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What is Axialis AX-Icons 4.5?

Axialis AX-Icons 4.5

“The icon editor and library manager for Windows”

Axialis AX-Icons 4.5 is a powerful and easy to use icon editing and managing program that is ideal for retouching, creating, archiving and distributing icons. No add-on, all is included in AX-Icons 4.5!

A fabulous editor

AX-Icons 4.5 allows you to create all kind of icons (sizes from 16x16 to 72x72, custom sizes, black & white to 16,8 Million colors). The built in editor includes numerous painting tools: gradients (vertical, horizontal, radial), lines, rectangles, ellipses, text insertion, mirrors, rotations, clipboard cut/copy/paste (with scale options and automatic color conversion if needed), color replacer, 3D Frame, multiple brush size and shape, up to 16 undo/redo, advanced palette support, transparent drag & drop, fill, etc.. Furthermore, this new version allows you to create multiple images icons (several colors and sizes in the same icon).

A powerful librarian

Axialis AX-Icons 4.5 is also a powerful tool for creating, modifying and managing icon libraries. This new version includes many new functions: read/write ICL icon libraries, rename icons within libraries, full drag & drop support, multiple import/export, selective display, dockable librarian and much more!

Customizing Windows

A very useful built in utility will allow you to customize icon related settings in Windows 95 or NT 4.0. Many of these settings cannot be modified using standard Windows tools. With AX-Icons 4.5 you can: change the size of display icons, change the space between icons, Display icons using 256 or 16,8 millions colors, display or not the shortcut arrows, customize the standard icons (Workstation, Network, Drives, Trashcan, Printers, Start menu...), rebuild Windows icon cache.

Compiling and distributing libraries

The best feature of all, an exclusive function allows you to compile an icon library (or a selection of icons) into a self-executable EXE file that you can distribute freely. The user of this EXE file will be able to view, extract, print icons and customize Windows!

In short, AX-Icons is a powerful, user-friendly tool meant for both end-users and professionals.

We at AXIALIS hope you will enjoy AX-Icons, and will find it adapted to your needs. We offer it as a sample of our software competence.

Axialis AX-Icons 4.5 is available for Windows 95, 98 and NT 4.0.

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Axialis AX-Icons 4.5

for Windows 95 & NT 4.0 – Shareware version

“The Icon Editor and Library Manager for Windows”

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Creating a new icon

- ▶ Choose **File/New** then **New Icon (.ICO)**
- ▶ In the Size group, choose:
 - 16x16, 32x32, 48x48, 64x64 or 72x72 pixels
- ▶ In the Colors group, choose:
 - Monochrome (1 bit)
 - ▶ 16 colors (4bits)
 - ▶ 256 colors (dithered)
 - ▶ 256 colors (Indexed)
 - ▶ true colors (16.8 million)
- ▶ In the Personalized Size Group, choose:
 - ▶ Width
 - ▶ Height
 - ▶ If you want the height equal to width, choose "**Square aspect**"
 - ▶ A list of all image formats is displayed.
 - ▶ If the case "**Do not prompt in the future**" is not checked, AX-ICONS will create automatically a new icon 32x32, 16 colors.

Creating a new image format

- ▶ Choose **Draw/New image Format**
- ▶ In the Size group, choose:
 - ▶ 16x16, 32x32, 48x48, 64x64 or 72x72 pixels
- ▶ In the Colors group, choose:
 - ▶ Monochrome (1 bit)
 - ▶ 16 colors (4bits)
 - ▶ 256 colors (dithered)
 - ▶ 256 colors (Indexed)
 - ▶ true colors (16.8 million)
- ▶ In the Personalized Size Group, choose:
 - ▶ Width
 - ▶ Height
- ▶ If you want the height equal to width, choose "**Square aspect**"
- ▶ A list of all image formats is displayed.

Deleting an image format in an icon

▶ Choose **Draw/Deleting image format**

{button ,AL("NOUVEAU_FORMAT1")} [Related Topics](#)

Selecting an image format

▶ Choose **Draw/Image format**

A list of image format is displayed. Choose one of format and OK.

{button ,AL("NOUVEAU_FORMAT1")} [Related Topics](#)

Opening an icon file

- ▶ Choose **File/Open**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type that you want to select from the File Type Drop Down box (.ICO)
- ▶ Click on the file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

Remark

- The contents of each icon file is displayed.

Closing an icon file

▶ Choose **File/Close**

Remark

- AX-Icons will ask you whether you want to save it.

Saving the contents of the editor as an .ICO file

- ▶ Choose **File/Save**
- ▶ Select or create the file's folder from the Save In Drop Down box
- ▶ Enter the filename for the new icon in the File Name Text box. AX-Icons will add the file extension (.ICO) automatically in the File Type Drop Down box.
- ▶ Click on the **Save** button.

Note: If the filename is already in use, AX-Icons will present a prompt. Click on the Yes button to overwrite the existing file.

Adding icons to the librarian

- ▶ Open an icon file (.ICO)
- ▶ Select the librarian
- ▶ Choose **File/Add to the librarian**

Printing the contents of the edit window

- ▶ Open the icon file (.ICO)
- ▶ Choose **File/Print**

Printing preview the contents of the edit window

- ▶ Choose **File/Print preview**
- ▶ The file will be displayed exactly as it will be printed.
- ▶ If appropriate, click on the buttons **Page up**, **Page down**, **Zoom+**, **Zoom-** or **Page** to change pages, or display or zoom in on a page
- ▶ If you are satisfied, click on the **Print** button

{button ,AL("IMPRIMER1")} [Related Topics](#)

Setting printer parameters

▶ Choose **File/Page Setup**

{button ,AL("IMPRIMER1;APERCU1")} [Related Topics](#)

Moving/copying part of a drawing without using the clipboard

AX-Icons lets you use drag and drop to move or copy part of a drawing without using the clipboard. The technique involves selecting an image region and moving or copying it while holding down a mouse button (press CTRL to copy) then releasing the button at the desired location. The mouse pointer changes to a cross during the operation

To move/copy part of a drawing without using the clipboard

- ▶ Select the drawing region with the selection tool
 - ▶ Move the pointer inside the selection. The pointer changes to a movement cross (with 4 arrows)
 - ▶ To move the selection to the desired location, drag while holding down the left mouse button
- or-
- To copy the selection to the desired location, drag while simultaneously pressing the left mouse button and **CTRL**

Remark

The original selection area is painted the right mouse button color when you move or copy the region.

Cut/Copy/Paste part of an image

The cut/copy/paste functions are used mainly to communicate with other Windows programs.

Important

An icon is composed of two bitmaps (one bitmap for the 16, 256 or 16.8 million colors and one for inverted and transparent colors). Given that the document can only deal with a single bitmap, AX-Icons has chosen to keep the bitmap color in cut/copy/paste operations. Inverted and Transparent colors will thus be affected. Inverted becomes white and Transparent becomes black.

