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Context menus

The context menus allow quickly to display commands tied to a working situation.

- **The editor context menu**



Click on the picture to have Help

- **The color palette context menu**



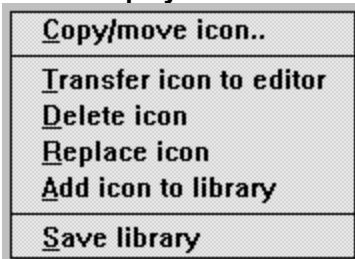
Click on the picture to have Help

- **The libraries lists context menu**



Click on the picture to have Help

- **The displayed icons in the library context menu**



Click on the picture to have Help

We must select one of these objects (Editor, Color palette, libraries list or editor area and click on the mouse right button to have these different options of context menu.

Copy/Move an icon

AX-ICON allows you to copy or move an icon in the same or other library. You should before choose the options in the dialog box "**Preferences**" and execute the operation.

- **Procedure**

- Copy/Move an icon**

1. Select the icon.
2. Select <File><Copy/Move an icon> or F8
The dialog box "**Copy/Move an icon**" opens
3. Put the icon position to copy or move.
4. Choose the library to copy or move.
5. Choose the operation "**Copy**" or "**Move**".



- Related topics**

-

AX-ICON and OLE

AX-ICON 1.1 is an OLE server (Object Linking and Embedding). You can incorporate objects (here icons) in documents from another applications (Write, Word for Windows, Excel ...).

When you install AX-ICON 1.0, the registration data base information is updated. The AX-ICON objects are referenced in this base with the name :

"Icon Axialis AX-ICON"

If you wish insert an icon in your documents, you will should select the name "Icon AXIALIS AX-ICON" in the OLE objects list.

■ **Procedures**

Insert an icon in a document

1. Open the document.
2. Move the mouse cursor where you are going to insert the object.
3. According to the applications, choose **<Edit <Insert an object>** or **<Insert> <Object>**
4. Choose "Icon Axialis AX-ICON".
5. AX-ICON opens.
6. Create a new icon or choose an icon in the library by double-click on.
7. The new icon or the selected icon in a library is in editor. Choose **<File><Exit and return this...>**.
The icon was inserted in your document.

Modify an existed icon in a document

1. Open the document.
2. Double-click on the icon.
3. AX-ICON opens and displays the icon in editor.
4. You can modify it.
5. Choose **<File> <Exit and return in ...>**.
The icon was modified in your document.

■ **Related topics**

■

Welcome to AX-ICON

AX-ICON is a powerful tool for users and professional of micro-computers.

AX-ICON is an icon library manager and editor for Windows 3.1 or Worksgroups. With its drawing tools, you can create simple or sophisticated icons. The AX-ICON editor allows to create vertical and horizontal dithering mode, try a drawn icon, capture an icon ...

You will create, delete icons and libraries, copy or move icons, make drag and drop from File Manager to Program Manager ...

For informations, please write or contact AXIALIS :

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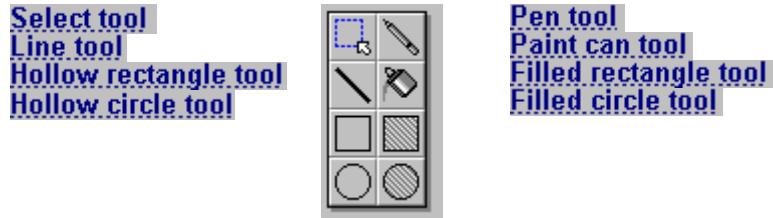
Tel : 33 . (1). 44 70 72 00
Fax : 33. (1). 44 70 00 19

You can also contact us at CompuServe : **100072,36**

Drawing tools

Drawing is done by first selecting one of the eight tools by clicking on it with the left mouse button.

Click on the picture to have help.



Moving/copying a portion of an icon without clipboard

AX-ICON uses drag and drop to move, to copy a portion of an icon without clipboard.

