



Icon To Bitmap Converter Ico2Bmp! 3.20

This help is written in english only. Ico2Bmp! is *multilingual* (see features). If you don't understand parts of this text, don't worry - just run Ico2Bmp! !

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Installation

This application does *not* need a particular installation.

Simply move `ICO2BMP!.EXE` and `ICO2BMP!.HLP` to a directory of your choice.

Additional Files

Besides a copy of `VBRUN200.DLL` there are no additional files required. (no VBXs or DLLs, e.g. for DragDrop).

If you already have acquired VisualBasic-programs, there is probably a `VBRUN200.DLL` in the `\WINDOWS\SYSTEM`-directory. If not, please put one into the `\WINDOWS\SYSTEM`-directory so that all VisualBasic(2.0)-programs can use it.

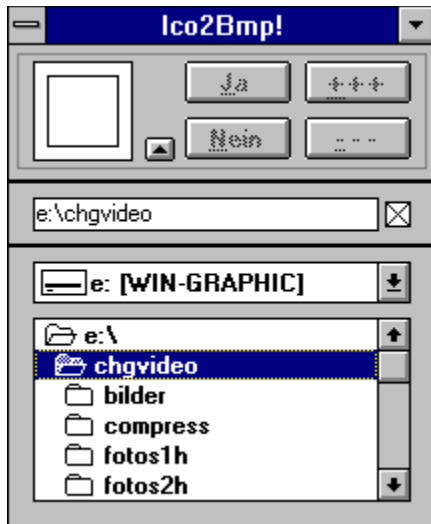
In case you have installed the file `CTL3D.DLL`, additional 3D-functions will be supported.

▶ `Ico2Bmp!` does *not* work as 'stand-alone'; **it needs a File-Manager**. This does not need to be the original Windows File-Manager - just *any*.

What Is What ?

Here is a visual explanation of all features...

Please use the mouse pointer to click onto the desired area or use the TAB-Key.



Icon Area

Here the dropped icon(s) is (are) shown until conversion is done. To alter the **background color** (icons can be transparent) click onto this area with the *left* or *right* mouse button. There are **16 colors** which will be cycled. To reset the icon area to the start-up color, click the *middle* mouse key (if available). The color you selected when you choose 'yes' or '+++' will be used to create the bitmap. Pressing **Ctrl+C** will copy the bitmap into the clipboard.

'Yes'

This switch will be labeled in *your* particular language.
If you choose it **one** icon will be converted into a bitmap.

'No'

This switch will be labeled in *your* particular language. If you choose it **one** (the shown one) icon will **not** be converted into a bitmap.

'All' [+++]

If you choose this switch **all dropped icons** or **all icons of an icon library** will be converted into bitmaps. This process will only stop if one (or more) of the bitmaps already exist(s) in the destination directory or all icons of a library are converted. (Unless you set the "NoOverwritePrompt=1" in the INI:)

'None' [- - -]

If you choose this switch **none** of the dropped icons or an icon library will be converted.

'Up-Down Switch'

With this switch you **extend the Ico2Bmp!-window** and you may select another destination directory than the icon's path. The same switch **'folds up' the window again**. If you choosed an optional directory the window is a little longer and the path is shown in the lower part.

The bitmap destination path will be stored in the INI.

If you **doubleclick this area** you can switch between your selected path and the Ico2Bmp!-default-path.

'Destination Path Name'

Here the **destination path of the new bitmap** is shown. Doubleclicking will set the path to the Ico2Bmp!-path and another doubleclick will switch back to the previously shown path. The bitmap destination path will be stored in the INI.

'Check Destination Path'

This check box **switches the destination path 'on' and 'off'**.

Additionally **drive- and path selection are dis-/enabled**.

If you choosed a destination path other than the icon path the destination path will still be shown after 'folding up' and can so be switched on and off again anytime.

The state of this check box will be stored in the INI.

'Drive'

Here you can set the **drive for the destination directory** of the converted bitmap(s).

'Path'

Here you can set the **path to the destination directory** of the converted bitmap(s).

Features Of Ico2Bmp!

This program converts icons into 256 color bitmaps.

Multi Language Option

This application is **multilingual** - it uses *your* Windows-language !!!
(This may be: english, german, french, spanish and all other languages of *your* Windows.)