To move part of a drawing

- ▶ Select part or all of the icon with the selection tool
- ▶ Choose **Edit/Cut**
- ▶ You can select any drawing area with the selection tool
- ▶ Choose **Edit/Paste**
- ▶ The **Paste options** dialog box appears
- ▶ Different options are available:
 - ▶ **Paste 1:1 in upper left of window**: This option is always available. It allows you to paste the cut or copied drawing to the upper left area of the editor window in 1:1 scale
 - ▶ **Resize image to fit window**: This option is always available. It allows you to paste the cut or copied drawing, adjusting its size to that of the editor window
 - ▶ **Paste 1:1 to selection area**: This option only appears if you have selected a destination area with the selection tool. It allows you to insert the cut or copied drawing, in 1:1 scale, in the selection area
 - ▶ **Resize image to selection area**: This option only appears if you have selected a destination area. It allows you to paste the cut or copied drawing adjusting its size to that of the selection area

To copy part of a drawing

- ▶ Select the part to be copied with the selection tool
- ▶ Choose **Edit/Copy**
- ▶ You can select a drawing area with the selection tool
- ▶ Choose **Edit/Paste**
- ▶ The **Paste options** dialog box appears
- ▶ Different options are available:
 - ▶ **Paste 1:1 in upper left of window**: This option is always available. It allows you to paste the cut or copied drawing to the upper left area of the editor window in 1:1 scale
 - ▶ **Resize image to fit window**: This option is always available. It allows you to paste the cut or copied, drawing adjusting its size to that of the editor window
 - ▶ **Paste 1:1 to selection area**: This option only appears if you have selected a destination area with the selection tool. It allows you to insert the cut or copied drawing, in 1:1 scale, in the selection area
 - ▶ **Resize image to selection area**: This option only appears if you have selected a destination area. It allows you to paste the cut or copied drawing adjusting its size to that of the selection area

Capturing icon

Icon capture allows you to photograph an icon-sized region of the screen (16x16, 32x32, 48x48, or 64x64 pixels).

If you select **Draw/Capture icon**, this command displays the following message in the edit area:

"Use Drag and drop on this area to capture the icon"

The pointer and the application window change to a square with a camera beneath it. Move the square to the screen area you want to photograph and click on the left mouse button. The selected screen area is captured into the editor.

To capture an icon

- ▶ Choose **Draw/Capture icon** or **F9**
 - ▶ AX-Icons disappears and the pointer changes to a square underlined with a camera.
- Select the desired screen area with the pointer, then click on the left mouse button
- ▶ The screen area selected is captured.
 - ▶ You can now modify this icon, create your own .ICO file, or add it to the selected librarian

Using standard and customized palettes

AX-Icons supplies a standard palette with 48 colors. You can customize this palette by creating your own colors using RGB values or the standard Windows dialog box. You can also work with and customize a 256 color palette with dithering, 256 pure colors (indexed) or 16.8 million colors (true colors).

To modify a color in a customized palette

- ▶ Select the color in the palette
- ▶ Double-click on this color or choose **Options/Modify color**. The standard Windows "**Color**" box opens.
- ▶ Modify your color using the scroll box or in the color box
- ▶ If you want add the customized color

Click on the **<Add color>**. button and the color will be automatically placed in your customized color palette, replacing the color selected in the standard palette.

To restore the standard palette

- ▶ Choose **Options/Standard palette**

Important

AX-Icons automatically saves the customized color palette. However, if you use the command **Options/Standard palette**, a message will indicate that this option is not reversible and will clear your customized palette. You will then be asked to confirm.

Opening a color palette

AX-Icons allows you to create and work with your own customized color palette.

- ▶ Choose **Options/Open palette**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type from the File Type Drop Dow box.
PAL (if you use 16 or 256 colors "dithering" or in 16.8 million colors "true colors"
PA8 (if you use 256 pure colors)
- ▶ Click on the palette file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

The palette opens automatically and is linked to the edit window.

Saving a color palette

AX-Icons allows you to customize and save as many color palettes as you like.

To save a 16, 256 (dithering - 8 bits) or 16.8 Million color palette

- ▶ Modify the customized color palette.
(See {button ,AL("PALETTE_STANDARD1")} [Related Topics](#))
- ▶ Select or create the file's folder from the Look in Drop Down box
- ▶ Enter the filename for the new palette in the File Name Text Box. AX-Icons will add the file extension (.PAL) automatically in the File Type Drop down box.
- ▶ Click on the **Save** button.

Note: If the filename is already in use, AX-Icons will present a prompt. Click on the **Yes** button to overwrite the existing file.

To save a 16 or 256 color (indexed) palette

- ▶ Modify the customized color palette.
(See {button ,AL("PALETTE_STANDARD1")} [Related Topics](#))
- ▶ Select or create the file's folder from the Look in Drop Down box
- ▶ Enter the filename for the new palette in the File Name Text Box. AX-Icons will add the file extension (.PA8) automatically in the File Type Drop Down box.
- ▶ Click on the **Save** button.

Note: If the filename is already in use, AX-Icons will present a prompt. Click on the **Yes** button to overwrite the existing file.

Creating color gradation

- ▶ Create an icon with 256 colors (indexed)
- ▶ Select a color with the left mouse button
- ▶ Select another color with the right mouse button
- ▶ Choose **Options/Create gradient**
- ▶ You are asked to confirm:
Do you really want to create a gradient in the current icon palette (from foreground color to background color?)
- ▶ Click on **YES**. The gradient is automatically displayed in the palette.

Using the transparency of the image

Transparency is especially useful when you move or copy an object. For this operation, pure colors are normally used.

Example:

- ▶ Draw a filled blue square. Inside it draw a filled yellow circle.
- ▶ At the bottom right of the editing area, draw a filled green rectangle.
- ▶ Now you want to move the yellow circle into the green rectangle.
- ▶ Select the yellow circle. Using the right mouse button, choose the color blue as background color.
- ▶ Click on the **Transparency** icon or Choose **Draw/Image transparency** or type **CTRL+T**
- ▶ Now you can move or copy the selection to the green rectangle while holding down the **CTRL** key.
- ▶ The blue color is substituted for the transparent color in the green rectangle.

Exporting an icon to a BMP file

- ▶ Edit an icon in the editor
- ▶ Choose **Draw/Export to BMP**
- ▶ Select or create the file's folder from the Save In Drop Down box
- ▶ Enter the name for the new BMP file in the File Name Text box. AX-Icons will add the file extension (BMP automatically in the File Type Drop down box).

Importing an image into an icon

You can import an image in JPEG, BMP, DIB or RLE format into the edit window.

- ▶ Choose **Draw/Import Bitmap**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type from the File Type Drop Dow box.
BMP, DIB, RLE, JPG
- ▶ Click on the file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

A checkbox Preview allows you to visualize the image.

- ▶ You can select a portion of an image or specify the Left, Top, Width and Height position if the selected area in pixels. If you manually change these values, the selected rectangle will move accordingly in the picture preview area.

The image is imported into the edit window as an icon.

Important

If the image to be imported does not have the same color palette as the icon in the current edit window, AX-Icons asks you if you want to replace the current icon palette by the palette attached to the image being pasted.

Zooming in the edit window

Increasing the scale at which the image is displayed

- ▶ Choose **Display/Zoom in**

The scale at which the image is displayed is increased. The scale is displayed in the status bar.

