icon. This image is usually a large one (128x128 or 256x256) with alpha channel (RGB/A 32 BPP). This format is used by numerous GUI and applications (Linux KDE, dock bars...).

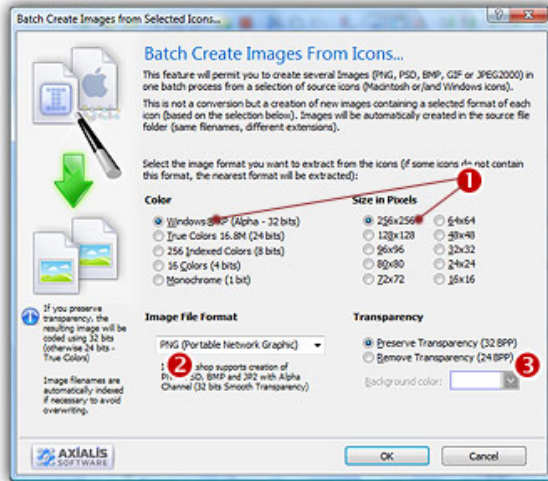
Using this feature you can **Create Several PNG Images** from Windows® or Macintosh® icon files in one operation. This is what we call a batch procedure. We'll perform this task using the built-in IconWorkshop™ explorer. Only one image will be extracted from each icon and each time one PNG file will be created. We recommend you to extract the largest RGB/A image from the icon since IconWorkshop™ supports creation of PNG images with alpha channel.

### Select the Source Icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the source icon files using the tree in the left pane.
3. When done, the source icons appears (with preview) in the right pane. Select the icons you wish to convert to images. You can select Windows® and/or Macintosh® icons. Use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

## Create the PNG images

4. Choose Explorer/Batch Create Images from Icons or Ctrl+Shift+V.
5. The dialog box **Batch Create Images From Icons** opens (see below). In the **Icon Format to Extract** group (1), choose the image format you wish to extract from the icons. You can choose only one image format. If this exact format does not exist in an icon, the nearest format is chosen.



6. In the **Image File Format** group (2), select the **PNG** file format.
7. In the **Transparency** group (3), choose if you wish to create transparent or opaque images. If you choose to preserve transparency, the images will be automatically converted to 32BPP with alpha channel (even if the chosen icon format is 256 or less colors). If you choose to remove transparency, the images will be generated using 24BPP (no alpha channel). In such a case, you must specify a background color (to fill the transparent areas with this color).

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**We strongly recommend you to use RGB/A (alpha channel transparency) for extraction.**

---

8. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Images are added to the folder contents.

---

The created images have the **same filename as the original document with PNG** extension appended. A smart system has been added to index the files if necessary to avoid overwriting. If this exact chosen format does not exist in an icon, the nearest format is chosen for extraction.

---

## Convert several icons to images (batch processing)

Creating images from icons can be very useful. You can either create one image from one icon (see topic Convert an icon to an image) or several images from icons in one operation. This is what we call a batch procedure.

The following image format creation is supported by IconWorkshop™:

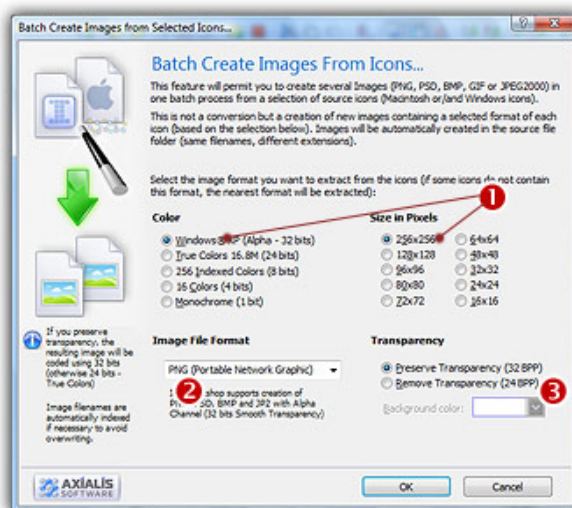
- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **GIF** - Compuserve GIF (Web optimized)

### Select the Source Icons

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the Source Files using the tree in the left pane.
3. When done, the Source Files appears (with preview) in the right pane. Select the icons you wish to convert to images. You can use **Shift/Ctrl + Mouse** to select several icons. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Create the Images

4. Choose Explorer/Batch Create Images from Icons or Ctrl+Shift+V.
5. The dialog box **Batch Create Images From Icons** opens (see below). In the **Icon Format to Extract** group (1), choose the image format you wish to extract from the icons. You can choose only one image format. If this exact format does not exist in an icon, the nearest format is chosen.



5. In the **Image File Format** group (2), select the file format you wish to use for the images to create.
6. In the **Transparency** group (3), choose if you wish to create transparent or opaque images. If you choose to preserve transparency, the images will be automatically converted to 32BPP with alpha channel (even if the chosen icon format is 256 or less colors). If you choose to remove transparency, the images will be generated using 24BPP (no alpha channel). In such a case, you must specify a background color (to fill the transparent areas with this color).
7. When done, click **OK**. If you have chosen to create JPEG 2000 or GIF images, an option dialog box opens (see below about the options). The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the new Images are added to the folder contents.

---

**The created images have the same filename as the original document with PNG, PSD, BMP, GIG or JP2 appended. A smart system has been added to index the files if necessary to avoid overwriting. If this exact chosen format does not exists in an icon, the nearest format is chosen for extraction.**

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## The JPEG 2000 options

JPEG 2000 is the latest generation of compressed image format. It permits to compress images with low quality loss. Additionally it permits to encode images with alpha channel.

When you save an image in JPEG 2000 format you need to specify the type of compression you want for this image:

- **Lossless compression** - This will result in perfect image quality but larger file size (about 30-50% of original image).
- **Lossy compression** - This can be adjusted to create smaller files (high compression means low quality - see preview).

If you use lossy compression, we recommend you to adjust the compression level using the slider and compare the difference between the original and the resulting image in the preview window.

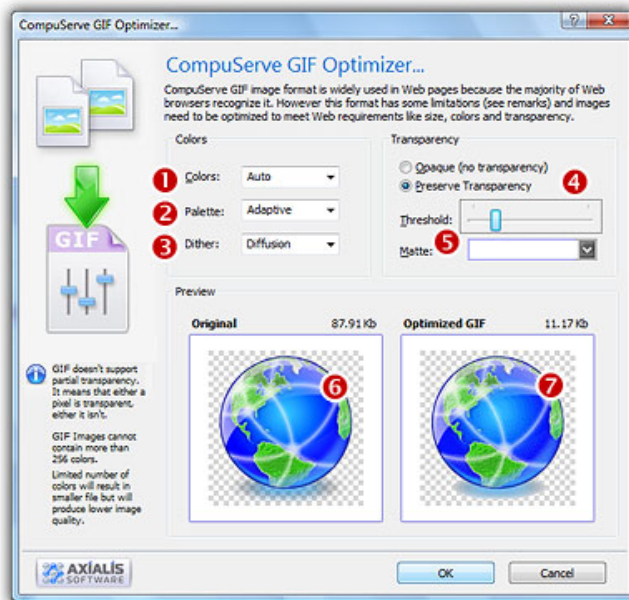
## The GIF options

CompuServe GIF image format is widely used in Web pages because the majority of Web browsers recognize it. However this format has some limitations and images need to be optimized to meet Web requirements like size, colors and transparency:

- GIF Images **don't support partial transparency** (alpha channel). It means that either a pixel is transparent, either it isn't.
- GIF Images cannot contain more than 256 colors.
- GIF Images **support reduced palettes**. Limited number of colors will result in smaller file but will produce lower image quality.

Axialis IconWorkshop™ permits you to save an icon image to **GIF** file formats preserving the transparency areas of the icon. Only one image will be extracted from the icon. We recommend you to extract the 256 color image from the icon if available.

The GIF option dialog box includes several options:



1. In **Colors** (1), specify the number of colors you wish to use in the image palette. Limited number of colors will result in smaller file but will produce lower image quality. Choose **"Auto"** if you're not sure about desired the number of colors.
2. In **Palette** (2), choose the type of palette desired:
  - **Adaptive** - The palette will be calculated to get the best results possible (recommended).
  - **Web Safe** - This is the default Netscape® Web palette.
  - **Windows®** - This is the default palette used under old Windows® versions in 256 color screen mode.
  - **Macintosh® OS** - This is the default palette used under old Macintosh® OS versions in 256 color screen mode.
3. In **Dither** (3), choose **"Diffusion"** if you want IconWorkshop™ to simulate colors not present in the palette by pixel mixing using the "error diffusion" method. Choose **"None"** to encode the image without dithering. Diffusion produces the best results but usually creates slightly larger images.
4. In **Transparency** (4), specify if you want to preserve transparency or not. Of you choose opaque, the transparent areas of the icon will be converted to solid color (the **"Matte"** color). If you choose to preserve transparency and encodes your GIF file from a RGB/A images, you may need to adjust the **"Threshold"** value (5) to produce better results on image edges.
5. In **Preview**, compare the original (6) and the optimized (7) images (image quality and size) to find the best adjustments possible.



## Normalize several icons (batch processing)

The normalization permits to format several icons in order to produce an uniform set. As a result, after normalization all the icons have the same image formats embedded. This feature is useful if you plan to distribute your icons.