Procedure

1. Select with select tool a portion of an icon.
2. Put the mouse cursor in the selected area.

The mouse cursor changes to a moving cross



3. Drag and Drop to move the selected area.

-or-

Drag and Drop while pressing the **CTRL** key to copy the selection.

Remark : When you move or copy the selection, the origin area is filled with the color of right mouse button.

Select tool allows to select a portion of a editor contents to copy, cut or paste it. The mouse cursor changes to a cross. Put the cursor in the upper left corner of a portion to determinate and drag and drop on the lower right corner.

- **Related topics**

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Pen tool allows to draw. The mouse cursor changes to a pen.

When drawing, either mouse button may be used. Each mouse button has an associated color shown in the mouse color rectangles below the color palette. Select a color for each mouse button by clicking the button on the desired color in a restore default or personalized palette.

There are 16 pure colors, 32 dithered colors plus the special transparent and inverted colors.

To draw with a pen

1. Select the pen tool.
2. Click on the mouse button to paint pixels.
3. Release the mouse button.

Line tool draws straight line one, two or three pixels wide.

Line is drawn by pressing a mouse button at the desired starting point, dragging the mouse while holding the button down, and then releasing the mouse button at the desired ending point. When a figure tool is selected, the cursor in the editor contents will be a cross.

To draw a line

1. Select the line tool.
2. Press a mouse button at the desired start point (The line will be drawn in the color associated with the mouse button used).
3. Drag to the desired end point (During the drag a ghost line appears).
4. Release the mouse button.

Poor tool (pain can) allows changing the color of a contiguous area having the same color as the starting point. Other non-contiguous occurrences of the color are not change.

To fill an area

1. Select the poor tool.
2. Click a mouse button anywhere inside the area whose color must be changed.
The new color will be the color associated with the mouse button used.

Remark : You can make a vertical or horizontal dithering mode to draw your filled rectangle or circle. You should choose two colors in the restore default or personnalized palette and associated with the right and left mouse buttons.

If you click on the left mouse button, the horizontal/vertical dithering mode is done from the left color to the right color.

If you click on the right mouse button, the horizontal/vertical dithering mode is done from the right color to the left color.

Hollow rectangle tool is drawn one, two or three pixels thick and the inside of the rectangle is not altered.

To draw a hollow rectangle

1. Select the hollow rectangle tool.
2. Press a mouse button at the desired start point. The rectangle will be drawn in the color associated with the mouse button used.
3. Drag to the desired end point (During the drag a ghost rectangle appears).
4. Release the mouse button.

Filled rectangle tool is completely colored in the color of the mouse button used.

To draw a filled rectangle

1. Select the filled rectangle tool.
2. Press a mouse button at the desired start point. The rectangle will be drawn in the color associated with the mouse button used.
3. Drag to the desired end point (During the drag a ghost rectangle appears).
4. Release the mouse button.

Hollow circle tool is drawn one, two or three pixels thick and the inside of the circle is not altered.

To draw a hollow circle

See 1.

Filled circle tool is completely colored in the color of the mouse button used.

To draw a filled circle

See ▀

Create a new icon into the current library

This command empties the editor contents and creates a new icon into the current library.

- **Procedure**

1. Choose **<File><New icon>** or



The editor contents is empty and you can paint a new icon.

- **Related topics**

-
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Delete the selected icon

This command deletes definitely an icon in the current library.

- **Procedure**

1. Select the icon to delete.

2. Choose <File><Delete icon> or , and confirm.

- **Related topics**

-
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Replace the selected icon in a library with editor contents

You can replace the selected icon into the library by the editor contents.

- **Procedure**

1. Select the library and the icon to replace.
2. Double-click on this icon to load in the editor contents and modify it.
-or
Create or import a new icon.

3. Choose **<File><Replace icon>** or



The editor icon replaces automatically the selected icon into the current library.