Reducing the scale at which the image is displayed

- ▶ Choose **Display/Zoom out**

The scale at which the image is displayed is reduced. The scale is displayed in the status bar.

Displaying in automatic zoom

- ▶ Choose **Display/ Automatic Zoom**

Resizes the editor to the size of the window

Drawing tools

Selection



Color Picker



Color Peplacer



Pencil



Brush



Flood fill



Straight line



3D Frame



Rectangle



Filled rectangle



Ellipse



Filled ellipse



{button ,AL("PINCEAUX1;TRANPARENCE1;IMPORTER1")} [Related Topics](#)

The Selection tool allows you to define a region of the icon in the editor in order to copy, cut or paste it. The cursor changes to a cross. Position the cross in the upper left corner of the desired region, then hold down the left mouse button and drag to the diagonally opposite corner. Release the left mouse button when you have selected the desired region

The Color Picker tool allows you to pick up a color from the editing surface by clicking with the left mouse button for a foreground color and the right button for a background color.

The Color Replacer tool allows you to rub out the foreground color and replace it by the background color. The cursor changes to an eraser.

The Pencil tool allows you to apply color as you would with a pencil. The cursor changes to a pencil in the editor. The thickness depends on the type of line selected.

Choose any two colors in the standard or customized palette. Click on the right or left mouse button to use one of the colors to draw one pixel of the desired color, or drag the mouse around in the workspace to color the pixels under the pencil.

The Brush tool allows you to draw color with different brush shapes and thicknesses (Fine, Medium square, Large square, Small circle, Medium circle, Large circle).

The Flood Fill tool allows you to color an enclosed region. The cursor changes to a paint bucket with a cross. The cross serves as a pointer. Choose two colors in the standard or customized palette. Click on the left or right mouse button for the color you want. Position the cross inside an enclosed surface. All the pixels of the enclosed region will be filled with the selected color.

Note:

It is possible to apply horizontal or vertical gradients. Just choose two colors in the palette and assign them respectively to the left and right mouse buttons. If you choose the left mouse button, the horizontal/vertical gradient will be from the left button color to the right button color. If you choose the right mouse button, the horizontal/vertical gradient will be from the right button color to the left button color.

The Line tool allows you to draw straight lines. The editor cursor changes to a line, initially a cross. The cross acts as a pointer. Choose two colors in the standard or customized palette. Click on the left or right mouse button for the desired color. Position the cross at the point where the line is to begin and then drag the mouse to the other end of the line.

The 3D Frame tool allows you to draw a button with a 3D look. You can also choose different forms and thicknesses. The cursor changes to a filled circle, initially a cross. The cross acts as a pointer.

The rectangle tool allows you to draw rectangle contours with a line thickness of 1, 2, or 3 pixels. The cursor changes to an empty square, initially a cross. The cross acts as a pointer. Choose two colors in the standard or customized palette. Select the desired color. Place the cross at the point where you want one corner of the rectangle, then, holding down the left mouse button, drag the pointer to the diagonally opposite corner. Release the button when you have the desired rectangle.

The Filled rectangle tool allows you to draw solid squares or rectangles. The cursor changes to a filled square, initially a cross. The cross serves as a pointer. Choose two colors in the standard or customized palette. Select the desired color. Place the cross at one corner of the rectangle, then, holding down the left mouse button, drag the pointer to the diagonally opposite corner. Release the button when you have the desired rectangle.













Note:

It is possible to apply horizontal or vertical gradients. Just choose two colors in the palette and assign them respectively to the left and right mouse buttons. If you press the left mouse button, the horizontal/vertical gradient will be from the left color to the right color. If you press the right button, the horizontal/vertical gradient will be from the right to the left color.

The ellipse tool allows you to draw circles or ellipses with a contour 1, 2 or 3 pixels thick. The cursor changes to an empty circle, initially a cross. The cross acts as a pointer. Drawing proceeds as with the square or filled square tool.

The Filled ellipse tool allows you to draw solid circles and ellipses with a contour 1, 2, or 3 pixels thick. The cursor changes to a filled circle, initially a cross. The cross acts as a pointer. Drawing proceeds as with the square or filled rectangle tool.

Brushes

Fine (1 pixel)	
Medium square (3 pixels)	
Large square (5 pixels)	
Extra large square (7 pixels)	
Small circle (1pixel radius)	
Medium circle (3 pixels radius)	
Large circle (5 pixels radius)	
Extra large circle (7 pixels radius)	
Right oblique	
Left oblique	
Medium diamond (3 pixels)	
Large diamond (5 pixels)	

{button ,AL("DESSIN1;TRANPARENCE1;IMPORTER1")} [Related Topics](#)

Color fill types

- Solid color
- Vertical gradient
- Horizontal gradient
- Radial gradient



Drawing options

- Vertical mirror
- Horizontal mirror
- 90° rotation
- Writing
- Grid
- Invert colors



{button ,AL("DESSIN1;TRANPARENCE1;IMPORTER1")} [Related Topics](#)

Allows vertical permutation of selected icon region

Allows horizontal permutation of selected icon region

Allows 90 degree rotation of the whole icon

Allows to write in an icon

- ▶ Choose **Draw/Writing**
- ▶ Enter the text
- ▶ Choose the Font and Size
- ▶ Choose **OK**

Allows you to display a grid in the editor

Inverts the colors in the selected icon region (negative image)

Creating a new folder in the librarian

- ▶ Go to the librarian
- ▶ Choose **Librarian/New folder**
- ▶ Enter the name of the folder

Creating a new library in the librarian

- ▶ Go to the librarian
- ▶ Choose **Librarian/New library**
- ▶ Specify the name of the library to be created as well as the sub-directory in which it will be saved

Note:

The library window can be resized. You can change the horizontal dimension of the left side of the tree by positioning the cursor on the vertical line and holding the left mouse button down as you move the mouse.

Renaming the folder in the librarian

- ▶ Select the folder
- ▶ Choose **Librarian/Rename**
- ▶ Enter the new name of the folder

Moving a folder in the librarian

- ▶ Select the folder, holding down the left mouse button, drag then release on the other folder

Remark

You can't move the folder in its direct parent or in one of its childs

Renaming a library in the librarian

- ▶ Select the library
- ▶ Choose **Librarian/Rename**
- ▶ Specify the name of the library to be renamed

Saving the library in the librarian

- ▶ Select the library
- ▶ Choose **Librarian/Save**

See {button ,AL("PERSONNALISER1")} [Related Topics](#)

Deleting a folder in a librarian

- ▶ Select the folder
- ▶ Choose **Librarian/Delete**
- ▶ Click **Deleting**

Warning

You delete the folder and its contents. The folder will be definitively deleted.

Deleting a library in the librarian

- ▶ Select the library
- ▶ Choose **Librarian/Delete**
- ▶ Click **Deleting**

Warning

You delete the library and its contents. The library will be definitively deleted.

Renaming one or more icons in the librarian

- ▶ Select one or more icons
- ▶ Choose **Librarian/Rename**
- ▶ Enter the name of an icon
- ▶ Click on **Renaming** button

Remark

If you rename several icons, they are automatically indexed. For example, "computer" will be indexed by "computer 1", "computer 2",... "computer n".