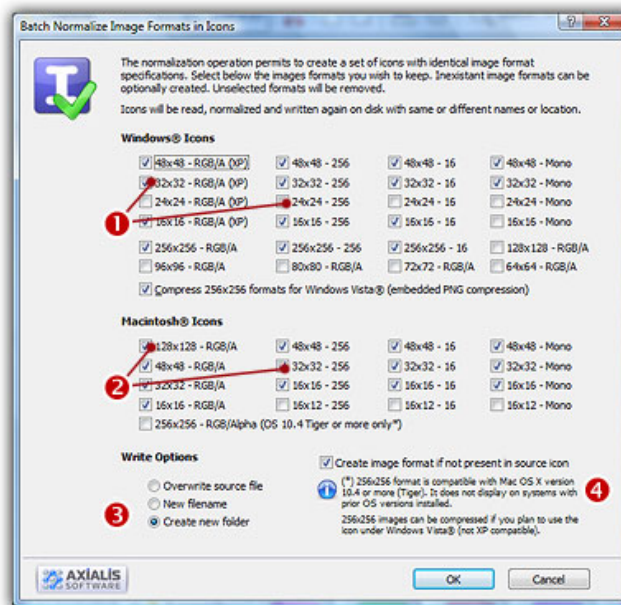
We'll perform this task using the built-in IconWorkshop™ explorer.

### Select the icons to normalize

1. Open a new Explorer window. Choose **File/New/File Explorer...**
2. When the window is opened, select the folder which contains the icons using the tree in the left pane.
3. When done, the files appear (with preview) in the right pane. Select the icons files you wish to normalize. You can use **Shift/Ctrl + Mouse** to select several files. Use **Ctrl+A** to select all. Use **+/-** to select/unselect by specifying filters.

### Normalize the icons

4. Choose Explorer/Batch Normalize Icon Formats in Icons or Ctrl+Shift+N.
5. A dialog box opens. In **"Windows® Icons"** group, select the formats you want to include in the Windows® icons (1). In **"Macintosh® Icons"** group, select the formats you want to include in the Macintosh® icons (2).



For each icon, the normalization rules are:

- The **selected formats are created if not present** in the icon. In such a case, the largest and most coloured image format is used as source for the creation. This rule applies only if the option **"Create image format if not present in source icon"** is checked (4)
- The unselected formats are removed if present in the icon.

5. In **"Write Options"** group (3), choose one of the following options:
  - **Overwrite source file** – The original icon file is replaced by the normalized icon.
  - **New filename** – The normalized icon is created using a new filename (original filename plus an index number).
  - **Create new folder** – The filenames are identical but created in a new subfolder.
6. When done, click **OK**. The batch operation starts immediately, the hourglass mouse pointer is displayed during the creation. When done the normalized icons are created.

## Supported Media Types

All the media files supported by the application can be opened in a specific viewer document window. You can open several types of media files including **Icons**, **Cursors** and **Images**. Each viewer type has its own features. Here is the list of media files supported by the application:

### Icon Files

- Windows® Icons (ICO)
- Macintosh® Icons (ICNS, RSC)
- MacBinary files containing Macintosh® Icons (BIN)
- Windows® Icon Libraries (ICL)
- Macintosh® Icontainer Libraries (ICONTAINER)
- Windows® Executable Files (EXE, DLL, OCX, CPL...)

### Cursors

- Static Windows® Cursors (CUR)
- Animated Windows® Cursors (ANI)

### Images

- Windows® Images (BMP, DIB, WMF)
- Portable Network Graphic Images (PNG)
- Photoshop® Images (PSD)
- JPEG 2000 Images (JP2)
- JPEG (JPG, JPEG)
- CompuServe GIF (GIF)
- Animated GIF (GIF)
- Macintosh® Images (PICT, PIC, PCT, QTI)
- Targa® Images (TGA)
- TIFF (TIF, TIFF)

- Kodak® FlashPix® Image (FXP)
- Kodak® PhotoCD® Images (PCD)
- Amiga® Images (IFF, LBM)
- ZSoft® Paintbrush Images (PCX)

## Open a media file

Using the explorer, you can easily open a media file.

1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.

### Open a media file

3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

### Open a media full screen

3. **Select the file** you wish to open fullscreen.
4. Choose Explorer/Open Item Full Screen (F11) or right-click on it and choose Open Full Screen in the menu.

### Switch ON/OFF the Auto Full Screen option

3. Choose Explorer **Auto Full Screen** option or press Ctrl+F11.

---

**If the Auto Full Screen (Ctrl+F11) option is ON, the file is opened full screen using the simple open command.**

---

### Zoom in, zoom out, change display mode (in full screen mode)

5. While viewing a file fullscreen, you can zoom in or zoom out by pressing **[+]** or **[-]** keys.
6. With **image files**, you can zoom using the **left/right mouse buttons**. **Move the mouse** to slide the image on screen (if larger than screen - in zoom mode for example). You can also use the arrow keys. A double-click quits the fullscreen mode.
7. Three display modes are available (scale, best fit, stretched). You can change the mode by pressing the **Tab** key.

## Print a media file

Using the explorer, you can easily print a media file (image, animation or video still only).

1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

### Print a media file (image, animation or video still only)

5. Choose the **File/Print**. An option dialog box opens.
6. In Options group, choose Print image in one page option.
7. In **Header & Footer** group, click the **Print Header and Footer Texts** option if you want to print texts at the top and bottom of the printout.
8. In the fields below, Specifies the **Header and Footer** texts to print. You can specify macros that will be automatically be replaced by its related variable text at printing. A macro must be specified between brackets {...}:
  - **{DATE}** Actual print date.
  - **{TIME}** Actual print time.
  - **{FILENAME}** Filename of the file to print (no path).
  - **{PATHNAME}** Filename and full path of the file to print.
  - **{PAGE}** Page number.

---

**You can also specify a separator “|” to split the text in two parts. The first part will be printed on the left side and the second part on the right side of the page. If no separator is specified the text is centered.**

---

9. When done, click **OK** and continue the print procedure.

### Print a media file as a poster (image, animation or video still only)

This feature permit to print an image in very large format. The image is printed on several pages that you'll have to collate after the printing to create a large poster.

5. Choose the **File/Print**. An option dialog box opens.
6. In **Options** group, choose **Print image as a poster** option. Specify **Height** and **Width** in inches.
7. In **Header & Footer** group, click the **Print Header and Footer Texts** option if you want to print texts at the top and bottom of the printout.
8. In the fields below, Specifies the **Header and Footer** texts to print. You can specify macros that will be automatically be replaced by its related variable text at printing. A macro must be specified between brackets {...}:

- **{DATE}** Actual print date.
- **{TIME}** Actual print time.
- **{FILENAME}** Filename of the file to print (no path).
- **{PATHNAME}** Filename and full path of the file to print.
- **{PAGE}** Page number.

---

You can also specify a separator “|” to split the text in two parts. The first part will be printed on the left side and the second part on the right side of the page. If no separator is specified the text is centered.

---

9. When done, click **OK** and continue the print procedure.

## Print as preview

5. You can print in a preview window. It may be useful to see the result before printing. Choose the **File/Print Preview**. An option dialog box opens. Follow the above procedures.

## Change display mode

1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

## Change display mode (image)

5. Choose the **View/Normal display** if you want to see the image or video at fixed scales. In this mode, you can use the zoom commands: Zoom In **[+]**, Zoom Out **[-]**, scale 1:1 (**Space**)
6. Choose the **View/Best Fit display** if you want the image to be stretched to the maximum available size when displayed within the document window. The image proportion will always be kept. Zoom commands are disabled.
7. Choose the **View/Maximized display** if you want the image to be stretched to the maximum available size when displayed within the document window. The image may be distorted. Zoom commands are disabled.

## Display full screen

Using the explorer, you can easily open a media file full screen.

1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.

### Open a media full screen

3. **Select the file** you wish to open fullscreen.
4. Choose Explorer/Open Item Full Screen (F11) or right-click on it and choose Open Full Screen in the menu.

---

**If the Auto Full Screen (Ctrl+F11) option is ON, the file is opened full screen using the simple open command.**

---

### Switch ON/OFF the Auto Full Screen option

3. Choose Explorer **Auto Full Screen** option or press Ctrl+F11.

### Zoom in, zoom out, change display mode (in full screen mode)

5. While viewing a file fullscreen, you can zoom in or zoom out by pressing **[+]** or **[-]** keys.
6. With **image files**, you can zoom using the **left/right mouse buttons**. **Move the mouse** to slide the image on screen (if larger than screen - in zoom mode for example). You can also use the arrow keys. A double-click quits the fullscreen mode.
7. Three display modes are available (scale, best fit, stretched). You can change the mode by pressing the **Tab** key.

## Copy a media file to the Clipboard

When a file is opened in a viewer document window, you can copy it in the clipboard. Two elements are copied in the Clipboard:

- The displayed **image** (if the document contains an image)
- The full **pathname** to the document file. It may be useful to add the document in a project for example.

1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to copy.

4. Double click on it **or** choose **Explorer/Open Item (Enter)** **or** right-click on it and choose **Open** in the menu.

## Copy to the Clipboard

5. Select **Edit/Copy (Ctrl+C)**.

## Paste the media file in a project

6. Select a project document (savesaver or other) and choose **Edit/Paste (Ctrl+V)**.

## Resize an image

The application contains a high quality image resize feature (a.k.a resampling). This may be useful to change an image size without losing quality.

1. Create a New Explorer window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it **or** choose **Explorer/Open Item (Enter)** **or** right-click on it and choose **Open** in the menu.

## Resize the image

5. Select **Image/Resize Image (R)**, a dialog box opens.
6. Enter the new size in pixels by specifying **Width** and **Height**.
7. Click **OK** when done. The image is resized.

## Undo the change

8. If you want to **undo** the resize operation, select **Edit/Undo (Ctrl+Z)**.
9. You can also **redo** the change by choosing **Edit/Redo (Ctrl+Y)**.

## Save the modified image

10. As the document has been changed, you'll be prompted to save it when you'll close the window. You can only save the new image to a **JPEG, BMP, PNG, JP2, GIF** or **PSD** file.

## Crop an image

Cropping an image means reducing its size by removing unwanted parts (usually around the image or borders). But this is done without resizing the image content. This may be useful if interesting part of an image is not properly centered.