For this purpose the following (Windows-) modules/libraries are needed:

- ▶ COMMDLG.DLL
- ▶ GDI.EXE
- ▶ KRNL386.EXE

- ▶ PROGMAN.EXE
- ▶ SHELL.DLL
- ▶ USER.EXE

If there is a piece of text missing somewhere, one (or more files) of the above is (are) not compatible with Windows 3.x files !
(In this case please contact the author.)

Selecting Icons from Icon-Files and Icon-Libraries

You select icons or/and Icon Libraries by **Drag'n'Drop** from *any file manager*. You may convert as many icons at one time as you want or need; just drop a file (or a selection of files) over Ico2Bmp!, drop it and let Ico2Bmp! work !

(You don't fill lists or so to be worked out 'later on'.) - That makes it really fast !!!

- ▶ **It is impossible to load icons besides by Drag'n'Drop !**

The bitmaps will have the same filename except their extensions ('.bmp' instead of '.ico'). Ico2Bmp! will not overwrite any bitmap(s) unless you definitely want it.

(Unless you set the "NoOverwritePrompt=1" in the ICO2BMP!.INI.)

Here the **multi language option** is most useful - no matter what language you use on your computer Ico2Bmp! knows and uses it when showing messages !

If you have extracted **icons from a DLL-, EXE- or ICL-file** the first (default icon) bitmap will get the extension '.bmp'. All following bitmaps are enumerated from '.002' to infinity '.999'.

In case you want to drop a number of files and do not want to convert libraries as well, you can make Ico2Bmp! 'blind' for those files with the **command**: `ICO2BMP! [.EXE] /NOLIBS`. You may as well set the 'NoLibExtract=1' *instead* in the INI-file. This makes Ico2Bmp! behave like prior versions.

Working with Ico2Bmp!

You can **approve/deny every single conversion** (even in multi-selections) or **allow/cancel all files at onces**. So you can use Ico2Bmp! **just for browsing** thru a couple of icons - simply click 'no' (in *your* language) so that this particular icon not converted. The 'cancel' button ('---': to cancel an entire selection) is only enabled with multi selections or with icon-libraries. If you use the cancel button, none of the dropped

icons or none of the icons in a library will be converted (= 'no' for all).

You need an icon as a **bitmap for help-files**? Then you should make use of the **multi backcolor choice** with *left and right mouse keys*. Just click onto the respectively loaded icon - the selected backcolor will then be used for creating the bitmap (matching the background of your help file). There are **16 colors** available. To set the color back to start-up push the *middle* mouse button (if available).

If you just want to see **your personal icon as a cursor**; drop it onto Ico2Bmp!, iconize Ico2Bmp! (or drag the icon onto the the iconized Ico2Bmp!), click on it with the *left* mouse key (and hold it) and move your 'sample cursor' like a new cursor over the screen (if you don't want to convert it then, don't forget to deny conversion afterwards!).

In case you want to process a bitmap in another application, you can **copy** the actually shown bitmap **into the Windows-clipboard** pressing Ctrl+C.

Writing LOG-Files

Converting a huge number of icons can cause confusion. You can simply avoid this by starting Ico2Bmp! with the **LOG-command**: `ICO2BMP! [.EXE] /LOG`. The LOG-file will be written into the path of Ico2Bmp!. It contains the number of converted icons, the number of dropped files, the number of valid dropped files, the full path of the new bitmap, time and date of conversion and an 'o' in case the file was overwritten.. Each Drag'n'Drop-event is collected in a group. So it's easy to make out what when and how happend.

You may also set the 'write_LOG=1' in the INI-file. The LOG-file will then be written for every conversion *without* using the above command. If you want to skip a session writing a LOG-file use the command: `ICO2BMP! [.EXE] /NOLOG`. The INI will *not* be affected!

▶ [Just click here to see a sample LOG-file.](#)

The ICO2BMP!.INI

This file is located in the **Windows-directory**. Since it contains as well the path of which Ico2Bmp! was started last time you will be able to make it out at any time!

[Ico2Bmp!]