Deleting one or more icons in the librarian

- ▶ Select one or more icons
- ▶ Choose **Librarian/Delete**

Note: You will not be able to UNDO this operation.

Opening an icon from the librarian

- ▶ Select an icon in the library
- ▶ Choose **Librarian/Open icon** or select an icon then double-click

To modify an icon

The icon is displayed in an edit window. This window shows the number of the icon and the name of the library where it is located.

Example : Icon N°8 in "mplayer" (16x16 - 16 colors)

- ▶ Modify the icon with the drawing tools
- ▶ Choose **File/Update** in the edit window
- ▶ The modified icon is updated in the file or library
- ▶ Reselect the library
- ▶ Choose **Librarian/Save**

Opening an icon as a new icon from the librarian

- ▶ Select an icon in the library
- ▶ Choose **Librarian/Open as a new icon**
- ▶ The icon is displayed in an edit windows. This window has a new icon number. For example: Icon 3
- ▶ Modify the icon with the drawing tools
- ▶ Choose **File/Save** or **File/Save as** from the edit window or **File/Add to librarian**
- ▶ The modified icon is saved in an ICO file or added at the end of the selected library in librarian.

Displaying icons in the librarian

- ▶ Choose **Librarian/Display icons**

The icons will be displayed by:

- ▶ Size 16x16
- ▶ Size 32x32
- ▶ Size 48x48
- ▶ Monochrome
- ▶ 16 colors
- ▶ 256 colors and more
- ▶ Information (name of an icon, number of image format)

Importing icons into the librarian

- ▶ Select the library
- ▶ Choose **Librarian/Import**
- ▶ Select the file type from the File Type Drop Down box
- ▶ Icon files (*.ICO)
- ▶ Program files (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)
- ▶ Libraries (*.ICL, *.NIL, *.IL)
- ▶ Click on the file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

The imported icons will be automatically placed at the end of the selected library.

Exporting icons to an ICL or DLL file

- ▶ Select one or more icons
- ▶ Choose **Librarian/Export to ICL or DLL**
- ▶ Select or create the file's folder from the Save In Drop Down box
- ▶ Enter the name for the new ICL or DLL library in the File Name Text box. AX-Icons will add the file extension (ICL or DLL) automatically in the File Type Drop down box.

Saving an icon as an ICO file

- ▶ Select the icon to the library
- ▶ Choose **Librarian/Save as ICO**
- ▶ Select or create the file's folder from the Save In Drop Down box
- ▶ Enter the name for the new ICO file in the File Name Text box. AX-Icons will add the file extension (.ICO) automatically in the File Type Drop Down box.

Printing the library from the librarian

- ▶ Select the library to the librarian
- ▶ Choose **Librarian/Print library**

Printing preview the library before printing from the librarian

- ▶ Select the library to the librarian
- ▶ Choose **Librarian/ Print Preview library**

Compiling a library from the librarian

- ▶ Select one or more icons to compile. AX-Icons will select all library icons if you have not do a selection
- ▶ Choose **Librarian/Compile**
- ▶ Enter the .EXE filename in the area "**Enter the path and the .EXE filename will be created**"
- ▶ Enter the library icons title
- ▶ Enter the icons library comment
- ▶ Click on **Compiling** button

The user of this compiled version will be able to print, export icons and even customize its Windows.

Warning

You are going to create a compiled and freely redistributable version of your icon library. "Freely redistributable" means that AXIALIS permits you to redistribute without royalties the portion of executable code produced by this compilation.

It does not mean that you can freely distribute any icon using this compilation. Don't forget that all icons are intellectual properties of their respective authors.

Consequently, you must hold the Copyright on each icon you have inserted in the compiled library.

AXIALIS assumes no liability for damages, direct or consequential, which may result from the use of this compilation.

For more Informations, click on the **More Infos about Copyright** button.

Launching the executable library

- ▶ Execute the .EXE compilation file

The user of this compiled version will be able to:

▶ In the **File** menu

- ▶ Saving as an ICO file
- ▶ Exporting to ICL or DLL
- ▶ Customizing the window of Windows
- ▶ Printing
- ▶ Preview
- ▶ Setting printer parameters

▶ In the **Display** menu

- ▶ Toolbar
- ▶ Status bar
- ▶ Size 16x16
- ▶ Size 32x32
- ▶ Size 48x48
- ▶ Monochrome
- ▶ 16 colors
- ▶ 256 colors and more
- ▶ Displaying information (name of icon, number of image formats)

Creating a new icons library

▶ Choose **File/New icon library (ICL)**

You can save this icon library as an ICL or DLL file.

Opening a library as a separate document

AX-Icons allows you to open a library in a separate document window. This operation is very useful when moving or copying icons from one library to another to keep them visible on screen. You can also import into and export from a document.

- ▶ Select the library
- ▶ Choose **Librarian/Open library**

Warning

If you open the current library as a document, the current library will be automatically deactivated by AX-Icons. You can perform no operation on this library as long as the associated document is open. But all operations in the document library will be update in the library.

Exporting icons to an ICL or DLL file

- ▶ Select one or more icons
- ▶ Choose **Library/Export to ICL or DLL**
- ▶ Select or create the file's folder from the Save In Drop Down box
- ▶ Enter the name for the new ICL or DLL library in the File Name Text box. AX-Icons will add the file extension (ICL or DLL) automatically in the File Type Drop down box.

Importing icons into the library

- ▶ Select the library
 - ▶ Choose **Library/Import**
 - ▶ Select the file type from the File Type Drop Down box
 - ▶ Icon files (*.ICO)
 - ▶ Program files (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)
 - ▶ Libraries (*.ICL, *.NIL, *.IL)
 - ▶ Click on the file that you want to select in the Contents List box.
 - ▶ Click on the **Open** button
- The imported icons will be automatically placed at the end of the selected library.

Saving an icon as an ICO file from the library

- ▶ Select an icon
- ▶ Choose **Library/Save as ICO**
- ▶ Select or create the file's folder from the Save In Drop Down box
- ▶ Enter the name for the new ICO file in the File Name Text box AX-Icons will add the file extension (.ICO) automatically in the File Type Drop Down box.

Opening an icon from the librarian

- ▶ Select an icon in the library
- ▶ Choose **Library/Open icon** or select an icon then double-click

To modify an icon

The icon is displayed in an edit window. This window shows the number of the icon and the name of the library where it is located.

Example : Icon N°8 in "mplayer" (16x16 - 16 colors)

- ▶ Modify the icon with the drawing tools
- ▶ Choose **File/Update** in the edit window
- ▶ The modified icon is updated in the file or library
- ▶ Reselect the library
- ▶ Choose **Library/Save**

Opening as a new icon from the library

- ▶ Select an icon in the library
- ▶ Choose **Library/Open as a new icon**
- ▶ The icon is displayed in an edit window. This window has a new icon number. For example: Icon 3
- ▶ Modify the icon with the drawing tools
- ▶ Choose **File/Save** or **File/Save as** from the edit window or **File/Add to librarian**
- ▶ The modified icon is saved in an ICO file or added at the end of the selected library in librarian.