1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

## Select the image portion to keep

5. First be sure the **Selection Mode** is the active mode. Select **Image/Selection Mode (Z)** if necessary.
6. Select the portion of the image you wish to keep using the mouse. A selection rectangle is displayed when done.

## Crop the image

7. Select **Image/Crop Image (C)**.
8. The image is cropped.

## Undo the change

9. If you want to **undo** the crop operation, select **Edit/Undo (Ctrl+Z)**.
10. You can also **redo** the change by choosing **Edit/Redo (Ctrl+Y)**.

## Save the modified image

11. As the document has been changed, you'll be prompted to save it when you'll close the window. You can only save the new image to a **JPEG, BMP, PNG, JP2, GIF** or **PSD** file.

## Change the color depth of an image

The image viewer includes a feature to change the color depth of an image. This may be useful to reduce the file size of an image. Three image color depth are supported by the application:

- **True Colors with Alpha Channel (32 Bits)** - Each pixel of the image is coded using 4 bytes. It creates high quality image and supports alpha channel transparency. The file size is very big.



- **True Colors (32 Bits)** - Each pixel of the image is coded using 3 bytes. It creates high quality image but does NOT support alpha channel transparency. The file size is big.
  - **Indexed colors (32 Bits)** - Each pixel of the image is coded using 1 bytes. It can only display 256 colors stored in a color table (aka palette). It creates low quality image and does NOT support alpha channel transparency. The file size is small.
1. Create a New Explorer window by choosing File/New/New Explorer (Ctrl+E).
  2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
  3. **Select the file** you wish to open.
  4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

## Change to True Colors with Alpha Channel

5. Select Image/Convert to True Color with Alpha. A dialog box opens.
6. This dialog permits you to create a transparent area in your image. This feature is useful to create a sprite-ready image with transparent background. To do this, you must click the **Convert The Following Color To Transparent** option. In the field below, select the color that you want to transform to transparent in the image. This is usually the background color of your image.
7. Click **OK** when done.
8. **The image is converted.** All the area containing the color specified have been transformed to transparent.

## Change to True Colors

5. Select **Image/Convert to True Color**. If the image was 32 bits (with Alpha Channel), a dialog box opens.
6. This dialog permits you to specify the color you wish to use as background color.
7. Click **OK** when done.
8. **The image is converted.** All the area containing transparency have been transformed to the specified color.

## Change to Indexed Colors

5. Select **Image/Convert to True Color**. If the image was 32 bits (with Alpha Channel), a dialog box opens.
6. This dialog permits you to specify the color you wish to use as background color.
7. Click **OK** when done.
8. **The image is converted.** All the area containing transparency have been transformed to the specified color. A color table has been associated to the image.

## Undo the change

9. If you want to **undo** the crop operation, select **Edit/Undo (Ctrl+Z)**.
10. You can also **redo** the change by choosing **Edit/Redo (Ctrl+Y)**.

## Save the modified image

11. As the document has been changed, you'll be prompted to save it when you'll close the window. You can only save the new image to a **JPEG, BMP, PNG** or **PSD** file.

## Create a Windows® icon from an image File...

An interesting feature of Axialis IconWorkshop™ is to create an icon from an existing file. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons. The following image formats are supported:

- **BMP** - Windows® bitmap (32 BPP alpha channel transparency supported).
- **PNG** - Portable Network Graphic (32 BPP alpha channel transparency supported).
- **PSD** - Photoshop (32 BPP alpha channel transparency and layers supported).
- **JP2** - JPEG 2000 (32 BPP alpha channel transparency supported).
- **JPG** - JPEG
- **TGA** - Targa
- **GIF** - Compuserve GIF
- **Others** - Various other formats supported: TIFF, PCD (PhotoCD), PIC (Apple PICT), PCX (Zsoft), WMF (Windows® MetaFile)

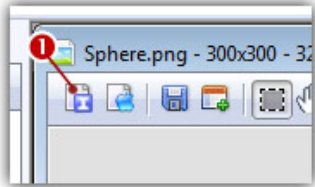
## Open the image file in IconWorkshop™

1. Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
2. The image file opens in a document window.

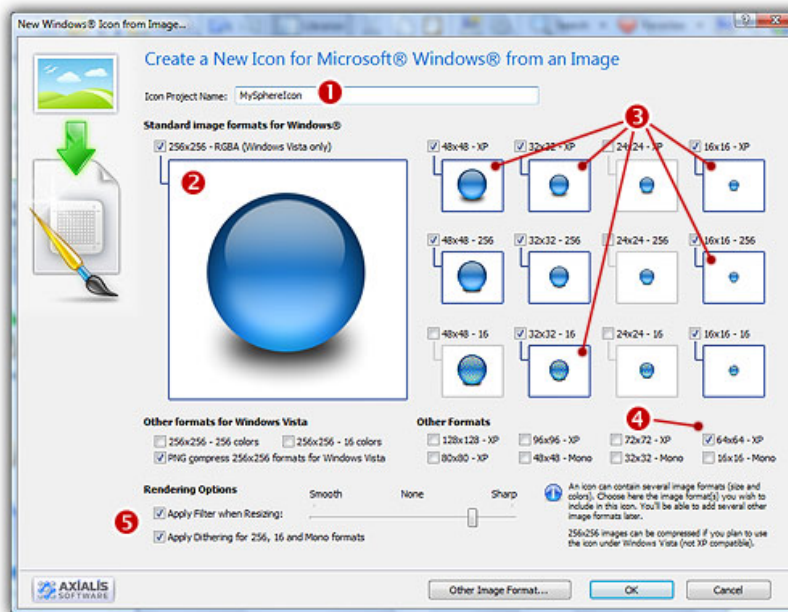
Axialis IconWorkshop™ will convert images to 32 bpp with transparency when possible. This is much more convenient to create icons. The following image formats can include transparency: Photoshop® PSD, PNG, RGB, GIF, JPEG 2000 and WMF.

## Create an icon from this image

- Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.
- Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
- When the selection is done, choose **Image/Create Windows® Icon from Selection** or press "I" or click the first command button in the local toolbar (1):



- The dialog box **New Windows® Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.



- In the **Image Formats** group, **select** the image formats you wish to add in the icon (2) and **unselect** the unwanted images (3). Just click on the image preview to select/unselect. To know more about the desired Windows® standard image format, see [What is an Icon](#) topic.
- In the **Extra Formats** group, select the optional image formats you wish to add in the icon. The following table shows the common Windows® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	<input type="radio"/>	<input checked="" type="radio"/> *	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
256 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
16 Colors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
Mono	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Windows® standard icon image formats (\*) PNG compressed Windows Vista™

Recommended    Optional    Not Available

- To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try **S** and see the results in the preview images).
- If you wish to start creating your icon with an unlisted format, click the **Other Image Format** button.
- When done, click **OK**. The icon is automatically created with the various image formats you've selected.

## Create a Macintosh® icon from an image File...

An interesting feature of Axialis IconWorkshop™ is to create an icon from an existing file. Some image formats support 32 BPP alpha channel transparency which is very interesting to create hi-quality RGB/A images in icons.

### Open the image file in Axialis IconWorkshop™

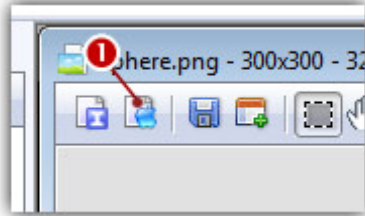
- Choose **"File/Open"**, browse your folders and select your file (Windows® standard dialog box).  
or  
Choose **"File/New/File Explorer"** or press **Ctrl+E**. A built-in Axialis file explorer window opens. Browse your disks, see the thumbnail preview and double-click the image file you wish to open.  
or  
In the **Recently Used** zone (in the main toolbar), type the **full pathname** of the image file you wish to open then hit **Enter**.
- The image file opens in a document window.

Axialis IconWorkshop™ will convert images to 32 bpp with transparency when possible. This is much more convenient to create icons. The following image formats can include transparency: Photoshop® PSD, PNG, RGB, GIF, JPEG 2000 and WMF.

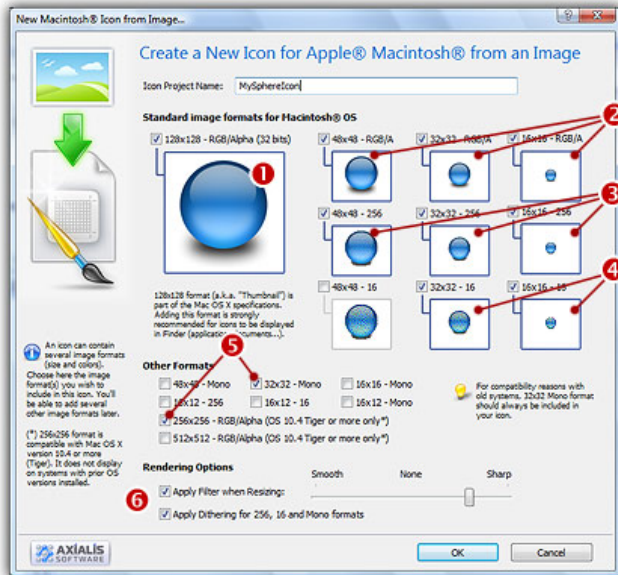
### Create an icon from this image

- Before proceeding, we recommend you to **select the portion of image** you wish to use to create your icon. If you leave too many transparent areas around your image, the visible part of your icon will be too small.

- Select the portion of image: Use the **selection tool** (upper-left button of the tool palette) and select the portion of image you wish to use (do not cut the shadow if there is one around the object). When done, an animated dashed rectangle has been created.
- When the selection is done, choose **Image/Create Macintosh® Icon from Selection** or press **"M"** or click the first command button in the local toolbar (1):



- The dialog box **New Macintosh® Icon From Image** opens (see below). In the **Name** group (1), enter the icon project name. Do not specify any extension.




