

NewIcons

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Chapter 1

NewIcons

1.1 NewIcons

The NewIcons Package

by ~Nicola~Salmoria~

~Foreword~ by ~Roger~McVey~

~Introduction~

~~~Features~~~

~Installation~

The Main Programs:

~NewIcons~

~DefIcons~

The Support Files:

~CreateDefaultIcon~

~~~~InjectBrush~~~~

~~~~CopyNewIcon~~~~

~~~~KillNewIcon~~~~

~~~~PatchOpenWb~~~~

~~Tips~and~Tricks~~

~~~~~Authors~~~~~

~Acknowledgements~

~~~Distribution~~~~

### 1.2 Foreword

Ahem...

Well it's been awhile since my last foray into the great GUI debate. I have

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been auspiciously absent for a year or two due to what I consider an alarming trend towards a gratuitously ugly standard, namely MagicWB....

MAGICWB Is Neither...

MagicWB appears to be an oxymoron from the ground up. The term "magic" would seem to imply a technological achievement which surpasses human comprehension. Although from a visual standpoint it may be difficult to comprehend why anyone would settle for this pedestrian, monochromatic interface, it is all quite easily explained: Amiga users are in such despair over the lack of ANY standardization that they will eagerly embrace whatever looks better than Commodore's laughable attempt at what is known in the industry as a Graphical User Interface (GUI). It would seem, however, that style, taste, and/or design are not any of the chief concerns of those who would endeavor to better the situation. Over the years, there have been those who have tried to foist upon many an unsuspecting user their interpretation of what an attractive, workable environment should look like. Many of them have gone unpunished, including that individual who designed a Workbench around a color scheme which included such delightful hues as fluorescent green and beige. Makes me wonder if Dr. Kevorkian offers gift certificates... Other incarnations have ranged from blatantly insipid to overtly disgusting, the latter dominated by what is known as MagicWB. In deference to SEA (the Society for the Elimination of Acronyms), we will refer to MagicWB and other such counterparts as UGLI's (Unprofessional Graphic Layout Interface). Let's break this down, shall we?

MAGIC: Hardly. A bland, disorienting palette based upon the narrow chromatic spectrum of paste, populated with fetid and gaudy iconifications which seem destined and duty-bound to pay homage to Commodore's short-sighted journey into the realm of artistic masturbation. Ridiculous imagery appears to be a thematic commandment, spreading unchecked with the avid zealosity of ringworm, stirring deep-seated feelings of terror and revulsion upon the novice and casual passer-by. Those who espouse this environment usually respond with a glassy-eyed, monophonic rote of well-rehearsed axiomatic phrases like..."Oh, once you get used to it, you'll like it...", or "It'll grow on you, just give it some time..."; clever little edifications which could also be used to describe fungus, heroin addiction, or EuroDisney...none of which strike me as an enjoyable way to pass the time.

WB: An acronym for WorkBench. Instituted for the purpose of easily manipulating the mundane and often confusing task of dealing with the operating system, a chore that most computer users have grown to both hate and love (in a hateful sort of way), the only exception being, of course, Macintosh users - most of them being totally unaware that anything is happening at all unless it is pronoun-suffixed (Chooser, Finder, Picker, et al ad nauseum...) and rapidly followed by a dialogue box containing one of the following explanations:

- 1) An error occurred because an error occurred.
- 2) Bad f-line instruction.

(editor's note: Have they not figured out what the

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- f- in f-line really stands for or are they just unsure of how to spell it?
- 3) Unimplemented Trap
  - 4) There is not enough memory to open the program. Shut down the application "Finder" (which has no open windows or useful purpose) instead?
  - 5) Click here for movie help.

Now, WorkBench institutes some standards and guidelines for operation. For example, disk windows often contain gadgets for controlling window position, size, and termination, but lack any easily accessed, point'n'click hurt-me buttons, such as the ability to format the hard drive (although I would actually enjoy a feature like that, especially if it would allow me to format the hard drive in someone else's computer...). Not to mention that I have yet to see WorkBench spawn disk windows which radically vary in appearance from one another (such as vastly different border widths, an odd number of sides, changing molecular densities, multi-dimensional gadgets which allow one to enter a place where energy meshes in circular cycles that play and dance to eternal