Renaming one or more icons in the library

- ▶ Select one or more icons
- ▶ Choose **Library/Rename**
- ▶ Enter the name of an icon
- ▶ Click on **Renaming** button

Remark

If you rename more icons, they are automatically indexed. For example, "computer" will be indexed by "computer 1", "computer 2",... "computer n".

Deleting one or more icons in the library

- ▶ Select one or more icons
- ▶ Choose **Library/Delete**

Compiling a library

- ▶ Select one or more icons to compile. AX-Icons will select all library icons if you have not do a selection.
- ▶ Choose **Library/Compile**
- ▶ Enter the .EXE filename in the area "**Enter the path and the .EXE filename will be created**"
- ▶ Enter the library icons title
- ▶ Enter the icons library comment
- ▶ Click on **Compiling** button

The user of this compiled version will be able to print, export icons and even customize its Windows.

Warning

You are going to create a compiled and freely redistributable version of your icon library. "Freely redistributable" means that AXIALIS permits you to redistribute without royalties the portion of executable code produced by this compilation.

It does not mean that you can freely distribute any icon using this compilation. Don't forget that all icons are intellectual properties of their respective authors.

Consequently, you must hold the Copyright on each icon you have inserted in the compiled library.

AXIALIS assumes no liability for damages, direct or consequential, which may result from the use of this compilation.

For more Informations, click on the **More Infos about Copyright** button.

Managing programs and libraries

Managing programs is identical to managing libraries except the program files (*.VBX, *.DLL, *.EXE, *.DRV, *.OCX) contain executable code and you imposed restrictions.

You can:

- ▶ Visualizing, modifying, exporting, copying in clipboard and add to the librarian
- ▶ Saving the modifications and export ICL

You can not:

- ▶ Adding or deleting icons
- ▶ Adding or deleting image formats to icons

Warning

If you modify icons in a program file, you must before save its contents.

Customizing your work environment

- ▶ Choose **Options/Customizing windows**

1. In Parameters tab

- ▶ The **Icons size** group allows to choice the size of icons in Windows
- ▶ The **Space between icons** group allows you to choice horizontal or vertical space between icons.
- ▶ The **Display icons using 256 or 16.8 M colors** checkbox allows you to display 256 or 16.8 M colors into icons
- ▶ The **Display an arrow in shortcut** checkbox allows you to customize shortcuts.
- ▶ The **Rebuild now** button allows you to rebuild the Windows icons database if it is damaged.

2. In Desktop icons tab

- ▶ The list of desktop icons displays. You can modify it (See {button ,AL("DD31")} [Related Topics](#))

3. In Standard icons tab

- ▶ The list of standard icons displays. You can modify it (See {button ,AL("DD31")} [Related Topics](#))

4. Click on **Apply** button to apply the changes to Windows.

5. Click on **Default icons** button to return default standard or desktop icons in Windows.

Opening a program file or a library

- ▶ Choose **File/Open**
- ▶ Select the file's folder from the Look In Drop Down box
- ▶ Click on the file type from the File Type Drop Dow box.

Program files (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)

Library files (*.ICL, *.IL, *.NIL)

- ▶ Click on the file that you want to select in the Contents List box.
- ▶ Click on the **Open** button

Remark

- ▶ The contents of each program file or library is displayed and even the number of icons.

Closing a program file or a library

- ▶ Choose **File/Close**

Remark

- ▶ AX-Icons will ask you whether you want to save it.

Customizing Windows

- ▶ Choose **Options/Preferences**

1. In GENERAL tab

- ▶ The **Create new icon at startup** allows you to create a 16 colors 32x32 default icon
- ▶ The **Choose an initial image format when creating a new icon** allows you to choose a size, colors of your icon when you will create it.
- ▶ The **Confirm before saving libraries** allows you to require confirmation before a modified library can be saved
- ▶ The **Minimize use of system resources (display icons slower in lists)** allows minimize use of system resources when displaying icons in lists. If this box is not checked, AX-Icons displays icons faster in lists by using a memory cache (which is memory consuming).
- ▶ The **Maximize documents at opening** automatically maximize document windows at opening.

2. In EDITOR tab

- ▶ The **Transparent and Inverted color patterns** area allows you to choose patterns:
 - ▶ **Spaced dots**
 - ▶ **Hatching**
 - ▶ **Tight dots**
 - ▶ **Plain**
- ▶ You can choose a background color for the editor window in the **Edit window color background** area
- ▶ The **Propose options during Paste operation** checkbox allows user specification of the paste method at paste time (see {button ,AL("DEPLACEMENT1")} [Related Topics](#))
- ▶ The **Display a shade behind icon edit area** checkbox allows to add a **shade effect** behind the edit area in editor window.
- ▶ The **Use automatic zoom by default** checkbox allows you to activate **automatic zoom** when opening a new editor window.
- ▶ The **Display grid by default** checkbox allows you to display a grid in the editor

3. In MESSAGES tab

- ▶ The **Warn insufficient video colors to edit a particular image format icon** checkbox allows you to display a warning message each time you edit an image format which exceeds your display capabilities.
- ▶ The **Ask to create a new document if a file does not exists** checkbox prompts you to create a new document if you try to open a file that does not exists. It happens when you specify a new filename directly in the "Recent" combo box or if an old document has been removed to create a file.
- ▶ The **Prompt when opening a program file** checkbox displays an information window each time you open a program file (EXE, DLL, OCX...).
- ▶ The **Welcome and tips window** checkbox opens the **welcome window** and display a new **Tip of The Day** each time it starts.
- ▶ The **Warn if ICO and ICL files are not associated with AX-Icons** prompts you when AX-ICONS starts if ICO or and ICL files are not properly associated with AX-ICONS. If this box is not checked, AX-Icons will ignore bad file association.

Remark: It is [highly recommended](#) to associate ICO and ICL with AX-Icons to permit fast cursor/library access from Windows Explorer.

- ▶ The **Warn if ComCtl32 Windows component is missing** prompts you at startup if the Windows component named **ComCtl32 v4.72** is missing or has an older version. AX-Icons includes a special feature that permits you to use a built-in "**Internet Explorer like**" toolbar. ComCtl32 v4.72 or more must be installed in order to use this very useful toolbar. You can [install this component](#) directly from this warning window.
- ▶ The **Warn if insufficient video colors (16 colors display)** warns you if your **display configuration is insufficient** (16 or less color displays) each time it starts.

1. In Toolbars tab

- ▶ In local toolbars display, you can choose:
 - 0 Icons (*.ICO): AX-Icons automatically shows a **local toolbar** when opening an **icon editor window**.
 - 1 Programs (*.EXE, *.DLL): AX-Icons automatically shows a **local toolbar** when opening a **program window**.
 - 2 Libraries (*.ICL, IL, NIL): AX-Icons automatically shows a **local toolbar** when opening an **icon library window**.
- 3 ▶ The **Use Internet Explorer like Toolbar** specifies whether you want AX-Icons to display its main toolbar using an '**Internet Explorer®**' style. You must have installed the Windows component named **ComCtl32 v4.72** (or a newer version) in order to access this feature. If the box is not checked, AX-Icons will display a standard toolbar
- 4 ▶ The **Display Background bitmap** uses a **background bitmap** as a wallpaper in the Toolbar. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like toolbar and if your actual display is [Hi Colors](#) (65636 colors) or [True Colors](#) (16.8M colors).
- 5 ▶ The **Display Button Text** specifies whether you want AX-Icons to display a **text under each button** in the toolbar. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like

toolbar.