- In the **Image Formats** group, select the image formats you wish to add in the icon (2 to 4) and **unselect** the unwanted images. Just click on the image preview to select/unselect.
- In the **Other** group, select the optional image formats you wish to add in the icon (5). Note that the 32x32 mono is recommended if you want the icon to be compatible with older systems. The format 256x256 works only under Macintosh® OSX 10.4 (Tiger) or more. The format 512x512 works only under Macintosh® OSX 10.5 (Leopard) or more. The following table shows the common Macintosh® image formats:

	512x512	256x256	128x128	64x64	48x48	32x32	24x24	16x16
RGB/A	● ***	● **	●	○	●	●	○	●
256 Colors	○	○	○	○	●	●	○	●
16 Colors	○	○	○	○	●	●	○	●
Mono	○	○	○	○	●	●	○	●

Macintosh® OS standard icon image formats

(\*\*) Jpeg2000 compressed OSX 10.4  
 (\*\*\*) Jpeg2000 compressed OSX 10.5

● Recommended    ● Optional    ○ Not Available

8. To get the best results possible, you can also apply a filter when resizing RGB/A images and a dithering option to the 256/16 color images (try  and see the results in the preview images).
9. When done, click **OK**. The icon is automatically created with the various image formats you've selected.

# 12

## Customizing Windows® Icons

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### IMPORTANT NOTICE FOR WINDOWS VISTA™ USER

The feature "Customize Windows® Icons" including in the application has known compatibility issues with Windows Vista™. We don't recommend to use it with this operating system. Axialis Software will soon release a free separate utility that will permit to customize icons in all versions of Windows®. Stay tuned...

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## Customize System Settings

### Icon sizes

Specify the default Windows® icon display size "Normal (32x32)". If you use a large screen resolution, we recommend you to switch to large icon size "Large (48x48)".

### Icon Spacing

Specifies the distance between icons in pixels "Horizontal and Vertical".

### Icon Display

If the option "**Display icons using 256 colors or True colors**" is checked, Axialis IconWorkshop™ Displays desktop icons using all the colors supported by your current display and your color palette settings.

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**To display icons using 256 or 16.8 million colors you must change your display settings to Hi Color (65536 colors) or True Colors (16.8 M colors)**

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If the option "**Display an arrow in shortcuts**" is checked, a small arrow is displayed on Shortcut icons (bottom left corner). If it is not checked, the arrow is hidden.

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You can customize the arrow appearance by changing the associated overlay icon. See "Miscellaneous" tab.

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## Windows® Icon Cache

**Rebuild cache:** Windows® has an internal cache to manage images of all the icons it displays. Sometimes this internal icon cache is corrupted and icons displays incorrectly. By clicking on this button "**Rebuild**" you force Windows® to rebuild its internal icon cache and solve the problem.

**Repair Damaged cache:** Window®s has an internal cache to manage images of all the icons it displays. Sometimes this internal icon cache is corrupted and icons displays incorrectly. By clicking on this button "**Repair**" you force Windows® to delete and repair its internal icon cache and solve the problem.

## Customize Folders

To access the Customize Folders Tab options, choose **Edit/Customize Windows®** icons. The "Customize Windows® Icons" dialog box opens, click on the Customize Folders to get the related options.

Using this feature, you can customize any hard drive disk folder (or subfolder) appearance with the icon of your choice.

### Customize Folders

1. In the **Folder** area, specify the full pathname to the folder you wish to customize. To customize drive icons, you can also specify a root folder.
2. If you click the **Change icon** button, you can select a new custom icon.
3. If you click **Default icon** button, you can restore the folder standard icon. Don't forget to Apply the changes for each folder.
4. In the **Info Tip** area, specify the custom info tip message you wish to assign to this folder. This message is displayed in a small window when you pass the mouse pointer over the folder in Windows® explorer.

### Remarks

- You can also customize a Local Hard Drive disk icon: Select the hard drive root folder ("C:\") for example and customize its icon.
- You can customize any folders as long as it is located on a write enabled disk. For example, CDROM folders can't be customized.
- Any files containing icons (ICO, ICL, DLL , EXE...) can be used to select the custom icon.
- To avoid future visual ambiguity, we recommend you to use icons showing a folder (See "My Documents" or "Fonts" folder)



## Customize Start menu

Axialis IconWorkshop™ displays the list of available Windows® items to customize. Each item entry includes a description and small symbols on right showing its status: "Custom icon", "Windows® standard icon" or "Modified (changed must be applied)".

### Customize Start Menu

1. If you click the **Change icon** button, you can change the icon associated with the selected item. Axialis IconWorkshop™ opens a dialog box "Change icon". Specify the File Name of your Library. All icons are displayed in list. Choose your icon and click OK.
2. If you click the **Restore Default** button, you can revert to the default Windows® icon associated with the selected item.
3. If you click the **Restore Default** button, you can revert to the default Windows® icon for all items in the list

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**Some of them may not be available or inoperative on your Windows® version.**

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## Customize Desktop

Axialis IconWorkshop™ displays the list of available Windows® items to customize. Each item entry includes a description and small symbols on right showing its status: "Custom icon", "Windows® standard icon" or "Modified (changed must be applied)".

### Customize Start Menu

1. If you click the **Change icon** button, you can change the icon associated with the selected item. Axialis IconWorkshop™ opens a dialog box "Change icon". Specify the File Name of your Library. All icons are displayed in list. Choose your icon and click OK.
2. If you click the **Restore Default** button, you can revert to the default Windows® icon associated with the selected item.
3. If you click the **Restore Default** button, you can revert to the default Windows® icon for all items in the list

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**Some of them may not be available or inoperative on your Windows® version.**

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## Miscellaneous

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### **IMPORTANT NOTICE FOR WINDOWS VISTA™ USER**

The feature "Customize Windows® Icons" including in the application has known compatibility issues with Windows Vista™. We don't recommend to use it with this operating system. Axialis Software will soon release a free separate utility that will permit to customize icons in all versions of Windows®. Stay tuned...

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Axialis IconWorkshop™ displays the list of available Windows® items to customize. Each item entry includes a description and small symbols on right showing its status: "Custom icon", "Windows® standard icon" or "Modified (changed must be applied)".

## Miscellaneous

1. If you click the **Change icon** button, you can change the icon associated with the selected item. Axialis IconWorkshop™ opens a dialog box "Change icon". Specify the File Name of your Library. All icons are displayed in list. Choose Your icon and click OK.
2. If you click the **Restore Default** button, you can revert to the default Windows® icon associated with the selected item.
3. If you click the **Restore Default** button, you can revert to the default Windows® icon for all items in the list

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**Some of them may not be available or inoperative on your Windows® version.**

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# 13

## Customizing the Application

### Customize the main toolbar

The main toolbar is Internet Explorer®-like and you can fully customize it. You can add/remove buttons or change the order they are displayed, show/hide labels and areas and more...

#### Show/hide the Main Toolbar

1. Right-click on the main toolbar or the top menu and choose **Standard Buttons** in the menu or press **F9**.

#### Change Main Toolbar text style

1. Right-click in the main toolbar or the top menu and choose **No Text Labels** to remove all the texts.
2. Right-click in the main toolbar or the top menu and choose **All Text Labels** to display texts under each button.
3. Right-click in the main toolbar or the top menu and choose **Selective Text Labels** to display texts on right of important buttons only.

#### Add/remove/move buttons in the Main Toolbar

1. Choose **View/Customize Main Toolbar** in the menu or right-click in the main toolbar and choose **Customize Buttons** command or double-click the main toolbar.
2. The dialog box "Customize Toolbar" Opens.
3. An available toolbar buttons list displays. You can add these buttons in the Current toolbar buttons list by selecting one button and clicking on the Add Button.
4. If you want to delete a button in the current toolbar, you must select it and click on the Remove button.
5. You can Move Up or Move Down the button in the Current Toolbar buttons list. Select the button and click on Move Up/Move Down. You can also use the Drag and Drop to move the buttons.

6. If you want to go back with the Default Main toolbar, click on the Reset button.

## Show/hide the Recently Used Bar

This bar permits to quick open a file in the application. It contains a long edit zone and is usually located under the main toolbar.

1. Right-click in the main toolbar or the top menu and choose **Recently Used Bar** to show/hide the bar.

## Empty the Recently Used List

1. Choose **View/Preferences**. The dialog box "Preferences" opens.
2. Select the "Toolbars" tab.
3. Click on the "Empty **Recently Used List**" button. Click **OK**.

---

You can move toolbar buttons directly from the Toolbar by pressing ALT + selecting the button and moving with the mouse. You can move or resize the **Recently Used** bar using the mouse: Place the mouse pointer on the left side of the Recently Used area. When the cursor changes into a cross with 4 arrows, move it using drag and drop.

---

## Show/hide the Toolbars

The main toolbar is Internet Explorer®-like and you can fully customizing it. You can add/remove buttons or change the order they are displayed, show/hide labels and areas and more...

## Show/hide the Main Toolbar

Document windows contain local toolbars. To hide the local toolbar of a document window, select it and follow this procedure:

1. Right-click on the main toolbar or the top menu and choose **Standard Buttons** in the menu or press **F9**.

## Show/hide the Recently Used Bar

This bar permits to quick open a file in the application. It contains a long edit zone and is usually located under the main toolbar.

1. Right-click in the main toolbar or the top menu and choose **Recently Used Bar** to show/hide the bar.

## Show/hide a Local Toolbar

Document windows contain local toolbars. To hide the local toolbar of a document window, select it and follow this procedure:

1. Choose View/Local Toolbar or press Alt+F9.

## Show/hide the Status Bar

1. Choose View/Status Bar or press Alt+F8.

## Show/hide the Librarian

1. Choose View/Librarian or press Esc.

---

**When the command has a check mark next to it, it means that the toolbar is displayed. When you point to a menu command, the status bar at the bottom of the window displays a description of the command.**

---

## Show and hide the Librarian Window

The Librarian is a docked window (integrated in the user-interface). It can be easily shown and hidden.