AppPath= the path of ICOBMP!.EXE (updated when moved)
Position= the position of the Ico2Bmp!-window on the screen

[Bitmaps]

BmpPath= the path of the converted bitmaps
UseBmpPath= 1/0 for use/don't use the BmpPath
LastColor= 0 to 15

[LOGfile]

Write_LOG= 1/0 for write/don't write a LOG-file
LOG_Size= actual size of the LOG-file

[Comfort]

LastUsed= time and date of the last session
NoOverwritePrompt= 0/1 for ask/don't ask before overwriting an existing bitmap
NoExitPrompt= 0/1 for show/don't show a message box when leaving the

NoLibExtract= program
0/1 for recognize/don't recognize DLL-, EXE- and ICL-files

The green entries are not affected by the program. They may be set by you to **customize your program** (= read-only).

▶ To **ignore the actual INI-settings** you may use the **command** ICO2BMP! [.EXE] /RESET.

This is an example for a LOG-file (two drag-drop events):

The first event: icon #3 was the *fifth* file of eight in a drag-drop event (file #3 and #4 must have been of an invalid format). This shows that you can simply 'throw' *the whole contents of a directory* onto Ico2Bmp!. It accepts valid icons only.

The second event: a library (LIBRARY.EXE) was extracted. The icons #1, #2, #7, #9 and #18 out of the library-file were converted into bitmaps. #2, #9 and #18 were overwritten during the process.

The 'o's tick those files that were overwritten.

```
Ico2Bmp! [02/11/1995,00:03:11]
```

```
[02/11/1995,00:03:11]
```

```
[1|1/8] c:\temp\bitmaps\ico2bmp!\ SAMPLE1.BMP
[2|2/8] c:\temp\bitmaps\ico2bmp!\ SAMPLE2.BMP o
[3|5/8] c:\temp\bitmaps\ico2bmp!\ SAMPLE4.BMP
[4|6/8] c:\temp\bitmaps\ico2bmp!\ SAMPLE6.BMP o
[5|7/8] c:\temp\bitmaps\ico2bmp!\ SAMPLE8.BMP o
```

```
[03/26/1995,00:02:39]
```

```
[1|1/1] c:\temp\bitmaps\ico2bmp!\ LIBRARY.BMP
[2|1/1] c:\temp\bitmaps\ico2bmp!\ LIBRA002.BMP o
[3|1/1] c:\temp\bitmaps\ico2bmp!\ LIBRA007.BMP
[4|1/1] c:\temp\bitmaps\ico2bmp!\ LIBRA009.BMP o
[5|1/1] c:\temp\bitmaps\ico2bmp!\ LIBRA018.BMP o
```

Copyright

If you need **your personal Drag'n'Drop-Tool** in VisualBasic please contact me...
I will see how to manage your programming job.
(Source codes of those applications are optional.)

All rights are with the author.

The author

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GUARANTEE: If *any* error occurs, send a description and I will deliver a bugfixed version
as soon as possible !

P.S.: Please contact the author for *both* complaints *and* suggestions.

Copyright

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Registration

Use the PRINT-command to print out the [order form](#)

For a fast registration the **PIN** was developed. Just send the PIN (Personal Initialisation Number; shown on the registration window) to the below address and you will receive your registration number (**LIC**) which converts the shareware version of Ico2Bmp! into the full version (no restrictions any more!). This makes registration really as easy as can be.

Ico2Bmp! can be registered *ONLINE* with CompuServe.

Just **GO SWREG** and register **#4635**.

For **Ico2Bmp!** you can as well search with the keywords 'Ico2Bmp!', 'icon', 'bitmap', 'convert', 'VisualBasic', 'VB', 'ChG_Tool' or 'Tool'.

The registration fee (US\$ 15) will be added to your monthly CompuServe bill.

If you **GO SWREG** via CompuServe you will receive your LIC **within 24 hours** after the registration notification reached me - the fastest way ! (Please don't forget to specify the **PIN** !)

If you want to register **by mail**, just print and fill out the [order form](#) of the following page.

Mail to: **Christian Germelmann**
Am Glaskopf 26
35039 Marburg
Germany

SOFTWARE ORDER FORM
Icon To Bitmap Converter

Name _____

Address _____

City _____ State/Province _____ ZIP _____

Country _____ Phone _____

This **PIN** I found on the registration window _____

The following 'bugs' I found in the Shareware-Version ...

NUMBER OF COPIES _____

Amount enclosed \$ _____ U.S.
[US\$ 15 for each copy]

SIGNATURE _____

Christian Germelmann - Am Glaskopf 26 - 35039 Marburg - Germany