6▶ The **Display Animation** specifies whether you want AX-Icons to display an animation in the toolbar. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like toolbar.

7▶ The **Display Recently used List** displays a 'Recently Used' area in the Toolbar. This area permits you to quickly reopen a file recently opened with this program. To open a file simply click on it in the list. You can also specify a new file by typing its filename in the edit area and just hit '*enter*'. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like toolbar

8▶ The **Empty Recently used list** allows you to empty the recently used list.

9 **Warning : To access these options you must install ComptCtl32 v 4.72 or more**

1. In Librarian Path tab

▶ The **path** allows you to specify the **full path** to the AX-Icons **librarian location**. You can change this path. However, your change will occur the next time you launch AX-Icons:

Managing favorites

Adding to the Favorites List

AX-Images permet de gérer une liste de documents favoris les plus fréquemment utilisés.

- ▶ Select the document
- ▶ Choose Favorites/Add to Favorites
- ▶ In the area Name displays the **name** of the document as it appears in the **Favorite List**. You can change the name and click OK.

Modify the Favorites List

- ▶ Choose **Modify/Favorites**
- ▶ In the **Existing Favorites List** displays . You must select here the document you want to change or remove from the list.
- ▶ If you want to change the name of the selected document (you will change the name that appears in the list, not the filename) click the **Rename** button.
- ▶ If you want to remove the selected document from the list (you will delete the file on the disk) click the **Remove** button.

Reorganizing windows

- ▶ The **Window/New window** commands opens a new edit window
This option is indispensable if you want to redisplay the contents of the same edit window or if you want to copy or move part of an image from one location to another in the same window.
- ▶ The **Cascade** command displays windows in a stack, one behind the other. The window titles remain visible, but the contents may be hidden.
- ▶ The **Tile** command distributes the display area between all windows so that all contents are totally visible.

Reorganizing full window

- ▶ Choose **Window/Reorganize full window**

Reorganizes the desktop full window.

Note:

- ▶ If you choose the option **Automatic reorganization**, all opened windows will be displayed full screen.

Reorganizing horizontally

- ▶ Choose **Window/Horizontal reorganization**
Reorganizes your desktop using a horizontal separation

Note:

- ▶ If you choose the option Automatic reorganization, all opened windows will be reorganized horizontally.

Reorganizing vertically

- ▶ Choose **Window/Vertical reorganization**
Reorganizes your desktop using a vertical separation

Note;

- ▶ If you choose the option Automatic reorganization, all opened windows will be reorganized vertically.

Reorganizing automatically

- ▶ Choose **Window/Automatic reorganization**

Toggles automatic reorganization during use on/off

Reorganizing Windows desktop

- ▶ Choose **Window/Reorganize desktop**

Reorganizes the desktop ergonomically

Reorganizing icons

- ▶ Choose **Window/Reorganize icons**

Reorganizes icons at the bottom of the window.

Drag and drop from one library to another

AX-Icons includes a function that makes it easier to copy and move icons from one library to another, using the "Drag and Drop" function: you select a library, open it as a document, select the icons you want to move, then drag them all holding down the mouse button until you get to the other document.

To move icons from one library to another

- ▶ Open icon libraries as documents
- ▶ Select icons
- ▶ Using drag and drop, drag them to the document to which you want to import the icons

To copy icons from one library to another

- ▶ Open icon libraries as documents
- ▶ Select one or more icons, holding down the **CTRL** or **SHIFT** key as you click with the left button on the icons one after the other
- ▶ Keep the left mouse button pressed down
- ▶ Press the **CTRL** key and drag to the document where you want to copy the icons. The cursor changes to a pointer with one or more documents in the background and a + sign

AX-Icons automatically copies all the icons to the document and places them in the foreground. The libraries are automatically updated after you close the documents.

Drag and drop from one program file to a library

- ▶ Open a program file (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX)
- ▶ Select one or more icons using the **SHIFT** and/or **CTRL** key
- ▶ Holding down the left mouse button, drag then release into the selected library (*.ICL, *.NIL, or *.IL) or on a library in the left pane of the library window.

The cursor changes to a pointer with one or more documents in the background and a + sign
The icons will be inserted at the desired location.

To drag and drop from one file or library to the Windows customizing window

- ▶ Open a program file (*.CPL; *.DLL, *.DRV, *.EXE, *.OCX, *.VBX), a library (*.ICL, *.NIL, *.IL) or select a library in the librarian
- ▶ Choose **Options/Customizing Windows**
- ▶ Click on **Desktop icons** or **Standard icons** tab
- ▶ Select an icon from the file or library
- ▶ Holding down the left mouse button, drag then release on the standard or desktop icons which you wish to replace.
- ▶ Click on **Apply** button
The icons will be automatically replaced the old.

To toggle display of the toolbar on or off

- ▶ Choose **Display/Toolbar**
- ▶ Choose **Librarian, Standard, Drawing, colors and Scale 1:1**

Tips

- ▶ You can drag and drop toolbars where you want into AX-Icons.

To toggle display of the status bar on or off

▶ Choose **Display/Status bar**

How to use the librarian created with AX-Icons 2.0 or 3.0 for Win 95

First solution (recommended)

- ▶ Install AX-Icons. Copy (Not move) the sub-directory "Library" and its contents from AX-Icons 2.0 or 3.0 to AX-Icons 4.5 for Win 95
- ▶ Execute AX-Icons 4.5. Converting then importing are automatic.

Second solution

- ▶ Install AX-Icons in the same directory that AX-Icons 2.0 or 3.0
- ▶ Execute AX-Icons 4.5. Converting then importing are automatic.

Uninstall AX-Icons 4.5

1. Open **Start** in the Windows task bar
2. Click **Parameters**
3. Choose **Control Panel**
4. Click **Add/Delete Program**
5. Choose in the list: **Axialis AX-Icons 4.5**
- 6 Click **Add/Delete**
- 6 Follow uninstall instructions

Click to create to create a new **16x16** image format in the icon.

Click to create to create a new **32x32** image format in the icon.

Click to create to create a new **48x48** image format in the icon.

Click to create to create a new **64x64** image format in the icon.

Click to create to create a new **72x72** image format in the icon.

Click to create a new **Monochrome** image format in the icon. This new image will have only 2 colors (black and white).

Click to create a new **16 Color** image format in the icon. This new image will have the system standard palette (16 colors).

Click to create a new **256 Color** image format in the icon with automatic **Dithered Color Palette**. This new image will have a fixed palette (256 colors). Ordered dithering will produce colors. To produce smoother gradient, select 256 Colors with Indexed option.

Click to create a new **256 Color** image format in the icon with **Indexed Color Palette**. You will be able to modify this palette to produce smoother gradients. To get an automatic fixed palette, select 256 Colors with Dithered option.

Click to create a new **18.8M Color** image format in the icon (True Colors – no palette).