### Show/hide the Librarian

1. Select View/Librarian or press ESC.
2. By hiding the **Librarian**, you gain some space in your application work area. The opened windows are automatically rearranged.

## Change the Librarian position on screen

The Librarian is a docked window (integrated in the user-interface). Its location can be easily changed.

### Change the Librarian position on screen

1. Using the **left mouse button**, click on the Librarian window title and **keep the button pressed**.

2. **Move** the mouse over the right or bottom side of the application window and release the button.
3. The Librarian window location has changed. This new location will be saved (even if you quit and restart the application).

## Change the Librarian folder location

Files and folders included in the **Librarian** are located on your disk drive. This location is set by default (the first time you installed the application) in your "**My Documents**" folder. A sub-folder is created and is named "Axialis Librarian". You can change this folder and location (see below).

### Change the Librarian folder location

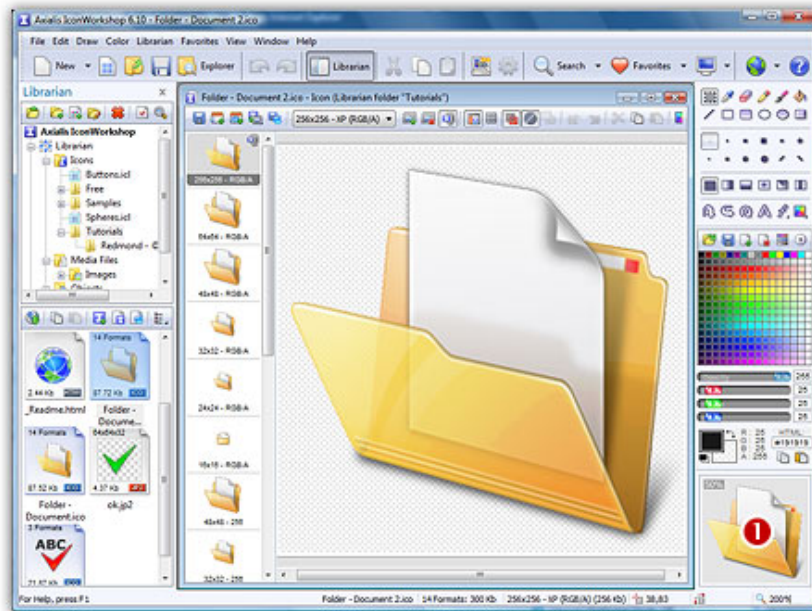
1. Select View/Preferences or press F2.
2. A dialog box opens. Select the **Librarian** tab. You can change the Librarian folder in the **Path** field. You can also use the Browse button to choose a location using a browse dialog box.
3. Click **OK** when done.
4. Now **quit** the application and **transfer** your files from the old location to the new one (the application does not perform this operation).
5. **Restart** the application.

## How to change the Scale 1:1 window size

If you create **Windows Vista™** or **Macintosh® OS X 10.4 Tiger®** icons, you need to work with **256x256 images**. Also, all the image objects provided by Axialis have a native 256x256 resolution. In order to get the best results possible, you must frequently preview the artwork at scale 1:1 in the associated window in Axialis IconWorkshop™.

In previous versions of Axialis IconWorkshop™, the **Scale 1:1 window** was fixed to 128x128 for a better integration in the application interface. Now the preview window can be resized to display 256x256 images at scale 1:1. Some features has been implemented to deal with this new size in order to have limited impact on the user experience.

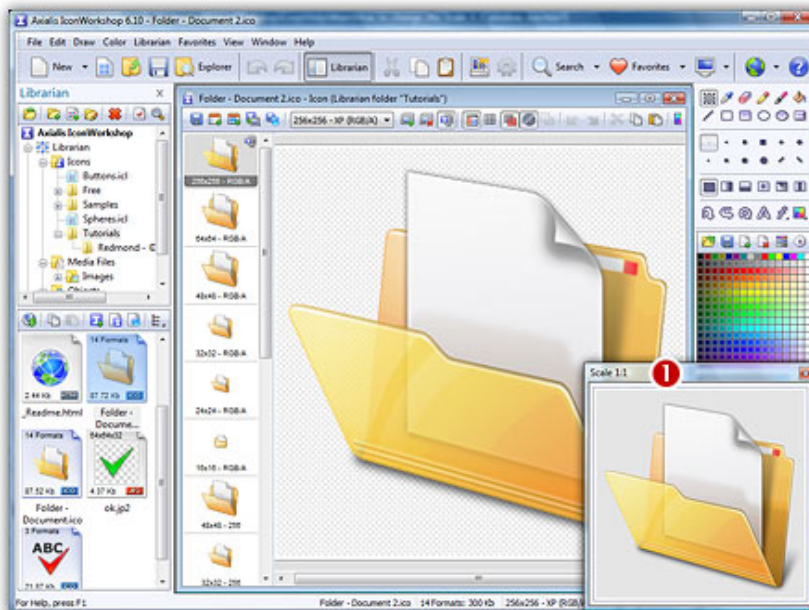
By default, the **Scale 1:1** window's size is 128x128 (🔴):



In this topic, we'll see how to switch the window size to 256x256 and vice-versa. Also, we'll see how to change the ability of the window to be docked to the interface.

## Switch the Preview 1:1 window to 256x256

1. If the **Preview 1:1** window is not visible, choose **View/Preview 1:1** or press **Alt+F10**.
2. Using the mouse, **right-click** in the Scale 1:1 window, a local menu opens.
3. Choose **256x256 Display**. The Scale 1:1 window is automatically resized to 256x256 and becomes a **floating window** (🔴):



When the window is in **floating mode**, it can be placed anywhere over the user interface without docking. It is set in this mode to avoid the annoying side effect of docking a 256x256 window: The side-bars are so stretched that it creates a lot of **wasted spaces** in the interface. For that reason, we recommend you to keep the Scale 1:1 window in floating mode. To revert this mode to docking mode, see below "**Switch between docking and floating mode**".

## Switch the Preview 1:1 window to 128x128

1. If the **Preview 1:1** window is not visible, choose **View/Preview 1:1** or press **Alt+F10**.
2. Using the mouse, **right-click** in the Scale 1:1 window, a local menu opens.
3. Choose **128x128 Display**. The Scale 1:1 window is automatically resized to 128x128.

Note that the window state does not switch back to docking mode. If you want to dock the window you need to manually switch the mode. See "**Switch between docking and floating mode**".

## Switch between docking and floating mode

1. Using the mouse, **right-click** in the Scale 1:1 window, a local menu opens.
2. Choose Floating Window (no docking).

**If the window was docked:** It is changed into a floating window (a frame and a title bar appear). It can be placed anywhere over the user interface without docking.

**If the window was floating:** Nothing is visually changed but if you move it over the right or left borders of the main window it will be docked when you'll release the mouse button.

## Manage favorite documents

If you have favorite documents (media files or icon projects) or folders, you can add them to a "Favorite List" to retrieve them faster. You can also easily manage this list.

### Add a Document to the Favorite List

1. Select an open document in a window.
2. Choose Favorites/Add to Favorites.
  - In the area "**Name**" displays the name of the document as it will appear in the Favorite List. You can change the name and click **OK**.

### Add a Folder to the Favorite List

1. Open a **New Explorer** window and select the desired folder.
2. Choose Favorites/Add to Favorites.



- In the area "**Name**" displays the name of the document as it will appear in the Favorite List. You can change the name and click **OK**.

## Open an Item from the Favorite List

1. Open the **Favorites** menu.
2. Choose the desired item to open it.
  - If the item is a document, a Document Window opens.
  - If the item is a folder, an Explorer Window opens.

## Modify the Favorite List

1. Choose **Modify/Favorites**.
2. The **Favorite List** contents displays. You must select the document you want to change or remove from the list.
3. If you want to change the name of the selected document (you will change the name that appears in the list, not the filename on disk) click the **Rename** button.
4. If you want to remove the selected document from the list (you will NOT delete the file or folder on the disk) click the **Remove** button.

## Options in the General Tab

To access the General Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the **General tab** to get the related options.

### Create a new Icon Project window

If this option is checked, the application will automatically create a new icon project window each time it starts.

### Create a new Explorer window

If this option is checked, the application will automatically create a new explorer window each time it starts.

### Warn if insufficient video colors

If this box is checked, the application warns you if your display configuration is insufficient (less than 65536 colors) each time it starts.

**Remark:** It is highly recommended to configure screen settings to Hi Colors (65536) or True Colors (16.8M) when using the application.

## Display Welcome and tips windows

If this option is checked, the application automatically opens the welcome window and displays a new Tip of The Day each time it starts

## Warn if Icon files are not associated with Axialis IconWorkshop™

If this box is checked, the application prompts you when it starts if Icon files (ICO, ICL) are not properly associated with it. If this box is not checked, the application will ignore bad file association.

---

**It is highly recommended to associate icons and ICL files with the application in order to permit fast icon project access from Windows® Explorer.**

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## Warn if Windows® components are missing (Internet Explorer®, Quick time,...)

If this box is checked, the application prompts you at startup if the Windows® component named Internet Explorer®, Quick Time® ... are missing or have an older version. The application includes a special feature that permits you to use a built-in "Internet Explorer® like" toolbar. These components must be installed in order to use this very useful toolbar. You can install this component directly from this warning window.

## Show Splash Screen when application starts

When you launch the application, a logo of Axialis IconWorkshop™ displays.

## Application language

Select the language you want for the application. Default language is **English**. Additional languages may be available on our [website](#). If you choose **<automatic>**, the language will be set by the application (according your Windows® language).

## Icon overlay image type in explorer

In explorer lists, if you choose the large display (thumbnail), overlay icons are added to distinguish Windows® and Macintosh® files. You can choose to display **Large** or **Small** icons. **None** is chosen if you don't want overlay icons.

