

## Help Index

Select one of sections below by clicking on it with the left mouse button or by using the Tab key to move the highlight and pressing Enter. For information on how to use Help, press **F1** or choose Using Help from the 'Help' menu.

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## About *Icolib*

This 'Help' menu option displays a dialog box containing some information about the version number and author of *Icolib*.

After you have read the information contained in this window, you must close it before you can continue using *Icolib*.

You can close the **About Box** by clicking on the **OK** pushbutton, by pressing the **return** key on the keyboard, or by using the Control Close features provided by Windows.

## Control Close

The Control Close option of the Control Menu closes the active application window. If a dialog box is open and has a Control menu, choosing this command only closes the dialog box.



This is the Control Menu icon. Double-clicking this icon is the same as choosing Control Close.

If you are situated in the application's main window then closing this window is the same as choosing the Exit option under the 'Options' menu.

### Clicking Operation

The clicking operation is performed by moving the mouse cursor to the item to be clicked, pressing either the left or right mouse button briefly, and then releasing it without moving the cursor position.

Double clicking involves pressing and releasing the left mouse button twice in quick succession.

## Control Maximize

The Control Maximize option of the Control Menu enlarges the active window to fill the available screen space.



This is the Maximize icon which, if clicked, is the same as choosing Control Maximize.

You can restore a maximized window to its former size by using the Control Restore command.

## Control Menu



This is the Control Menu icon which contains various standard controls for manipulating the size, position and status of the application window.

Control Restore

Control Move

Control Size

Control Minimize

Control Maximize

Control Close

Control Switch-To

Title Bar

## Control Minimize

The Control Minimize option of the Control Menu reduces the active window to a small icon at the bottom of the screen.



This is the Minimize icon which, if clicked, is the same as choosing Control Minimize.


Minimizing is useful when you are running other applications at the same time as the current application and you wish to unclutter the screen.

This icon appears only on the Title bar of the main application window. It does not appear on any of the dialog box windows which, therefore cannot be minimized.

You can restore a minimized window to its former size by using the Control Restore command.

## Control Move

The Control Move option of the Control Menu allows you to move a window around the screen.

When this control is selected, it displays this four-headed arrow  as a cursor, which you can use to move the window about the screen. By using the keyboard arrow keys, you can manipulate the cursor and change the position of the window.

An easier method uses the mouse. Move the standard arrow cursor to within the Title bar of the window to be moved. Pressing the left mouse button while moving the cursor will cause the window to follow.

If a dialog box is open and has a Control menu, you can also use this command to move the dialog box.

If the window is maximized, this command is unavailable.



## Control Restore

The Control Restore option of the Control Menu restores the selected window to the size and location on the screen that it had before you chose either of the Control Maximize or the Control Minimize commands.




This is the Restore icon which, if clicked, is the same as choosing Control Restore.

Control Restore does not affect changes made to a window with the Control Move or Control Size commands.

## Control Size

The Control Size option of the Control Menu allows you to change the size of a window.

When this control is selected, it displays a four-headed arrow  as the cursor which you can then use to change the size of the currently selected window. By using the keyboard arrow keys, you can manipulate the cursor and change the size of the window.

An easier method uses the mouse. Move the standard arrow cursor to any edge or corner of the window to be resized. When you are in the correct position, the cursor will change to a double ended arrow. Pressing the left mouse button while moving the cursor will resize that edge or corner of the window.

If the window is maximized, this command is unavailable.

## Control Switch-To

The Control Switch-To option of the Control Menu opens a dialog box which lists all of the open applications.

Double clicking on the desktop area behind the displayed windows will have the same effect as choosing Control Switch-To.

The following pushbuttons are available within this dialog box.

### Switch To

This option activates the selected application. An application can also be selected by double clicking on its name in the list box.

### End Task

This option closes the selected application.

### Cancel

This option closes the Task List window and cancels the **Switch-To** dialog box.

### Cascade

This option sizes all open application windows so they overlap and each title bar is made visible.

### Tile

This option maximizes all open application windows and sizes them so that the upper-left portion of each window is visible.

### Arrange Icons

This option arranges the icons of all minimized applications across the bottom of the screen.

## Title Bar

The title bar is the area at the very top of the application window. This area usually contains the name of the application, although in the case of *Icolib*, it displays the filename of the currently open Icon Library and the number of icons in the library.