Warning: This option will produce the best results with fantastic gradients but may be incompatible with some display drivers. To produce full compatible images with good gradients, select 256 Colors with Indexed Color Palette option

Click to create to create a new image format in the icon with a **custom size**. You can create an image with height and width from 8 to 256 pixels. Width and Height may be different to create a non-square image.

Specifies the **Width** of the new image format in pixels. It allows you to specify a custom width for the image. If you check the **Square aspect** option, the height value will automatically change with width to make a square image.

Specifies the **Height** of the new image format in pixels. It allows you to specify a custom height for the icon. If you check the **Square aspect** option, the width value will automatically change with height to make a square icon.

Click to create image format in the icon with a custom size but **Square Aspect** (Width equal to Height).

Allows you to see the **image formats** that already exist in the icon. You can double-click on an existing image format to open it in the editor window.

Click to paste the contents of the clipboard in the upper left corner of the **editor area** without stretching the image. If the image is bigger than the editor area, it will be cropped.

Remark: The image is automatically converted according the number of colors of the icon.

Click to paste the contents of the clipboard in the upper left corner of the **editor area**. If the image is bigger than the editor area it will be reduced, if it is smaller it will be enlarged.

Remark: The image is automatically converted according the number of colors of the icon.

Click to paste the contents of the clipboard in the **selected area** without stretching the image. If the image is bigger than the selected area it will be cropped.

Remark: The image is automatically converted according the number of colors of the icon.

Click to place the contents of the clipboard in the **selected area**. If the image is bigger than the selected area it will be reduced, if it is smaller it will be enlarged.

Remark: The image is automatically converted according the number of colors of the icon.

Specifies the **new name** for the selected library.

Hint: There is a faster way to rename a library. Simply click a second time directly in the Librarian tree. Type the new name and hit Enter.

Displays the **icon(s)** that you are going to **delete**.

Warning: This operation cannot be undone! If you click DELETE, you will not be able to undelete your icon(s).

In this area you can read a new **Tip of the Day** each time you run the program or click on [Next Tip](#).

Click to read an **introduction** to AX-Icons 4.5

Click to display the **table of contents and index** for the online documentation.

Click to display the next **Tip of The Day**.

Click to visit **Axialis Web site on the Internet** <http://www.axialis.com> (products, news, support, download, free stuff)

Check this box if you don't want AX Icons to open this window at startup. This option can be restored in the 'Preferences' dialog box.

Shows a list containing the **image formats** that exist in the icon. You can **double-click on an image** format to open it in the editor window.

Specifies the **Full Pathname** of the Executable file to produce at compilation. This file will be a stand alone executable that you will be able to redistribute freely (see Copyright notice below). The file must have the .EXE extension. If the file exists it will be overwritten.

Click to **Browse and Select** an existing Executable file (to overwrite). You can also Select a directory and type the name of the file. The full pathname (including the .EXE extension) will be automatically placed in the Pathname edit zone.

Displays a **Title text** for the compiled library. This text appears each time the compiled library starts.

Displays a **Copyright/Credits text** for the compiled library. This text appears each time the compiled library starts.

Opens a dialog box about icons **Copyright**.

Displays the **list of icons** to be compiled.

Displays the **list of icons** to be renamed.

Specifies the **new name** for the icons. Icons will be automatically indexed. For example *Arrow* will be indexed:
Arrow 1, Arrow 2, ... Arrow n.

Displays the **image format to delete** in the icon.

Warning: This operation cannot be undone! If you click DELETE, you will not be able to undelete the image format.

Displays the **Icon** to be renamed.

Specifies the **new name** for the icon.

Displays the icons in the library to be deleted.

Warning: This operation cannot be undone! If you click DELETE, you will not be able to undelete the library and all the icons will be lost.

Specifies the **new name** of the folder.

Specifies the **text to add** in the image.

Selects the **font** to apply to the text.

Specifies the **Size** desired for the text in points.

Specifies the **Bold** attribute for the selected font. It can be combined with the Italic attribute.

Specifies the **Italic** attribute for the selected font. It can be combined with the Bold attribute.

If this box is checked, you will repair the association of **AX-Icons** with **ICO files**. It means that you will be able to launch an icon file in AX-Icons with a simple double-click from the Windows Explorer.

If this box is checked, you will repair the association of **AX-Icons** with **ICL library files**. It means that you will be able to launch an icon library file in AX-Icons with a simple double-click from the Windows Explorer.

If this box is checked, AX-Icons will **not prompt** you and bad file associations will be ignored. This option can be restored in the 'Preferences' dialog box.

If this box is checked, AX-Icons will **repair** bad file association at start-up. If the box is not checked, AX-Icons will prompt you.

If this box is checked, AX-Icons automatically creates **a new icon** (32x32 16 colors) each time it starts.

If this box is checked, AX-Icons prompts you for an **image format** each time you create a new icon. If this box is not checked, AX-Icons automatically creates a new 32x32 16 color image format.

If this box is checked, AX-Icons **prompts you before saving libraries** (in the librarian only). If this box is not checked, AX-Icons automatically saves any changes.

If this box is checked, AX-Icons **minimize use of system resources** when displaying icons in lists. If this box is not checked, AX-Icons displays icons faster in lists by using a memory cache (which is memory consuming).

If this box is checked, AX-Icons automatically **maximize document windows** at opening.

Specifies the pattern used to display **Transparent and Inverted** colors in editor windows.

Allows you to specify a **background color** for editor windows.

If this box is checked, AX-Icons prompts you to choose an option each time you perform a **clipboard paste operation**. If this box is not checked, AX-Icons automatically paste the image at scale 1:1 in the upper-left corner of the editor area.

If this box is checked, AX-Icons adds a **shade effect** behind the edit area in editor windows.

If this box is checked, AX-Icons activates **automatic zoom** when opening a new editor window.

If this box is checked, AX-Icons automatically shows the **grid** when opening a new editor window.

If this box is checked, AX-Cursors displays a **warning message** each time you edit an image format which exceeds your display capabilities.

If this box is checked, AX-Icons prompts you to create a new document if you try to open a file that does not exist. It happens when you specify a new filename directly in the "Recent" combo box or if an old document has been removed.

If this box is checked, AX-Icons displays an **information window** each time you open a **program** file (EXE, DLL, OCX...).

If this box is checked, AX-Icons automatically opens the **welcome window** and display a new **Tip of The Day** each time it starts.

If this box is checked, AX-Icons prompts you when it starts if ICO or/and ICL files are not properly associated with it.
If this box is not checked, AX-Icons will ignore bad file association.

Remark: It is highly recommended to associate ICO and ICL with AX-Icons to permit fast cursor/library access from Windows Explorer.

If this box is checked, AX-Icons prompts you at startup if the Windows component named **ComCtl32 v4.72** is missing or has an older version. AX-Icons includes a special feature that permits you to use a built-in “**Internet Explorer like**” toolbar. ComCtl32 v4.72 or more must be installed in order to use this very useful toolbar. You can [install this component](#) directly from this warning window.

If this box is checked, AX-Icons warns you if your **display configuration is insufficient** (16 or less color displays) each time it starts.

