

Action Scripting in IconBuilder Pro

Introduction

This file will help you understand the new scripting features in IconBuilder Pro and tailor them to your own production needs.

Manual Operation

Using Command-F to run the filter on a selected layer can save lots of time. Here's a quick example of how it can be used:

Create the first icon

- 1) Open a copy of IconBuilder Grid.psd and add icons to new layers. We suggest giving a name to each of the new layers.
- 2) Select the first layer that contains an icon and start IconBuilder using Filter > Iconfactory > IconBuilder Pro
- 3) Choose the platform and type for the icon. For example, select "Mac" and "All" from the pop-up menus.
- 4) Press the Clear button to reset the icon. If you are using Photoshop CS, the file name will be set to the layer name (if you are using Photoshop 7, the name will be "Untitled".)
- 5) Hold down the Option key and press QuickBuild to create all the icon resources.
- 6) Make sure that the Save Options has "Create unique file names" checked on. Then save the icon in a new folder.
- 7) Exit IconBuilder by pressing the Done button and return to Photoshop.

Create other icons

Now, comes the time-saving feature. To create icons from the other layers, follow these steps:

- 1) Select a new layer.
- 2) Press Command-F
- 3) There is no step 3!

Go look in the folder where you saved the first icon. You'll see a new icon which was created with the same settings as the first icon. If you are using Photoshop CS, the name of the new icon will be the same as the layer, otherwise its name will be

"Untitled" followed by a numeral.

The steps above can be repeated for each layer in the file.

Scripting Operation

IconBuilder Pro can also be scripted into standard Photoshop actions. There are several different approaches that can be used, so we'll cover them briefly here.

Save Settings

Client projects typically require icons to be delivered in a specific format. You may have one project that requires .icns files for a Cocoa application and another that requires .ICO files for a Windows application.

The scripting support in IconBuilder Pro allows you to capture these project settings in an action:

- 1) Create a new action. Use a name that will remind you which project it is for.
- 2) While recording the action, start the filter using Filter > Iconfactory > IconBuilder Pro
- 3) Select the settings you will need for the project. For example, "Windows" and "All" with an Adaptive palette.
- 4) Save a test file in a folder for the project icons. For example, set the folder to "Documents > ProjectX > For Approval" and set the name to "Test Icon.ico"
- 5) Press Done to exit IconBuilder.
- 6) Stop recording the action.

At this point, click on the arrow in front of "IconBuilder Pro" in your action. You'll see all the settings used to create the icon.

You can run this action any time you need to create a new icon for the project. Since the name of the folder is stored in the action (as "Save In Folder") the icon will automatically be saved there.

If you need to make changes to any of the settings, just double-click on "IconBuilder Pro" in the action and the dialog will be displayed and any changes you make will update the action. A common change to make is to select a new folder for saving the icons (from "For Approval" to "Final" for example.)

Complete Build

In some cases, you may want to build an entire suite of icons with a single click of a button. Here's a quick example of how to do this:

- 1) Create a new action and start recording.
- 2) Select a layer that contains an icon.
- 3) Start IconBuilder Pro (Command-Option-F).
- 4) Press Clear to reset the icon, followed by Option-QuickBuild to build all resources.
- 5) Open the Save Options and turn off "Create unique file name". This will cause the action to record the name of the file you select in the next step.
- 6) Save the file in a folder with a specific name.
- 7) Press Done to exit IconBuilder.
- 8) Select another layer and repeat from step 3.

After you have finished with all your layers, stop recording. You'll see that your action consists of a series of "Select layer" and "IconBuilder Pro" items. If you open the "IconBuilder Pro" items, you'll see the name of the file ("Save As") and the folder name ("Save In Folder") for each icon.

When you need to rebuild the suite of icons, you just need to start the action and all of the icon files will be regenerated in the specified folders using the Photoshop layers.

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