

## Open a Color Palette

- 1 Set the image format to 256 colors, (you may select any size).
- 2 Click Open Palette from the Edit menu.
- 3 Browse to the folder where the palette is stored.
- 4 Select the palette, and click Open.

### Note:

- You are only able to open a 256 color palette. The 16 primary colors are established, and are unable to be edited.

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{button ,AL(`stu\_open\_palette',0,"",)} Related Topics

## Save a Color Palette

- 1 Set the image format to 256 colors, (you may select any size).
- 2 Click Save Palette from the Edit menu.
- 3 Name the palette, and choose the folder in which it is to be saved.

### Note:

- You are only able to save a 256 color palette. The 16 primary colors are established, and are unable to be edited.

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{button ,AL('stu\_save\_palette',0,""),)} [Related Topics](#)

## **Edit a Color**

- 1 With the 256 color box active, double click on the color to be edited.
- 2 From the Blend Color dialog, make changes to the color.
- 3 Click OK to return to editing the icon image.

### **Note:**

- You are only able to edit a color in a 256 color box. The 16 primary colors are established, and are unable to be edited.

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{button ,AL(`stu\_edit\_color',0,"",)} [Related Topics](#)

## Create Icon Resource

- 1 Click New from the File menu.
- 2 If you are currently working in an edit session of another image, you will be prompted to save current file, before opening a new file.
- 3 Microangelo Studio will open with a blank grid area to start creating a new icon.
- 4 Once drawing has been completed, click Save As from the File menu.

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{button ,AL(`stu\_create\_ico',0,"",)} [Related Topics](#)

## Create 'Custom' Size Image for Icon Resource

- 1 Click New from the File menu.
- 2 Microangelo Studio will open with a blank grid area to start creating a new icon.
- 3 Click the New Image Format button (far right of tool bar), and choose the size, and number of colors from the different options; or scroll to the **Custom...** selection and define your own.
- 4 Once editing has been completed, click Save As from the File menu.

### Tip:

- Once you have created several different formats, for a particular image, you will be able to edit the different formats, by quickly referencing them from the Image Format combo box.

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{button ,AL(` stu\_create\_custom\_ico',0,"",)} Related Topics

## **Edit Icon Resource**

- 1 Click Browser from the File menu.
- 2 Click the Icons Tab.
- 3 Browse to the folder that contains icon.
- 4 Double click on the icon image that you would like to edit.
- 5 Make any desired changes to the image.
- 6 Click Save from the File menu.

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{button ,AL(`stu\_edit\_ico',0,"",)} Related Topics

## Creating an Icon Resource From a Bitmap

- 1 Click New from the File menu.
- 2 Click the New Image Format button (far right of tool bar), and choose the size, and number of colors from the different options; or scroll to the **Custom...** selection and define your own.
- 3 Click Open Bitmap File from the Edit menu.
- 4 Browse to the folder which contains the bitmap file.
- 5 Select the file, and click Open.
- 6 Click Save As from the File menu to save image as an icon.

### Tip:

- You may also convert a BMP file into an icon, by pasting it to the Clipboard, and using the Paste Special option on the Edit menu. However, if your bitmap uses colors that are not available in the currently active palette, the Studio will substitute the closest color available from the currently active palette. To ensure color integrity, use the Open Bitmap As Image, found on the Edit menu.

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{button ,AL(`stu\_create\_ico\_bmp',0,"",)} [Related Topics](#)

## Open Icon Resource

- 1 Click Browser from the File menu.
- 2 Click Icons Tab.
- 3 Browse to the folder that contains the icon.
- 4 Double click on icon.
- 5 Studio will open the image, and place it in the grid area, ready to be edited.

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{button ,AL(`stu\_open\_ico',0,"",)} Related Topics



## **Edit Icon Image in a Library**

- 1 Click Browser from the File menu.
- 2 Click Libraries Tab.
- 3 Browse to the folder which contains the file.
- 4 Double click on file to open.
- 5 Double click on icon to be edited.
- 6 Librarian will initiate an edit session with the Studio.

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{button ,AL(`stu\_edit\_lib',0,"",)} [Related Topics](#)

## Capture an Image From Your Screen

- 1 Click the screen capture button from the tool bar.
- 2 Click on the size graphic you would like to capture.
- 3 The cursor will switch to a viewport, equivalent to the size image, selected for capture.
- 4 Once image is aligned in the viewport, click the left mouse button once.
- 5 The image has been captured, and placed on the Clipboard.

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{button ,AL(`stu\_capture',0,"",)} [Related Topics](#)

## Create a Cursor File (CUR)

- 1 Click New from the File menu.
- 2 When prompted, select the color depth for the new cursor file (2, 16 or 256).
- 3 When editing is complete, click the save button from the toolbar.

### Note:

- To create or edit an animated cursor file, you must use the Animator component.

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{button ,AL(`stu\_cur',0,"",)} [Related Topics](#)

### **Editing an Existing Icon Resource**

- 1 Move to the folder that contains the icon to be edited.
- 2 Double click the file to open. This will invoke an edit session with the Studio.
- 3 Make any desired changes to the image.
- 4 On the File menu, click Save.

**Tip:**

- When you perform a Save from the File menu you will save the image to disk and be able to continue your edit session, experimenting with changes, different color schemes or shapes, etc.