- **Related topics**


-
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Add an icon in the library

If you create, import an icon or modify an existed icon , you can add it into the selected library.This new icon will place to the end of the library.

■ **Procedure**

1. Create a new icon, import or diplay an existed icon in the editor contents. (see ■).

2. Choose **<File><Add icon>** or .
This icon will add to the end of the selected library.

■ **Related topics**


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Create a new icon library

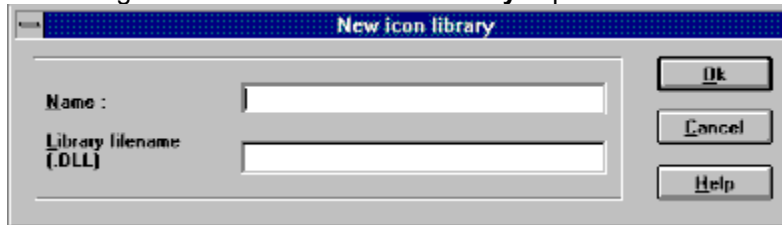
A new icon library is composed of a .DLL file and one or several icons. Each icon can be edited and used separately.

Remark : You can open an existing library. It will be converted to DLL format AX-ICON (Programs Portions perhaps deleted).

Procedure

1. Choose <File><New library> or 

The dialog box "Create a new icon library" opens.



Click on the picture to have help.

2. Enter the library name which will display in the list.
3. Enter the DLL filename.
4. Click <OK>
-or-
Select the button "**Browse**" to load an existing library.
5. Create new icons or import existed icons (see ¶ and ¶) and modify them (see ¶).
6. If you want to add them into the new library, you can choose one of these two cases :
 - a. You have created a new icon, choose <File><Add Icon>. The icon editor will add at the end of the library. (see ¶).
 - b. You have imported a DLL; .EXE or .ICO file which contains an icon. Choose the option "**Automatic insert into library**" of the command <Tools><Preferences>. The editor icon will add at the end of the library. If the import file contains one or several icons, you can select the button "**Import all icons**", all icons into the current library.

Related topics

- ¶
- ¶
- ¶
- ¶

Enter the library name which will display in the list.

Enter the DLL filename which will save on disk. The DLL extension is optional. AX-ICON will automatically add it.

Delete the selected library

You can delete the selected library . This operation does not eliminate the library on disk, but only its name in the list.

- **Procedure**

1. Select the library to delete.

2. Choose <File><Delete library> or  and confirm.

- **Related topics**

-
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Rename the selected library

This command allows to rename the library which finds in the list. The .DLL, EXE or .ICO filename associated with a library does not change on disk.

- **Procedure**

1. Select in the list, the library to rename.



2. Choose <File><Rename the selected library> or

The dialog box "**Rename library**" opens.

3. You must enter the new name library (50 cars max) in the edit zone

- **Related topics**

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Save the selected library

This command allows to save the selected library contents.

- **Procedure**

1. Modify the selected library.
2. Choose <File><Save library>.

- **Related topics**

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-
-

Import one or several icons in the current library

You can import one or several icons from a .EXE, .DLL or .ICO file.

Remark : When you choose **<File><Import icon>**, one or several icons are automatically added into the current library.


If the .DLL, .ICO or .EXE import file contains only an icon, you can choose the option **"Automatic insert into library "** in the command **<Tools><Preferences>** and the icon is loaded in the editor and will add at the end of the selected library.

If the .DLL, .ICO or .EXE import file contains one or several icons, you can choose the option **"Import all icons"** and all icons will add at the end of the selected library (the first icon is loaded ion the editor).

Warning

Windows icons have only 16 colors. If you create icons by mode 256 colors or plus, they are defined in the editor and saved in the libraries in 16 colors. Windows lays down the rule (16 colors palette).