## Start/Stop Animation

If you wish to animate the displayed icons, you can do so by selecting this menu item. It is possible to *animate* the icons in any library, however, it is usually only effective with icon libraries which have been design specifically for animation. Many examples of animated icons have been included with this application. During animation, the menu item is changed to **Stop Animation**. Selecting this menu option now will stop any animation in progress. *Icolib* then redraws all the members of the currently displayed icon library.

While an animation is in progress, only the top left corner of the *Icolib* client area is used. The individual members of the icon library are not shown seperately.

*Icolib* does not provide a facility to animate icons which have been installed into the Windows Program Manager. There may be other products available which will achieve this non-trivial task, but *Icolib* will let you see what an animated icon would look like if it were on the desktop. I am not sure if this is a very useful facility, but I have provided it just in case someone can use it.

## Background Color

You can change the client area background color in order to see what effect it has on the icons being displayed. The perceived colors of an icon can be drastically altered by the background color.

When you select this menu option, a "Color" Common Dialog box will appear which gives you the ability to select a basic color provided by the system or to define a custom color of your choice. You need to have a file called **COMMDLG.DLL** in your Windows system directory. If you are running Windows version 3.1 or later, you already have this file, otherwise copy COMMDLG.DLL from the *Icolib* distribution disk.

## Clear Screen

This option provides the ability to clear the screen without loading another collection of icons. I am not sure if this is really usefull, but being easy to implement, I have included it.

## Icon Contributions

If anyone has icons which they wish to contribute to the collection, I am willing to accept them for inclusion into the next release of *Icolib*. Please try not to send duplicates of what is already contained in the current release. The only icons that I can handle at the moment are the ones which are in the standard 32x32 bit 16 color format. If you are on the Internet then you can send any contributions to **[steve@cc.monash.edu.au](mailto:steve@cc.monash.edu.au)**.



## Exit

This 'Options' menu option closes the *Icolib* window.



This is the Control Menu icon. Double-clicking this icon is the same as choosing the Exit menu option.

You can also use the Control Close menu option to close *Icolib*.

## 'Help' Menu

The **'Help' Menu** contains shortcuts into the help system for *Icolib*. It also includes access to the About Box which gives version and author details for *Icolib*. If this is the first time you have run this program Getting Started will provide hints on how to quickly start using *Icolib*.

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## *Icolib* Menu Index

The following menu items are available to the user. Press on the required menu item for more details of the selected menu.

### Control Menu



This is the Control Menu icon which contains various standard controls for manipulating the size, position and status of an application window.

- Control Restore
- Control Move
- Control Size
- Control Minimize
- Control Maximize
- Control Close
- Control Switch-To
- Title Bar

### 'Options' Menu

The '**Options**' menu provides the user with the ability to start and stop icon animations, load a new menu, change the client area background color, clear the screen of all icons, and to exit from the *Icolib* application. No file save facility is available under the '**Options**' menu, however, you can save an individual icon by clicking the left mouse button over the icon you wish to save.

- Start Animation
- New Menu
- Background Color
- Clear Screen
- Exit

### Icon Library Menus

The contents of the other menus depend on the specifications contained in the icolib.ini file which is modifiable by the user. These menu items allow the user to select from various categories of icon libraries.

### 'Help' Menu

The 'Help' Menu contains shortcuts into the help system for *Icolib*. It also includes access to the About Box which gives version and author details for *Icolib*. If this is the first time you have run this program Getting Started will provide hints on how to quickly start using *Icolib*.

- Index...
- Getting Started...
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## Help Using Help

This 'Help' menu option provides information on how to use the Windows help program.

This menu option is also available under the **Help** menu in the title bar of the Windows Help program.

## Icon Library Objectives

*Icolib* was written to help solve the problem of managing large collections of icons. The following objectives were considered important and have been met by this application.

### Ease of Access

- Group icons into logical categories so that a particular type of icon is easier to find.
- The Icon Libraries are very easy to display. Just select the required library through the menus, and the client area will display all the library icon members. This display can be resized, moved, or minimized, just like any other window. You can display several *Icolib* windows simultaneously by starting a new instance of the *Icolib* application for each library. Each instance of *Icolib* uses an additional 32k of memory.
- The access speed is also vastly improved by using *Icolib* because the icons are grouped together so there are less entries in the disk directory. The directory does not have to be accessed for each individual icon.
- These libraries can be easily expanded by either adding new categories, or by adding new (or improved) icons in existing categories. The user only needs to modify the [icolib.ini](#) file to add or delete categories, or to change icon filenames or menu descriptions. You can include EXE and DLL files in the *icolib.ini* file. An icon editor such as [Icon Manager](#) is required to create the actual icon library files. These programs are available as shareware from many sources.