## Use External Internet Browser

If this option is checked, you can use another External Internet Browser.

## Choose Windows® or Macintosh® when creating an icon

If this box is checked, the application prompts you to choose Windows® or Macintosh® type when you launch the **New Icon Project (Ctrl+N)** command. If it is unchecked, it automatically selects Windows® or Macintosh® based on your default settings ("Set as default" button in the New Icon Project dialog box). You can uncheck this option if you always create icons for the same OS.

## Choose format when creating a new Windows® icon

If this box is checked, the application prompts you to choose the first image format you wish to include in a new Windows® icon project. If it is unchecked, the default format ("Set as default" button in the New Windows® Icon Project dialog box) is automatically created.

## Choose format when creating a new Macintosh® icon

If this box is checked, the application prompts you to choose the first image format you wish to include in a new Macintosh® icon project. If it is unchecked, the default format ("Set as default" button in the New Macintosh® Icon Project dialog box) is automatically created.

## Show information message when opening EXE file

If this box is checked, the application automatically shows information associated to the EXE file.

## Remember folder during "Save As" operation

If this box is checked, the application automatically saves the current folder.

## Maximize document windows at opening

If this box is checked, the application automatically maximizes document windows at opening.

## Prompt for options when transferring from Photoshop®

If this box is checked, the application will prompt you when the Photoshop® is in action. Otherwise, the first option will be chosen automatically.

## Editor options

To access the Editor Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the **Editor tab** to get the related options.

## Transparency - Style

Specifies how Axialis IconWorkshop™ displays the pattern representing transparent backgrounds (transparent areas of icons). Select **None** to choose a solid background or **Small to Large** to select the size of the check board style background. You can adjust the background colors or choosing a defined scheme below.

## Transparency - Color Scheme

Specifies a transparent background predefined color scheme. Choose Custom to manually choose the colors

## Transparency - Custom colors

Click to specify the color of the background area or the first color of the check board style background pattern and click to specify the second color of the check board style background pattern.

## Grid - Style

Specifies how the Grid appears in the drawing area:

- **Lines** - To draw the grid using solid lines (strong display).
- **Dashed Lines** - To display the grid using very small dashed lines (light display).
- **Dashed Lines** - Each pixel is represented by a small dot in the upper-left corner of the pixel square (very light display).

## Grid - Color

Specifies the color of the color grid.

## Grid - Draw stronger lines at fixed intervals

If this option is checked, a stronger grid line (a line with a darker color) is drawn at fixed intervals.

## Prompt for resize/crop options when pasting

If this box is checked, a dialog box lets you choose for resize/crop options each time you perform a paste operation in an icon image. If this option is not checked, a default resize option will be used.

## Prompt for palette options when pasting

If this box is checked, a dialog box lets you choose for color options you each time you perform a paste operation which requires an icon palette modification. This event occurs only for 256 color image formats. If this option is not checked, a default option will be used

## Warn if insufficient video colors to edit image

If this box is checked, Axialis IconWorkshop™ displays a warning message each time you edit an image format which exceeds your display capabilities.

## Image order compatible with Windows® Explorer

If this option is checked, the order in which image formats are saved in ICO files permits to better display them in Windows® Explorer. If this option is not checked the icons may be displayed as 16x16 in Windows® Explorer.

---

**If you're a developer and work with Visual Basic, you may encounter issues if you check this option. Icons may be considered as invalid.**

---

## User Interface options

To access the User Interface Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the User Interface tab to get the related options.

### User Interface Style - Windows® Standard User Interface

Allows to use Windows® interface style.

---

**If you want to use the new Windows Vista™ AERO interface feature, you must choose this option.**

---

### User Interface Style - Axialis Software User Interface

Allows to use Axialis Software specific user interface. If you choose this interface you can adjust the color of windows title, controls and more. You can also specify the desired application main color. This color will be applied to every windows and dialog boxes (in the application only).

---

**You can only specify a tint value (HUE). You cannot modify the lightness or the saturation of the color.**

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### Background colors - Full Screen Mode

Click here to change the color of the screen background (when you open a media file using full screen).

## Background colors - Document windows

Click here to change the color of the document windows background (when you open a document window).

## Background colors - Scale 1:1 preview

Click here to change the background color of the "scale 1:1" preview window (This small window permits you to see the result of your icon drawing at scale 1:1).

---

**Did you know** - You can change the brightness of the preview window by clicking in it using the left mouse button

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## Options in the Toolbars Tab

To access the Toolbars Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the Toolbars tab to get the related options.

### Local Toolbar Display (within document windows)

If this option is checked, a local toolbar will be initially visible (within the document window) each time you'll open a document. Otherwise, it will be initially hidden. You can set your preferences for each document category.

### Display standard buttons

Specifies whether you want the application to display application standard buttons in the toolbar.

### Display "Recently Used" Bar

If this box is checked, the application displays a 'Recently Used' area in the Toolbar. This area permits you to quickly reopen a file recently opened with this program. To open a file simply click on it in the list. You can also specify a HTTP or FTP file by typing its URL, search an expression in the edit area and just hit 'enter'.

### Empty "Recently Used" List

Allows you to empty the Recently Used list.

## Text options – No Text label, Show Text labels, Selective Text Label on Right

Specifies how text descriptions of the toolbar buttons appear:

- **No Text Labels** – To display only icons in the Toolbar.
- **Show Text Labels** – To display the names of the buttons underneath each button on the toolbar.
- **Selective Text Labels on Right** – To display the names of certain buttons, such as Search and Library, on their right side.

## Options in the File Associations Tab

To access the File Associations Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the File Associations tab to get the related options. Use this feature to choose which file types will be associated with IconWorkshop™. Windows® identifies file types by their extensions. Axialis IconWorkshop supports the following file types:

- **Icons** (\*.ico, \*.icns, \*.bin, \*.rsc, \*.rsrc)
- **Icon Libraries** (\*.icl, \*.icontainer)
- **Cursors** – read only (\*.cur, \*.ani)
- **Images** (\*.bmp, \*.gif, \*.jp2, \*.jpg, \*.jpeg, \*.png, \*.pict, \*.psd, \*.qti, \*.qtif, \*.tga, \*.tif, \*.tiff)

### If you use Windows Vista™

Windows Vista includes a new centralized feature which permits to easily manage file associations and default programs. Axialis IconWorkshop™ is fully compliant with this new Windows Vista feature. Click on the button "**Set File Associations for IconWorkshop**" to access directly to this feature.

### If you use a previous versions of Windows®

#### Media Types Details Group

This list specifies the list of supported media files. You can select one or more files to perform an action ('Change Editor' for example). To associate a media file type to Axialis Pro Screen Saver Producer, just check the associated box within this list. To restore the original media file association, uncheck this box.

Click on the **All** button to select all the media file types in the list.

Click on the **Associate/Restore** button to restore the original associations of the selected media file types.

#### Media Types Details Group

You can change the icon to associate with a selected extension by clicking on the **Change icon** button.

Click to change the **default Player/Viewer** for the selected media file types. This application will be launched when you'll choose the **Open** command in Windows® explorer.

Click to change the **default Editor application** for the selected media file types. This external application will be launched when you'll choose the **Edit** command in Windows® or Axialis Pro Screen Saver Producer explorers.

## Options in the Librarian Tab

To access the Librarian Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the Librarian tab to get the related options.

You can change the location of the librarian on your hard disk by specifying a new path to the directory structure containing your Icon Projects, Libraries and Media files.

1. Specify a **Path** for the librarian or click on the **Browse** button.

---

**If you specify the new location for the librarian, the change will occur the next time you launch Axialis IconWorkshop™.**

---

2. If you check "**Confirm before saving libraries in librarian**" the application prompts you to confirm if you want save libraries in the librarian.
3. If you check "**Show Information Window when deleting items in the librarian**" the application displays information to tell you that the selected items have been moved in the Folder "Deleted items". You will be able to restore them back to their original locations at any time and also permanently delete them.
4. If you check "**Enable Librarian Item Extended Information**" the application permits to add extended information to each file in the Librarian (Author, keywords, comment). This information is useful to increase the search capabilities.

---

**This feature adds a hidden information file associated with each item (file with extension ".ii").**

---

## Options in the Images Tab

To access the Images Tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the Images tab to get the related options.



## JPEG: Writing options

**Image Quality** - Specify the JPEG compression level (values from 1 to 99). A low compression level (1 to 10) produces small files but the image quality is very low. A high compression level (80 to 99) produces very good quality images but larger files.

## WMF: Default Load Size

**Width and Height** - Specify the WMF default width and Height. WMF is a vector format. It means that it can be opened and displayed at any size without quality loss. To display it, the application needs to convert it to bitmap and need a default size to perform the conversion.

## Kodak PhotoCD

**Default Load Size** - Specify the default Kodak PhotoCD® (**PCD**) load size. Kodak PhotoCD® is a multi-resolution format. It means that each **PCD** file includes several resolutions of the same picture. Small resolutions are fast to load but with poor quality. High resolutions have good quality but are memory consuming.

## Image Display mode

- **Various** - Click to set default image display to 'Various Scales'. It means that images will be initially displayed at scale 1:1 (with possibility to change scale)
- **Best Fit** - Click to set default image display to 'Best Fit'. It means that images will be stretched to the maximum available size when displayed (within document windows or full screen). The image aspect ratio will always be kept.
- **Full Window** - Click to set default image display to 'Full Window'. It means that images will be stretched to the maximum available size when displayed (within document windows or full screen). The image may be distorted when stretched.

## Options in the Temporary Files Tab

To access the Temporary files tab options, choose **View/Preferences**. The "Preferences" dialog box opens, click on the Temporary files to get the related options.

### Store thumbnail previews on disk for fast browsing

Pictures preview you see in the Explorer windows are stored in a special folder for quick viewing later. This feature greatly improves preview speed when you browse your computer.