Procedure

1. Choose **<File><Import one icon>** or  .
2. Choose in the dialog box **"Import one or several icons "** the selected .DLL, .EXE ou .ICO filemane and **<OK>**. The library icons displays and AX-Icon displays the icons number in the library.
3. Select one icon and **<OK>**. AX-Icônes loads automatically the icon in editor.

-or-

You can import one or several icons in the selected library, see bellow.

Add one or several icons into the current library after import

1. If the option **"Automatic insert into library "** is activated and if the import file only contains an icon, the icon will add into the current library.
If the import file contains icons, the button **"Import all icons"** will be you proposed.
One or several icons will add at the end of current library (the first ico is loaded in the editor).

Related topics

Export the selected icon to an .ICO file

You can create your own .ICO file by exporting the icon which finds in the editor contents.

Warning

This file will only contain an icon.

▪ **Procedure**

1. Draw or import an icon.



2. Choose **<File><Export icon >** or

3. The dialog box **"Export icon"** opens. Enter the .ICO file and **<OK>**.

▪ **Related topics**

▪

Capture a portion of a screen to generate an icon

You can capture a portion of a screen and turn it into an icon 32x32 pixels.

When you choose **<Edit> <Icon capture>**, AX-ICON disappears and the mouse cursor changes to a camera. Move the cursor on a portion of a screen to capture and click on the left mouse button. The selected image displays in the editor contents.

A captured portion of a screen will not have any transparent areas, even if you capturing an image of another icon that was drawn with transparency.

Warning

Windows icons have only 16 colors. If you create icons by mode 256 colors or plus, they are defined in the editor contents and save in the libraries in 16 colors. Windows lays down the rule (16 colors palette).

Procedure

1. Choose **<Edit><Icon capture>**
2. AX-ICON disappears. The mouse cursor changes to a camera.
Select a portion of a screen and click on the left mouse button.
3. The selected image displays in the editor contents.
4. You can modify this icon, create your own .ICO file or add into the selected library.

Restore default color palette

AX-ICON proposes you the default 48 colors palette (16 pure colors, 32 dithered colors plus transparent and inverted colors). It's possible to personalize this palette by creating your own colors with RVB percentage or standard Windows 3.1 dialog box.

- **Procedure**

1. Select the color in palette.
2. Double-click on it. The Windows standard dialog box "Colors" opens.
3. Modify your color.
4. If you want to add the personalized color, click on the button "**Add color**". It will add in personalized color palette and replace the selected color in default color palette.

Warning

AX-ICON will automatically save the personalized color palette. However, if you click on <Tools> <Default color palette>, a message will display that this option will erase your personalized color palette. Confirm or not confirm.

- **Related topics**

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The transparent and inverted buttons

Each pixels of icons can have transparent and inverted attributes. If transparent, the color displayed for the icon pixels is the color of the screen over which the icon is written. This capability enables icons to appear in shapes other than rectangles.

Inverted transparency displays the inverted color of the background over which it is written. Outlining an icon in inverse assures that its edges will always stand out against any color background.

If you choose the transparent color, AX-ICON will display the pattern that you will have chosen in the command **<Tools><Preferences>** associated with pale green color.

- Closed dots**
- Hatched**
- Spaced dot**
- Solid**

If you choose the inverted button, AX-ICON will display the pattern that you will have chosen (see top) associated with dark green color (inverse transparent color).

Remark : When you try icon, you can see the transparent and inverted areas (These areas will invert the colors on which you will make drag icon).

Customize the way AX-ICON works

You can personalize AX-ICON by changing editor parameters or import options.