### Save Disk Space

- By collecting many icons together into a single library, quite a lot of disk space can be saved. Each individual icon only uses 766 bytes, but if your disk cluster size is 4096 bytes, you waste 3330 bytes for each icon. If you are storing the 10,000+ icons in the collection supplied with *Icolib* as individual files, you would be wasting more than 33 Mbytes of disk space. The ICL format is not compressed so further savings can be made by compressing these files. You must uncompress them before they can be used with the *Icolib* application.
- You only need to keep the categories you are interested in. There is no need to store hundreds of games related icons if you are only interested in icons to do with the office. All you need do is modify the [icolib.ini](#) file to remove categories you don't need from the *Icolib* menu, and then delete or archive the associated [filename.ICL](#) file.
- Creating this *Icolib* has provided me with the opportunity to eliminate thousands of duplicate icons which I had collected from various sources. Many of the icons in several collections available on CICA are duplicates of each other. Some other icon collections I have seen contain a very large number of duplicates within the collection. It seems that some people creating these collections don't bother eliminating these duplicates, possibly to make their product more attractive by inflating the number of icons in their collections. Sometimes the icon names are different, but the pictures are the same, and these renamed icons made it harder to find duplicates. Obviously, duplicated icons are also very wasteful of disk space.

### Using the Icons

- *Icolib* has the ability to easily [extract](#) individual icons from the libraries so that they can be used with the Program Manager or any other purpose. Just click the left mouse button when the cursor points to the icon you wish to extract.

### Suggestions

This product is certainly not perfect so any suggestions for improvements are appreciated.

**See Also:**

[Getting Started...](#)

[How to Use...](#)

[Registering...](#)

## Getting Started

You can load a new icon library by selecting one of the menu options. The libraries are sorted into various high level categories, the names of which appear as menu items on the menu bar. Each of these categories can have many icon collections associated with them and can be selected by choosing a menu item under the category menu name. When a library is loaded, the member icons will be displayed in the *Icolib* client area. If you load another library, then the displayed icons will be over-written by the new icons. You can extract an individual icon and save it to a file by clicking on the icon you wish to save.

The 'Options' menu provides the user with the ability to start and stop icon animations, load a new menu, change the background color of the client area, clear the screen of all icons, and to exit from the *Icolib* application.

See also:

[How to Use...](#)

[Icolib Objectives...](#)

[Registering...](#)

## How to Use

### Loading an Icon Library

When *Icolib* is first started it creates an empty client area which is ready to display the icons stored in an icon library. An icon library can be loaded using the menus located between the 'Options' and the 'Help' selections on the menu bar. These *icolib* menu items are specified by the user in the icolib.ini file. A suitable file is provided for the icons supplied with this product.

### Vertical Scroll Bar

If there are too many icons to display in the client area, a vertical scroll bar will appear. This control allows the user to select which icons are to be viewed. The scrollbar is removed if the size of the *Icolib* window is large enough to display all the icons in the selected library.

### Animated Icons

If you wish to animate the displayed icons, you can do so by selecting the Start Animation menu item which is found under the 'Options' menu. It is possible to *animate* the icons in any library, however, it is usually only effective with icon libraries which have been design specifically for animation. During animation, the menu description is changed to Stop Animation.

This program **does not** provide the facility to animate icons within the Windows Program Manager.

### Other Options

If you have modified the ICOLIB.INI file, the new menu option can be used to tell the program that a change has occurred in the menu structure. It is not necessary to restart *Icolib* for the new menu to take effect. You can change the client area background color in order to see what effect it has on the icons being displayed. The perceived colors of an icon can be drastically altered by the background color. Another option provides the ability to clear the screen without loading another collection of icons. I am not sure if this is really usefull, but it was easy to implement.