Resizes the system icons to **32x32** pixels.

Resizes the system icons to **48x48** pixels.

Resizes the system icons to **64x64** pixels.

Resizes the system icons to **72x72** pixels.

Changes the **horizontal space** between icons in system lists.

Changes the **vertical space** between icons in system lists.

Displays desktop icons using all the colors supported by your current display and your color palette settings.

Important: To display icons using 256 or 16.8 million colors you must change your display settings to Hi Color (65536 colors) or True Colors (16.8 M colors).

If this box is checked, a small arrow is displayed on Shortcut icons (bottom left corner). If it is not checked, the arrow is hidden.

Windows has an internal cache to manage images of all the icons it displays. Sometimes this internal icon cache is corrupted and icons displays incorrectly. By clicking on this button you force Windows to **rebuild its internal icon cache** and solve the problem.

This list allows you to select the **desktop icon** you want to change

Click to **Browse and Select** an existing icon file on disk and change the selected Windows **desktop icon**.

Hint: To change a Windows icon, you can directly perform a Drag & Drop from an icon in a library or a program to the desired icon in the list.

Click to return to **default icon** for the selected Windows icon.

This list allows you to select the **standard icon** you want to change.

Click to **Browse and Select** an existing icon file on disk and change the selected Windows **standard icon**.

Hint: To change a Windows icon, you can directly perform a Drag & Drop from an icon in a library or a program to the desired icon in the list.

Click to return to **default icon** for the selected Windows icon.

Click to create to create a new **16x16** icon

Click to create to create a new **32x32** icon

Click to create to create a new **48x48** icon

Click to create to create a new **64x64** icon

Click to create to create a new **72x72** icon

Click to create a new **Monochrome** icon. This new icon will have only 2 colors (black and white).

Click to create a new **16 Color** icon. This new icon will have the system standard palette (16 colors).

Click to create a new **256 Color** icon with automatic **Dithered Color Palette**. This new icon will have a fixed palette (256 colors). Ordered dithering will produce colors. To produce smoother gradient, select 256 Colors with Indexed option.

Click to create a new **256 Color** icon with **Indexed Color Palette**. You will be able to modify this palette to produce smoother gradients. To get an automatic fixed palette, select 256 Colors with Dithered option.

Click to create a new **18.8M Color** icon (True Colors – no palette).

Warning: This option will produce the best results with fantastic gradients but may be incompatible with some display drivers. To produce full compatible icons with good gradients, select 256 Colors with Indexed Color Palette option.

Click to create to create a new icon with a **custom size**. You can create an icon with height and width from 8 to 256 pixels. Width and Height may be different to create a non-square icon.

Specifies the **Width** of the new icon in pixels. It allows you to specify a custom width for the icon. If you check the **Square aspect** option, the height value will automatically change with width to make a square icon.

Specifies the **Height** of the new icon in pixels. It allows you to specify a custom height for the icon. If you check the **Square aspect** option, the width value will automatically change with height to make a square icon.

Click to create icon with a custom size but **Square Aspect** (Width equal to Height).

Check this box if you always want to create a new 32x32 icon with 16 colors (this window will not open). This option can be restored in the 'Preferences' dialog box.

Enter here you **first and last name** (required to personalize the application).

Enter here you **e-mail** (required to register electronically).

(Static) > Displays the **full pathname** of the bitmap to import.

This area permits you to **select a portion of bitmap** to import.

Specifies the **left position** of the selected area in pixels.
If you manually change this value the selected rectangle will move accordingly in the picture preview area.

Specifies the **top position** of the selected area in pixels.
If you manually change this value the selected rectangle will move accordingly in the picture preview area.

Specifies the **width** of the selected area in pixels.

If you manually change this value the selected rectangle will move accordingly in the picture preview area.

Specifies the **height** of the selected area in pixels.

If you manually change this value the selected rectangle will move accordingly in the picture preview area.

(Static) > This area permits you to **select a portion of bitmap** to import.

This area permits you to **specify a transparent color** by clicking directly on the picture preview. The *'Using a transparent color'* box must be checked if you want to click in this area.

If this box is checked, the specified **transparent color** and **tolerance** will be used to automatically create a transparent area during the importation process. If the box is not checked, the bitmap will be imported as is.

Specifies the **red component** of the 'transparent' color. Values from 0 to 255 can be specified. The '*Using a transparent color*' box must be checked to access this value.

Specifies the **green component** of the 'transparent' color. Values from 0 to 255 can be specified. The '*Using a transparent color*' box must be checked to access this value.

Specifies the **blue component** of the 'transparent' color. Values from 0 to 255 can be specified. The '*Using a transparent color*' box must be checked to access this value.

Specifies the **tolerance** of the 'transparent' color. The color tolerance setting determines how close the color of a pixel must be considered as the 'transparent' color. Values from 0 to 100 can be specified (20% is generally a good value). The '*Using a transparent color*' box must be checked to access this value.

If this box is checked, AX-Icons automatically shows a **local toolbar** when opening an **icon editor window**.

If this box is checked, AX-Icons automatically shows a **local toolbar** when opening an **icon library window**.

If this box is checked, AX-Icons automatically shows a **local toolbar** when opening a **program window**.

Specifies whether you want AX-Icons to display its main toolbar using an '**Internet Explorer®**' style. You must have installed the Windows component named **ComCtl32 v4.72** (or a newer version) in order to access this feature. If the box is not checked, AX-Icons will display a standard toolbar.

If this box is checked, AX-Icons uses a **background bitmap** as a wallpaper in the Toolbar. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like toolbar and if your actual display is Hi Colors (65636 colors) or True Colors (16.8M colors).

Specifies whether you want AX-Icons to display a **text under each button** in the toolbar. This feature is accessible only if you have chosen to use an **'Internet Explorer®'** like toolbar.

Specifies whether you want AX-Icons to display an **animation** in the toolbar. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like toolbar.

If this box is checked, AX-Icons displays a 'Recently Used' area in the Toolbar.

This area permit you to **quickly reopen a file** recently opened with this program. To open a file simply click on it in the list. You can also specify a new file by typing its filename in the edit area and just hit '*enter*'. This feature is accessible only if you have chosen to use an '**Internet Explorer®**' like toolbar

Click this to **empty the Recently Used** list.

Displays the **name** of the current document as it will appear in the **Favorite List**. You can change the name.

Displays the **name** of the document as it appears in the **Favorite List**. You can change the name and click OK.

Displays the **list of favorite documents**. You must select here the document you want to change or remove from the list.

Click here to **change the name** of the selected document (you will change the name that appears in the list, not the filename).

Click here to **remove** of the selected document from the list (you will delete the file on the disk).

Specifies the **full path** to the AX-Icons **librarian location**.

You can change this path. However, your change will occur the next time you launch AX-Icons.

Click here to **browse** your disks and specify the new **location of the librarian**.

Click here to install the **ComCtl32 v4.72 component** now. Once the installation is finished you must restart your computer (highly recommended).

Shows a **preview** of the text to add (with font, size and attributes).

If this box is checked, AX-Icons will **not prompt** you if a component is missing. This option can be restored in the 'Preferences' dialog box.