Choose the transparent and inverted color pattern

- **Closed dots**
- **Hatched**
- **Spaced dot**
- **Solid**

Choose import options

▪ **Automatic insert into library**

▪ **Transform black and white icons to color**

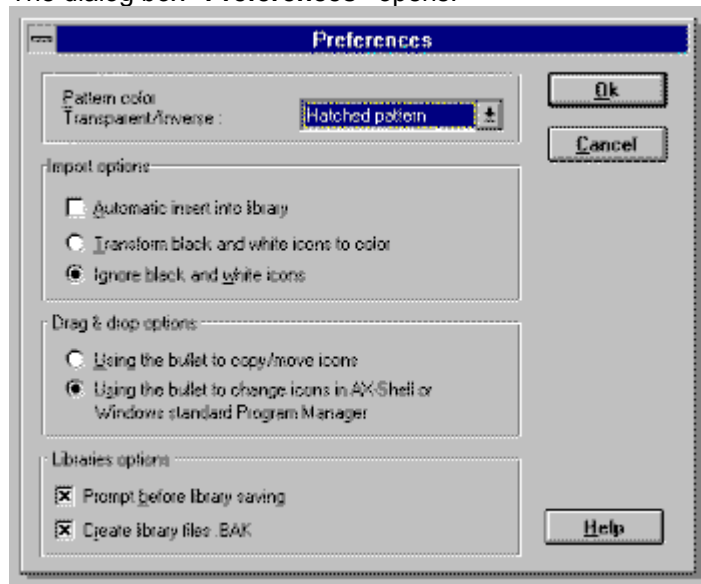
▪ **Ignore black and white icons**

▪ **Valid before library saving**

▪ **Create library files .BAK**

Procedure


1. Choose **<Tools><Preferences>**
The dialog box "**Preferences**" opens.



Click on the picture to have help.

The selected icon is marked black and a black bullet is located on its bottom right corner.

- **Move an icon**

You must put the mouse pointer on the bullet, the cursor changes , then use Drag and Drop to move the icon to the new location. During moving, the cursor is




- **Copy an icon**

You must put the mouse pointer on the bullet, press a **CTRL** key. The cursor changes , then use Drag and Drop to copy the icon to the new location. During copying, the cursor is




- **Modify icons**

To modify the icons in AX-SHELL or in the Progman, you must put the mouse pointer on the center of icon, then use Drag and Drop to the application to change its icon. See 


The selected icon is marked black and a black bullet is located on its bottom right corner..

- **Move an icon**

To move an icon, you must put the mouse pointer on the center of icon, the cursor changes to , then use Drag and Drop to move the icon to the new location. During moving, the cursor is


-

- **Copy an icon**

To copy an icon, you must put the mouse pointer on the center of icon, press a **CTRL** key. the cursor changes to , then use Drag and Drop to copy the icon to the new location. During copying, the cursor is

-

- **Modify icons**

To modify the icons in AX-SHELL or in the Progman, you must put the mouse pointer on its bottom right corner (bullet) then use Drag and Drop to the application to change its icon. See 

Choose in the list, the transparent and inverted color pattern in the editor.

After the importation, the icon will automatically add at the end of the library.

Remark : If the .DLL, .ICO or .EXE import file contains only an icon, you can choose the option **"Automatic insert into library "** in the command <Tools><Preferences> , the icon is loaded in the editor contents and will add at the end of the selected library.

If the .DLL, .ICO or .EXE import file contains several icons, you can choose the option **"Import all icons"** and all icons will add in the selected library.

Transforms black and white icons to color when you import a.DLL, .ICO or .EXE file.

Ignores black and white icon when you import .DLL, .ICO ou .EXE file.

Displays a valid message before library saving.

Creates library files .BAK after modification.

Try icon

This command allows to try the drawn icon in the editor. AX-ICON will place at the bottom of the screen and will be presented by this icon. You can deplace it to test the differents colors.

- **Procedure**

1. Draw a new icon, choose an icon or import an icon.

2. Choose **<Tools><Try icon>**.

AX-ICON places at the bottom of a screen. it is presented by the icon editor. You can deplace it to test the differents colors.

Tip

It is enough to click in the 32x32 pixels icon to try it

AX-ICON Version 1.1

Icon library manager and editor for Windows

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AXIALIS, productivity tools for your PC.