### Context Help

You can obtain help at any time by pressing the **F1** key or by selecting the help items under the 'Help' menu. If you wish to see what a particular control does, then a context help is available by pressing **Shift-F1** at which time the cursor will change to an arrow attached to a question mark. The next item that the user selects will be the one explained by the help system.

### See also:

Getting Started...

Icolib Objectives...

Registering...



## How to Register

*Icolib* (Icon Library) is distributed as shareware. It is **not** free. You may use it without registering for a period of 30 days, after which I would appreciate your registration. It is very discouraging to spend many weeks working on a product for little or no reward. :(

**Registered Users will receive the latest version of the program and all of the icons that I have collected. At the time of writing, there are more than 10,000 icons in the collection, in which there are virtually no duplicates, except for an occasional one that I may have missed.**

Registration costs US\$20 including postage and handling charges. You need to specify how you wish to receive the registered version of *Icolib*. I can send it to you either on 2 floppy disks (3.5" or 5.25" high density) or by email. I prefer email because it is less work for me, and it also benefits you because the product will arrive much sooner. The size of the registered version of the product is 1.6 Mbytes.

If you are a registered user of Icon Library version 2 or 2a then you can receive a copy of version 3 for US\$5 CASH or US\$9 CHECK. This is the cost of postage and handling. If you have a valid email address on Internet and you can receive this product via email, then these charges do not apply.

Foreign customers may pay by personal cheque, bank cheque or **cash**. If you pay by cheque, please add US\$4.00 to cover the fee that the bank charges to process the cheque. If you pay by cash, then **DO NOT** include this fee.

You can print the registration form included with this distribution (ORDERFRM.TXT), or if you don't have a printer, you can just write a letter giving your name and address, and state that you are registering ***Icolib* Version 3**. Don't forget to mention how you wish to receive the product. Send the form or letter, with your payment made out to **Stephen Balogh**, to the following address:

**Stephen Balogh  
PO Box 414  
Caulfield East  
Melbourne  
AUSTRALIA 3145**

By registering, you support shareware development and affordable Windows Software. Your contribution will help promote future shareware development and the development of future versions of this program. Suggestions for improving *Icolib* are very welcome.

Site licenses are available with the following discounts.

2 - 5 licenses 20% discount. (\$16 per copy)  
6 - 20 licenses 35% discount. (\$13 per copy)  
21 + licenses 55% discount. (\$9 per copy)

Site licenses will still only receive **one** disk, however, you are entitled to give a copy of the program to each of the other license holders.

When you register, you will receive the latest version of the program and all of the icons that are available at the time of registration. There are currently more than 10,000 icons in the collection.

The icons which have been distributed with *Icolib* were obtained from many different sources. I do not own the rights to any of these icons, so I am selling my work that has gone into collecting these icons, removing the thousands of duplicates, sorting them into sensible categories, and providing a program to display these icon libraries. If someone finds icons which they own and do not wish distributed, please let me know and I will remove them from the next version of this product.

The set of **Simpsons** icons are provided with permission by [Jeanette Foshee](mailto:x1foshee@exnet.iastate.edu) (x1foshee@exnet.iastate.edu) and **Ted's Set** was provided with permission by [Ted Shih](#)

([TMSHIH@uci.edu](mailto:TMSHIH@uci.edu) or [eabg150@orion.uci.edu](mailto:eabg150@orion.uci.edu)). There are two files giving further details about these collections; `simpson.txt` and `simpsons.txt`.

If you have access to the Internet then any questions or discussion regarding the program, can be made via email. My Internet email address is **`steve@cc.monash.edu.au`**.

## Icon Library Files

### Modifying ICL Files

The icon library files that *Icolib* use have the filename suffix **ICL** , however, the program can also view icons within **EXE**, **DLL** and **ICO** files. These files can be read by several icon manager programs such as **ICONMASTER** by Phillip A. Kaufman and **ICON MANAGER** by Impact Software. Unfortunately, only **ICON MANAGER** can create **ICL** format icon libraries, so in order to manipulate icons within these libraries, you will need to obtain a copy of this shareware program. There is a copy available in the Windows archive on the Internet ftp site called **ftp.cica.indiana.edu** and its mirrors. Windows BBS systems are also quite likely to carry this program. If you wish to contact the author of **ICON MANAGER**, the address is:

Leonard A. Gray  
Impact Software  
12140 Central Avenue, Suite 133  
Chino, CA 91710