Using the slider below, you can define the amount of disk use you can allocate to the cache folder. We recommend you to allocate the maximum space possible (200 MB). If the space used by cache files is greater than this allocated space, the folder will be purged by 10 percents.

If you click **Delete Files**, all the files in the cache folder will be deleted. You'll be prompted to confirm.

## Exclude files from Removable & CDROM drives

If this option is checked, the files located on removable and CD volumes won't be cached. This option avoids cache overloading.

## Exclude files from Network drives

If this option is checked, the files located on network volumes won't be cached. This option avoids cache overloading.

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## Miscellaneous Features, Tips, Uninstall

### Quick-open a file using the Recently Used Bar

This bar permits to quick open a file in the application. It contains a long edit zone and is usually located under the main toolbar.

#### Quick-open a media file or project

1. In the **Recently Used** edit zone, enter the full pathname of a file and press **Enter**. The application automatically opens the requested file.

#### Quick-open a recently-opened media file or project

1. In the **Recently Used** edit zone, click on the down arrow button (located on the right side of the bar). A large drop-list opens, select the file in the list.

#### Quick-create a new project

1. In the **Recently Used** area, enter the full pathname of a file that does not exist and press Enter.
2. As the file does not exist, the **File not Found dialog box** opens. It asks you if you want to create a new document using this filename. Click on **YES**. A new project is created.

---

**If you specify a filename without a folder location, the application automatically searches (or creates if you specify a project) the file in the default "Open" folder (this is the location you specify the last time you used the Open dialog box).**

---

## Manage favorite files

If you have **favorite documents** (media files or projects) or folders, you can add them to a "Favorite List" to retrieve them faster. You can also easily manage this list.

### Add a Document to the Favorite List

1. Select an opened document window.
2. Choose **Favorites/Add to Favorites**. In the area "**Name**" displays the name of the document as it will appear in the Favorite List. You can change the name and click **OK**.

### Add a Folder to the Favorite List

1. Open a **New Explorer** window and select the desired folder (**Ctrl+E**).
2. Choose **Favorites/Add to Favorites**. In the area "**Name**" displays the name of the document as it will appear in the Favorite List. You can change the name and click **OK**.

### Open an Item from the Favorite List

1. Open the **Favorites** menu.
2. Choose the desired item to open it. If the item is a file, a document window opens. If the item is a folder, an Axialis Explorer window opens.

### Modify the Favorite List

1. Choose **Modify/Favorites**.
2. The **Favorite List** contents displays. You must select the document you want to change or remove from the list.
3. If you want to change the name of the selected document (you will change the name that appears in the list, not the filename on disk) click the **Rename** button.
4. If you want to remove the selected document from the list (you will NOT delete the file or folder on the disk) click the **Remove** button.

## Paste an image as a new document

If an image is present in the Clipboard, you can paste it in the application and create a new Image document window.

## Paste an image as a new document

1. Select an image item in the application (Librarian, Explorer, opened image document – with or without selection) and choose **Edit Copy**.
2. You can also copy an image from an external application.
3. Choose Edit/Paste as a new image.
4. A new document is created. The image is displayed in a new "ImageN" window.
5. Choose **File/Save As** from the edit window or **File/Add to librarian**. You can save the image as a JPEG, PNG, BMP or PSD format or add it to the Librarian (F3).

---

**This command will permit you to easily add new image files to the application. Each time you select this command you create a new document window.**

---

## Desktop Reorganization

The application features a **dynamic** system to **ergonomically reorganize** the application Desktop area. With this system, document windows are tiled and grouped by type. Desktop is divided in 2 parts: Explorer and Search Result windows in one part, Media Document windows in the other part. It can be automatic or manual.

### Reorganize Desktop at any Time

1. Choose Windows/Reorganize Desktop or press F12.
2. You can also click on the **Display** button on the main toolbar.

---

**This feature is useful only if you don't choose an automatic reorganisation option (see below).**

---

### Toggle Automatic Desktop Reorganization

If this option is enabled, a Desktop Reorganization is performed each time you open, close, reduce or restore a window

1. Choose Window/Automatic Reorganization.

### Change Reorganisation mode

1. Choose **Windows/Full Window Reorganization** if you want the application to display each document window using all the available space.
2. Choose **Windows/Tile Reorganization** if you want the application organize the windows using an ergonomic tile scheme.

---

You can switch from one win to another using **Ctrl+F6** or **Shift+Ctrl+F6**.

---

## Acquire a new image from a Twain device

If you have a Twain compatible scanner, video capture card or numeric camera, you can acquire and create a new image document from within the application.

### Acquire an image from a Twain device

1. If you have several capture devices, select the desired device using the **File/Select Source** command then click OK.
2. Choose **File/Acquire** to open the Twain interface.

---

Each time you acquire an image a new document window is created.

---

## Uninstall or repair the application

### Uninstall the application

This procedure removes all the application files (program, samples, temporary files) and cleans the Windows® registry.

1. Open **Start** menu in the Windows® task bar, choose **Control Panel**. Double-click on the **Add or Remove Programs** icon. In the list, choose "**Axialis IconWorkshop™**" and click **Change/Remove**. The Axialis Setup window opens.  
or
1. Open **Start** menu in the Windows® task bar, choose **All Programs >**. Select "**Axialis Software**". In the sub-menu, choose "**Uninstall or repair Axialis IconWorkshop™**". The Axialis Setup window opens.
2. Select "**Uninstall Application**" then click **Next**. Follow the instructions.

---

If you have added new files in the librarian, Uninstall DOES NOT remove them. Please delete them manually.

---

## Repair the application files

If you experience technical issues with the application, some files may be corrupted. In such a case, try to repair the installed files. This procedure keeps your settings. It just restores the program and the help files. To perform this operation, the original setup file must be present on your hard disk.

1. Open **Start** menu in the Windows® task bar, choose **Control Panel**. Double-click on the **Add or Remove Programs** icon. In the list, choose "**Axialis IconWorkshop™**" and click **Change/Remove**. The Axialis Setup window opens.

or

1. Open **Start** menu in the Windows® task bar, choose **All Programs >**. Select "**Axialis Software**". In the sub-menu, choose "**Uninstall or repair Axialis IconWorkshop™**". The Axialis Setup window opens.
2. Select "**Repair Installation**" then click **Next**. Setup will try to launch the installation file at the original location. If the program is not present or elsewhere, please specify the right location using the opened dialog box.
3. The repair procedure starts. When completed, a final message is displayed. Click **Finish**.

---

**If you upgraded online since your original installation, you need to upgrade again. The repair process resets your program version.**

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# 15

## Registering, Upgrading, Online features

### Downloading Object Packs from Internet

On a regular basis, new image object packs will be available for download on our website. Packs are free but some of them are reserved to registered customers. Additionally, third-party authors may propose their own object packs (additional fees may be required). Links to selected object packs will also be added to our download page.

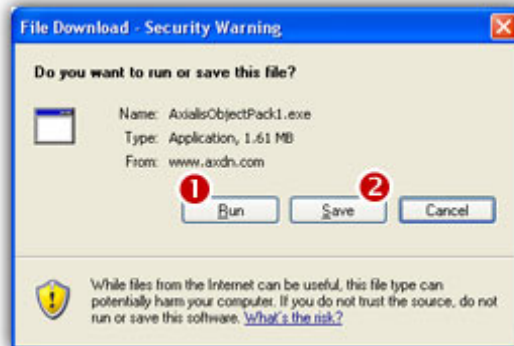
### Download Object Packs from your Web Browser

This is a standard way to proceed. The procedure may differ slightly depending on your web browser type and version. The procedure below is based on Microsoft® Internet Explorer® 6.0:

1. Launch Internet Explorer®. In the Address bar, type the following address:  
"http://www.axialis.com/objects".
2. The web page opens: "**Download Image Object Packs**". We recommend you to read the License Agreement before downloading packs.



- When you're interested by an object pack, read the quick description (1). Take a look at the popularity and user rating. Once downloaded and tested you'll be also able to vote for it just by clicking on the **Rating Stars** (1). To get more information about the pack, click "**Read More**" button.
- Click the "**Download Now**" button (2). If the file is in "**FREE ACCESS**", the download process starts immediately. Otherwise, the file is marked "**REGISTERED USERS**" and you need to enter your **Genuine Axialis Product Key** to download the file.
- The file to download is an executable file (EXE) so you may be prompted by Windows® or any other antivirus application to confirm the download and execution of the file.



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**Installing packages downloaded from Internet is potentially dangerous.** Install packages that you download on Internet may contain viruses. However your security is our priority and all our files are periodically tested against all known viruses. Also, if you have an antivirus software, the file will be automatically checked before it is launched.

---

- If you want to launch the installation of the pack without saving the file on your disk, click "**Run**" (1). In such a case, the file downloads and the installation starts automatically. If you want to save a copy of the install pack to your disk, click "**Save**" (1). The file will be saved to a folder of your choice. When finished, you'll have to explore this folder later to launch the installation manually.
- The installation starts in a separate window similar to this:




Click **Next** to go the 2nd screen. You must read carefully the **license agreement** and accept it before going further. This is very important to understand the way you can use the objects. Click **"Yes, I agree all the terms"** and click **Next**.

8. The files are copied on your computer. The target location is the **"Axialis Librarian\Objects"** folder (usually located in the "My Documents") folder. This folder is easy accessible from all Axialis products in the built-in Librarian window. To get more information about the Librarian, see this topic: [Working With The Axialis Librarian](#)
9. When finished, the associated Axialis application is launched or activated automatically (here Axialis IconWorkshop™) and the built-in Librarian is opened. The new object pack folder is automatically selected.

**You're done.** Now enjoy the new objects and be creative!

## Download Object Packs from the Axialis Application

This is a faster way to proceed. The procedure is very similar but the website is access from within the application.

