

IconBuilder Pro

Version 4.1 - October 2003

What's New?

This release contains the following new features:

Action (scripting) support for creating icons

IconBuilder Pro can now be scripted into a Photoshop action. This feature allows large projects to be automated and created with much less user interaction.

When you record IconBuilder as an action, it takes a snapshot of the current settings. The recorded settings will then be used to create an icon file when the script is run. The icon file name will be created according to the new save options mentioned below.

The IconBuilder Pro folder contains a short tutorial on scripting in the file "Action Scripting Help.rtf"

Command-F and Command-Option-F to run filter again

In addition to scripting, IconBuilder can also be re-run using Command-F. This will cause IconBuilder to create a new icon with the same settings as the last time it launched. No user interface will be displayed; the icon file name will be generated based on the save options mentioned below.

If you want to run the filter again with the same settings, and have the user interface displayed, use Command-Option-F to launch the filter. This keyboard shortcut is much quicker than selecting Filter > Iconfactory > IconBuilder 4.1 each time you build an icon.

The "Action Scripting Help.rtf" file in the IconBuilder Pro folder has some tips and step-by-step instructions for using this feature.

New Save Options

Two new save options were added. When the "Show warning dialogs" is unchecked, you will no longer be warned about saving icons with invalid resources. We recommend that this option be left on, but some advanced users will find this helpful.

Another option, "Create unique file names", was added to aid Command-F (running the filter again) and Action scripting. Enabling the option ensures that files will never be overwritten by IconBuilder. If the option is turned off, files will be overwritten if necessary.

When the unique file name option is enabled, a file name for the icon will be generated automatically. If you are using Photoshop CS, the name will be based on the current layer name. Earlier versions of Photoshop do not allow plug-ins to read the layer name, so "Untitled" will be used instead.

If the unique file name option is not enabled, and you are running an action, the file name recorded in the action will be used to create the icon file. Likewise, when Command-F is used, the name you last saved with will be reused and the file will be replaced.

Automatic conversion of 24-bit .ICO files

Previous versions of IconBuilder Pro have ignored 24-bit Windows icons. These icons were used prior to the new 32-bit icons in Windows XP. When you open this older file format, IconBuilder will automatically convert it to the newer 32-bit format and allow you to save or apply to a Photoshop layer.

Improved quality of Adaptive palette for 256 color Windows icon

The rendering of the Photoshop layer into a 256 color Windows icon was improved. When you select an Adaptive palette, the 256 color icon will have much smoother gradients and represent the 32-bit version much better.

Import folders with Open/Drop state

The import feature now recognizes the Open/Drop state. IconBuilder now fills in the grid properly when you import a folder that include resources for both the open and closed states.

Fixed a bug in Apply to Photoshop Layer

In version 4.0, if you had the Open Drop state of a Mac icon selected, you would see the Normal state after using Apply to Photoshop Layer. This bug has been fixed.

Fixed a bug with transparent layers

Previous versions of IconBuilder would create an icon with a blank data and mask resource if the Photoshop layer was completely transparent. The blank resource (normally 48x48) would cause display problems on the desktop. This version will not add the blank resource if the layer is completely transparent.

Fixed a bug generating the Adaptive palette

In some cases, the adaptive palette in previous versions of IconBuilder would not

include a black color cell. The black cell is required to display the icon correctly on Windows, and this version of IconBuilder makes sure that it is included.

Enhanced compatibility

Changes were made to the IconBuilder user interface that will make it more compatible with latest versions of Mac OS X and Photoshop CS (Panther 10.3 and Photoshop 8.0, respectively.)

The following features were added in version 4.0:

Support for icon states in Mac OS X 10.2 (Jaguar)

The latest release of Mac OS X has support for icon states (also called variants.) This can be seen when you drag an item over closed folder and it opens automatically. The "Open/Drop" state is displayed, showing the folder as if it were being opened.

This "Open/Drop" state can be used for folder icon, disks and applications. See the Tutorial for step-by-step instructions on how to create one these states.

Grid presets, icon template, and Photoshop actions

A combination of a new icon template, preset locations in the filter and Photoshop actions make filling out the icon's resources easier than ever.

Even if you are a long-time user of IconBuilder, please check out the new Tutorial to learn how these features can save you time and effort in creating icons.

The preview in the Aqua tab displays the 128x128 icon exactly like the dock

The preview now uses Quartz drawing routines. The scaled versions of the 128x128 icon in the preview now looks exactly like it does in the dock.

A new check for small icon resources when saving files

There is a bug in version 10.1 of Mac OS X which causes an icon to be displayed incorrectly if all of the small icon resources (in the Grid tab) are missing. IconBuilder will now warn you if you try to save an icon that does not contain these resources.

New options for saving files

You can now save an icon directly onto a folder. There is also an option to save the icon with a resource ID in a file.

Automatic color table for Windows icons

A new "Automatic" palette selection is available for Windows icons. This option automatically creates a color table for the 8-bit icon using the current colors of the Photoshop layer.

Mac OS X 10.2 (Jaguar) bug fixes

There were cases where saving changes to an icon would not be reflected immediately in the Finder. This is because the Finder was caching the icon data. IconBuilder has changed the way it saves the icon file to work around the Finder bug.

All new documentation

The Users Guide and Tutorial for IconBuilder have been completely rewritten.

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