Voice: (714) 590-8522  
BBS: (714) 590-0500  
CIS ID: [71630,1703]

### Interface to Program Manager

**ICL** files are recognised by Windows **Program Manager**. In order to change the icon for an application in a **Program Manager** group, perform the following steps: (you can also extract individual icons from ICL files into ICO files which can be associated with Program Manager items)

- Highlight the desired program icon in one of the **Program Manager** groups.
- Select the Program Manager **Properties...** option under the File menu.
- Click on the **Change Icon...** button in the "Program Item Properties" dialog box.
- Enter one of the **ICL** files as the File Name in the "Change Icon" dialog box and then click the **OK** button.
- Select an icon from the "Icon Window". These icons are the ones contained in the **ICL** file you have just selected.
- Finally, click on the **OK** button in the "Program Item Properties" dialog box. The icon for the initially selected program item will have changed to the new icon from the **ICL** file.

### ICL File Compression

**ICL** files are not compressed, so it is possible to save quite a lot of disk space by compressing these files using **PKZIP** or similar archiving programs. However, *Icolib* will **not** be able to read any compressed icon library file; you need to uncompress them before using them with *Icolib*.

**ICL** files must be in the same directory as the *Icolib* application.

## Icon Extract and Save

You can extract and save an icon by clicking the left mouse button when the cursor is positioned over the desired icon. A "Save Selected Icon as" Common Dialog box will appear which gives you the ability to select the filename (with the .ICO extension) into which you want to save the icon, and the path containing this filename. You need to have a file called **COMMDLG.DLL** in your Windows system directory to use this option. If you are running Windows version 3.1 or later, you already have this file, otherwise copy COMMDLG.DLL from the *Icolib* distribution disk.

## ICOLIB.INI File

The **icolib.ini** file is used by *Icolib* to generate a menu structure. This allows users to tailor the application to their own needs. Icon categories can be added, deleted or rearranged. Library file names and menu descriptions can also be changed by the user.

A sample **icolib.ini** file is described below:

```
[Menu_1]
Name=&Computers
Item_1=comms.icl,Communications...
Item_2=cursors.icl,Cursor Icons...
```

```
[Menu_2]
Name=&Office
Item_1=books.icl,Books...
Item_2=calc.icl,Calculators...
Item_3=Filing
Item_3_1=filedraw.icl,Filing Cabinets...
Item_3_2=filefold.icl,File Folders...
Item_3_3=filecard.icl,File Cards...
Item_4=clocks.icl,Clocks...
```

Each icon category which is to appear on the *Icolib* menu bar must be specified as **[Menu\_X]** where the **X** is a sequential number starting with 1. The menu name that is to appear on the menu bar is then specified by the **Name=** index. Placing an **&** before any letter will make that letter the menu **Hot Key**. Popup menu items are then specified with the **Item\_X=** indexes. Once again the **X** is a sequential number starting at 1. Each item must specify a filename with an **ICL** suffix which names the library containing the icon collection, followed by a **comma**, followed by a short description of the library as it is to appear on the popup menu item.

It is also possible to create a cascading menu as shown in the second example above. Having a description without a filename (ie. no comma on the line), followed by one or more items with **Item\_X\_Y=** indexes will create one or more submenu items. Several examples are provided in the **ICOLIB.INI** file provided with this program distribution.

*Icolib* will recognise changes to the **icolib.ini** whenever the program is started, or when the New Menu option is selected. **icolib.ini** must be in the same directory as the *Icolib* application.

## New Menu

If you have modified the ICOLIB.INI file, the new menu option can be used to tell the program that a change has occurred in the menu structure. It is not necessary to restart *icolib* for the new menu to take effect. This option is useful if you are experimenting with the *icolib.ini* file, or perhaps using *icolib* to search for icons in EXE or DLL files.

## 'Options' Menu

The '**Options**' menu provides the user with the ability to start and stop icon animations, load a new menu, change the client area background color, clear the screen of all icons, and to exit from the *Icolib* application. No file save facility is available under the '**Options**' menu, however, you can save an individual icon by clicking the left mouse button over the icon you wish to save.

This menu name has been placed within inverted commas to distinguish it from menu items which are used to display icon libraries. The 'Help' is also placed within inverted commas for the same reason.

The following options are available under '**Options**'.

Start Animation

New Menu

Background Color

Clear Screen

Exit