File menu commands

File	
New icon	
<u>D</u> elete icon ...	Suppr
<u>R</u> eplace icon ...	F2
<u>A</u> dd icon	Inser
<u>C</u> opy/move icon..	F8
<u>N</u> ew library ...	Alt+Inser
<u>D</u> elete library ...	Alt+Suppr
<u>R</u> ename library ...	F4
<u>S</u> ave library ...	F3
<u>I</u> mport icon ...	F11
<u>E</u> xport icon ...	F12
<u>E</u> xit AX-ICON	Alt+F4

Click on the picture to have help.

▀ Related topics

- ▀
- ▀
- ▀

Delete the selected icon into the current library.

Warning

Deleting icons into the library can induce problems in Program Manager of Windows. (see#).

Allow to exit AX-ICON in you asking confirmation.

Edit menu commands

Edit	
U ndo	Ctrl+Z
C <u>u</u> t	Ctrl+X
C <u>o</u> py	Ctrl+C
P <u>a</u> ste	Ctrl+V
E <u>r</u> ase	Ctrl+D
Swap <u>v</u> ertically	Ctrl+W
Swap <u>h</u> orizontally	Ctrl+H
In <u>v</u> ert colors	Ctrl+I
<u>I</u> con capture	F9
R <u>o</u> tate the icon at 90°	Ctrl+R

Click on the picture to have help.

- **Related topics**

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Cancel the last operation in the editor contents.

Cut a selected portion of an icon in the clipboard
(see ▣).

Copy a selected portion of an icon in the clipboard.
(see #).

Paste the clipboard contents in the editor.
(see #).

Erase the selected portion oo a sreen.

Capture an image 32x32 pixels
(see ▣)

Rotates to 90° of an icon.

Inverse the colors in the selected area icon.

Swap vertically the portion of the icon.

Swap horizontally the portion of the icon.

Tools menu commands

Tools	
Default color palette...	F5
Modify selected color..	
Test icon	F7
Preferences...	F6

Click on the picture to have help.

Related topics

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Launch the dialog standard box Colors of Windows.

▪ **Related topics**

▪

Help menu commands

H elp	
I ndex	F1
H ow to use Help ...	Alt+F1
A bout AX-ICON ...	
O rders form ...	
S HAREWARE Registering ...	

Click on the picture to have help.

▪ **Related topics**

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Displays the order form

Enter the registering number to have a complete version of AX-ICON

Displays Copyright, the authors, free memory and resources.

Index command

Display help Index help of AX-ICON.

▪

Related topics

[How to use Help](#)

How to use Help

Launch standard Windows help. Pushes F1 to display this topic.

- **Related topics**
 - [Index Command](#)

Tools bar

Tools bar allows to access quickly AX-ICON commands most frequently running . A simple click creates a new icon into the current library, deletes, replaces the selected icon with editor contents, creates, deletes the selected library...



Buttons tools bar

Click on



Exit

New icon

Delete icon

Replace icon

Add icon

New library

Delete library

Rename library

Undo

Cut

Copy

Paste

Reverse horizontally

Reverse vertically

Solid color

Vertical dithering mode

Horizontal dithering mode

Fine line thickness

Medium line thickness

Large line thickness

Grid

Import icon

Export icon

Infos

Exit of AX-ICON

Create a new icon into the current library.

Delete the selected icon.

Replace the selected icon by the editor contents in the library.

Add a new icon with the editor contents in the library.

Create a new icon library.

Delete the selected library.

Rename the selected library.

Undo the last editor operation.

Cut the selected portion of icon in the clipboard.

Copy the selected portion of icon.

Paste the clipboard contents in editor.

Reverse horizontally the selected area..

Reverse vertically the selected area.

Choose the solid color mode.

Choose the vertical dithering mode.

Choose the horizontal dithering mode.

File line thickness one pixel.