1. Launch **IconWorkshop™** (or any compatible Axialis Application).
2. Choose **Librarian/Download Object Packs (Internet)** or click the associated button: . The "<http://www.axialis.com/objects>" page opens in a document window inside the application. Just follow the procedure as specified above.
3. The new objects are installed and the folder is automatically selected.

## Online Registration using Internet

### Why Register?

Join the family of registered Axialis Software customers by registering your program. The online registration is NOT a purchase procedure. Registration can be completed in just a few seconds using Internet. **Your personal information be kept strictly confidential and not given or sold to anyone.**

If you register, you'll get the following benefits:

- LIFETIME FREE UPGRADES for the REST OF YOUR LIFE! Incredible but TRUE! Never pay again for future versions (for registered customers and using Internet online update only).
- Receive up-to-the-minute notices about new products and offers from Axialis Software.
- Free technical support (using Internet email only).

### To Register Online Using Internet

1. Choose the command **?/Online Registration**.
2. A dialog box opens. Read general info then click **Register Now**.
3. A second "Online Registration Using Internet" dialog box opens:

**Your Personal Login Data:** To register, you must specify yourself as a customer. If this is the first time you register using this online system, choose "New Customer". Otherwise, specify your personal login data.

- Check the "**I'm a New customer (or I don't have a Username)**" option if you've never registered an Axialis Product using this online registration system. Choose this option only if you don't have an Axialis Customer username/password logon data. Otherwise, choose the other option "**I Already Have a Username**".
- Check the "**I already have a Username**" option if you've already registered an Axialis Product using this online registration system. Choose this option only if you have an Axialis Customer username/password logon data. Otherwise, choose the other option "**I'm a New Customer**".

---

**If you've registered another Axialis program using this new registration system (such as AX-CDPlayer, Screen Saver Producer) you should already have an Axialis Username**

---

4. If you're a New Customer:

A personal account will be created with your personal info (name, email, address, country, username, password, hint question...). A "**New Customer**" dialog box opens:

- **Name** - Specify your Name here. This is not a username but your Real Name. Ex: "John Smith".
- **Email** - Specify here your personal e-mail address. This address is important. It will be used to send you information about new products, offers... Confirm this address in the **Confirm** field.
- **Address** - Specify here your personal address (street, city, state, zip...). This field is facultative.
- **Country** - Specify here your country.
- **Language** - Specify here your preferred language. This field is facultative.
- **Username** - Specify here your desired Username. As a new customer you must specify a new username. If the username you specified already exists, you will be asked to choose a different one. This field is not case sensitive and must contain at least 6 characters. This field is very important: it must be easy to remember, but not too easy! It's not recommended to specify spaces in your username.
- **Password** - Specify here your Password. As a new customer you must specify a new password. This field is not case sensitive and must contain at least 6 characters. This field is very important: it must be easy to remember, but not too easy! It's not recommended to specify spaces in your password. Confirm this password in the **Confirm** field. This confirmation is useful to avoid errors.
- **Question** - Specify here your password Hint Question. If you have lost your password, you'll be able to retrieve it using this question. In such a case, your personal hint question will be asked to you. If your answer is correct (if it matches your hint answer) then your password will be given to you. Specify a personal question only. Ex: "What's the last name of your neighbor?"
- **Answer** - Specify here your password Hint Answer. If you have lost your password, you'll be able to retrieve it using this answer. In such a case, your personal hint question will be asked to you. If your answer is correct (if it matches this hint answer) then your password will be given to you. Specify short answer that must not be too easy for

other people. This field is not case sensitive. It's not recommended to specify spaces in your answer.

---

**Your personal information will be kept strictly confidential and will never be sold or given to any third company.**

---

5. If you already have a Username:

- Specify in the **Username** area, your personal Axialis Customer Username. If you're already an Axialis customer (if you already have registered a program using this new online registration system, not the old one), you should have a personal Username. The username is not case sensitive.
  - Specify in the **Password** area your personal Axialis Customer Password. If you're already an Axialis customer (if you already have registered a program using this new online registration system, not the old one), you should have a personal Password. The password is not case sensitive.
- 

**If you have lost your password click on the **Lost Password** button. A Web page will open and your personal hint question will be asked to you. If your answer is correct, your password is displayed. You specify the hint question and answer when you create your customer account (new customer).**

---

6. When done, click on the **Next** button. A fourth "**Online Registration Using Internet**" dialog box opens.

- In the "**The Product You purchased**" area, provide information about the product you purchased..
  - In the "**Product Key**" area, specify the Product Key you received after your purchase. The product key has been sent to you when you purchased the product or received an upgrade. It has the following format: 12345678-12345-12345-12345-12345. In this edit zone, you find a copy of the key you specified when you installed the program. We recommend you to leave it as is.
  - In the "**Where did you purchase Axialis IconWorkshop™**" enter the name of the reseller (or Web site) where you purchased the program. Please specify also the date and the order number (if possible).
- 

**A correct information is required to register. If you don't specify this info, your registration will be rejected.**

---

7. When done, click on the **Next** button. A five "**Online Registration Using Internet**" dialog box opens:

**Ready to Register:** You are about to send your registration information. You must be connected to Internet before proceeding. If you are not connected to Internet, please connect now. If you're connected to Internet through a proxy/firewall server, fill the proxy related fields.

If you' using a modem, check that you're connected to Internet. If you're connected to Internet without a Firewall, click **Register Now**. If you use a Firewall, check the **Connected to Internet using a Proxy/Firewall** box and fill the following fields:

- **Address & Port** - Specify here the HTTP Proxy address and port number (usually 80).
  - **Proxy authentication is required** - If this box is checked, the application will send an authentication message to the proxy server when connecting to Internet. Check this option only if your server requires authentication then fill the following fields:
  - **Login & Password** - Specify here the Proxy Authentication Login & Password.
8. Click the **Register Now** button. The last dialog box opens showing the registration progress.
  9. Congratulations! You're registered.

## To Access your Customer Account

We recommend you to log into your customer account [here](#) to check that your registration has been successfully completed. You need your username and password to access your account.

## Upgrade the application using Internet

This is an update system which is reserved to registered users only. It is part of **Axialis Lifetime License**. It works through Internet to automatically upgrade your application to the latest release.

**It's FREE and for LIFE!** Pay once and get all new versions for using Online Update.

## Upgrade your Application Online Using Internet

1. Choose the command `?/Free Online Update`.
2. A **"Online Update"** dialog box opens. Axialis Online Update will check our server for a new version and download a patch if necessary. To upgrade your application online, you must be a registered user of this application. customer Username and Password:
  - It requires authentication then specify your **Axialis Customer Username** and **Password**. If you're already an Axialis customer (if you already have registered a program using this new online registration system, not the old one), you should have a personal Username and Password. Username and Password are NOT case sensitive.
  - **If you have lost your password**, click the **"Oops! I've lost my password..."** button. A Web page will open and your personal hint question will be asked to you. If your answer is correct, your password is displayed. You specify the hint question and answer when you create your customer account (new customer).
  - To Continue, click **Next**.

---

**We strongly recommend you to save and close all the opened screen saver project Windows® before proceeding (at the end of the download procedure, the application will be restarted).**

---

3. A **"Ready to Register"** dialog box opens. If you' using a modem, check that you're connected to Internet. If you're connected to Internet without a Firewall, click **Update Now**. If you use

a Firewall, check the **Connected to Internet using a Proxy/Firewall** box and fill the following fields:

4. In the **HTTP Settings** group specify:

- **Address & Port** - Specify here the HTTP Proxy address and port number (usually 80).
- **Proxy authentication is required** - If this box is checked, the application will send an authentication message to the proxy server when connecting to Internet. Check this option only if your server requires authentication then fill the **Login & Password** fields below.

5. In the **FTP Settings** group specify:

- **Firewall Type** - Specify here the FTP Firewall Authentication type you use. We support the following types:
  - . SITE hostname
  - . USER after logon
  - . Proxy OPEN
  - . Transparent
  - . USER with no logon
  - . USER FireID@Remotehost
  - . USER RemoteID@remoteHost fire ID
  - . USER remotelD@fireID@remoteHost
- **Address & Port** - Specify here the FTP Proxy address and port number (usually 80).
- **Login & Password** - Specify here the Proxy Authentication Login & Password.

6. Click the **Update Now** button. The last dialog box opens showing the download progress.

---

**If a new version is available, a patch is downloaded and the application is restarted to be upgraded.**

---

## Online Customer Service on Internet

The customer services are available to registered Axialis customers only. Once you've purchased an Axialis product we strongly recommend you to **register online** using either the feature included in the program or using the online form.

### Accessing Customer Service from the Application

1. **Launch** the application.
2. Select Help/Customer Area.
3. The built-in Browser opens displaying the customer service page.

---

**IMPORTANT**

The application will access the Internet. This may result in an alert message from your **firewall program** (if any installed). You can configure your firewall to authorize the application to access to Internet. **Axialis applications DO NEVER access the Internet without informing you.** Also, our applications do not (and will never) contain **spyware** or **malicious code**.

---

## Accessing Customer Service from an Internet Browser

1. **Launch** your Internet Browser
2. Enter this URL in the address bar: <http://www.axialis.com/customer/>

## Contact Axialis Software Team

Due to recent SPAM growth, you cannot contact us by direct email anymore. We've created a contact page on our website. It includes various ways to contact us. The most convenient way is to use the **contact forms** accessible from this page. Using this form, we'll receive a message and the rest of the discussion will be made by email.

## Contacting us using an Internet Browser

1. **Launch** your Internet Browser
2. Enter this **URL** in the address bar: <http://www.axialis.com/contact/>. You can choose on of the following topic to contact us:
  - Ask a technical question about a program
  - Report a bug in a program
  - Suggest a new function in a program
  - Send feedback about this website
  - Ask questions about prices, site license
  - Get information about Axialis Software company
  - Send a Translation Proposal
  - Other

If you're a customer or have a purchase question, please check our [Customer FAQ](#) before contacting us.



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