Medium line thickness two pixels.

Large line thickness three pixels.

Display or not the grid in the editor.

Import one or several icon into the current library.

Export the editor icon in an .ICO file.



Help

AX-ICON help.

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Related topics

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 **Tips****Display an icon in the editor contents.**

1. Select the library.
2. Choose an icon, then ENTER or double-click on icon.
The icon will automatically place in the editor contents.

Add the editor icon in the selected library

1. Draw, import an icon or double-click on an existed icon into the library. The icon will place in the editor contents.
2. Push on **INSER** or **¶**.

The editor icon will add to the end of the current library.

Remark : In the status bar will always display the date, time and the selected library icons numbers.

Copy, cut, and paste a portion of an icon or an icon

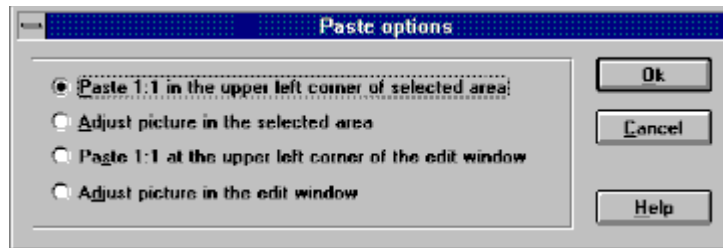
The cut/copy/paste functions used to communicate with others Windows applications.

Warning

An icon is composed of two bitmaps (one bitmap manages 16 colors and the other manages inverted and transparent colors. While the clipboard can only manage one bitmap, AX-ICON has chosen to keep the color bitmap. The inverted and transparent colors are dithered. The inverted color is white and the transparent is back.

Move a portion of an icon or an icon

1. Select a portion of an icon or an icon with select tool.
2. Choose **<Edit><Cut>** or **■**
3. Select an area with select tool.
4. Choose **<Edit><Paste>** or **■**
The dialog box "**Paste Options**" opens.



Click on the following picture to have help.

5. Click **<OK>**.

Copy a portion of an icon or an icon

1. Select a portion of an icon or an icon with select tool.
2. Choose **<Edit><Copy>** or **■**
3. Select an area with select tool.
4. Choose **<Edit><Paste>** or **■**
The dialog box "**Paste options**" opens

(see **■**).

5. Click **<OK>**

■ Related topics

■

This option is only active if you have a selected area. The portion of an icon or an icon cutted or copied will be pasted to scale 1:1 into the selected area.

This option is only active if you have a selected area. It allows to paste the portion of an icon or an icon cutted or copied by fitting it into the selected area.

This option is always active. It allows to paste the portion of an icon or an icon cutted or copied to scale 1:1 the upper left window.

This option is always active. It allows to paste the portion of an icon or an icon cuuted or copied by fitting it into full window.

Drag and drop from File Manager

You can use drag and drop to import icons.

- **Procedure**
 1. Select the library.
 2. Open the File Manger.
 3. Reorganize the AX-ICON and File Manager windows.
 4. Select .ICO, .DLL, .EXE import files in File Manager with **CTRL** or **SHIFT**.
 4. Drag and drop from the file Manager to the icons list.
AX-ICON automatically loads all icons into the current library.
- **Related topics**
 -
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Drag and drop to Program Manager

AX-ICON will allow you to modify a program icon in the Windows Program Manager.

- **Procedure**

1. Select the icon in the library.
2. Dragging the mouse while holding the button down.



3. Releasing the mouse button on the program icon in the Program Manager to modify. This program icon is modified.

- **Related topics**

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SHAREWARE Registering

AX-ICON is SHAREWARE. THIS IS NOT A FREE SOFTWARE.

You can copy, try and distribute on disks, BBS or CD-ROM the unregistered version. If you use it, you must register.

If you register AX-ICON, we send you a registering number. You can choose Registering in the **Help Menu** and enter this code.



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