rhythms of pulsating purposelessness, or the ability to stuff 10 cigarette wrappers into a parking meter and freeze time...FOREVER...). MagicWB does not encourage icon uniformity in any way, shape, form, or fashion. Icon size is still at the mercy of whoever creates the icon, and icon color (I use the term "color" only as an academic exercise) is precariously dependent upon not only the system palette, but the palette order!!! So, it would seem that MagicWB has freed the Amiga user from the drudgery of Commodore's design boredom by endenturing them to the servitude of an environment wholly dependent upon the whims and aesthetics of those who may or may not have the skills or talents to design within the myopic guidelines which, for all practical purposes, are etched in vapour.

So, there we have it. MagicWB is neither Magic or WorkBench.

Just Who The Hell Am I....

I currently hold the position of Director of Animation at a creative agency here in Dallas. I also have a degree in graphic design. None of which matters one bloody bit, except that I also happen to own an Amiga (well, several actually...) Until recently, I was content to remain uninvolved in this seemingly endless, lemming-like parade over the MagicWB cliff because I had my own Workbench design and seldom, if ever, made contact with any other Amiga user. I had, to my surprise, actually forgotten exactly how rancid the original Commodore Amiga icons were. When MagicWB arrived on the scene, it took me slightly less than 6 seconds to come to the realization that this was really just a cruel joke heaped upon the Amiga community by some fiendish, diseased pervert in an attempt to prove once and for all that those who owned Amigas lacked the higher brain functions of color recognition, compound speech, and the ability to switch off "Dukes of Hazzard" re-runs.

All of that changed however. I struggled for months to get the agency to invest in the VideoToaster animation system. I deluged corporate desktops with reams of statistical data. I swamped them in E-Mail. When they were at meetings, I would sneak in swap out their 32MB SIMMs with 1MB 860ns IBM VRam, and then place hours of long-distance calls to 976 numbers from their office phones. I took compromising photos of their housepets. I begged. I pleaded. I sold Tupperware. Finally they agreed to go see the system.

We spent several hours at the computer store, and I had the machine performing visual tricks that would astound most TV producers. Two days later, no one seemed to recall the media miracles they had seen, talking instead of how "UNPROFESSIONAL" the Amiga environment had appeared. No wonder this system has lagged behind IBM and APPLE. Marketing mistakes aside, in a world where appearance is everything, the Amiga stands condemned from the moment it boots up. It took MONTHS of hard work to finally convince them to buy the Amigas. In the end, it wasn't performance, price, or capability that swayed them; it was simply that time had dulled their remembrance of just how UGLI (read: Unprofessional) the WorkBench actually was.

So where do we go from here? Can we really depend on folks to maintain some discipline when they create icons? WAKE UP!!!! Let's face the music - IBM and APPLE may not have the capabilities of the Amiga, but they have it in spades where the user interface is concerned. They have COLOR, they have UNIFORMITY, they have MILLIONS of dollars in sales. You have only to look at a Mac or IBM owner to realize that these people would gladly mortgage their vital organs in order to get these machines to perform at a level which most Amiga owners would consider mediocre at best. They do so because they won't give up the aesthetically pleasing desktop environment which they have come to expect from a computer (well, Windoze may not be all that attractive, but IBM owners don't know any better. Maybe someday some geneticist will discover the defective gene, and then therapy will be available...)

Why should we accept any less? Now, we don't have to....

Last September, Nicola Salmoria contacted me with regards to an application he was writing which would change the WorkBench concept. He had seen my previous work (RDMICONS) and asked if I would be willing to design a new set for his application. I agreed immediately (I would have agreed sooner, but I was right in the middle of wiring an AC power cord into an appletalk port on a co-workers Macintosh. Oh you know, office pranks, building morale, zapping the PRam-permanently, that kind of stuff...the secretary will disavow all knowledge.) So now, as the application nears release, maybe we should advertise....

#### T H I N G S   H A V E   C H A N G E D

Do not attempt to adjust your set. We control the horizontal. We control the Vertical. (Insert a short burst of white-noise static here, followed by a fetchingly clever Velveeta Cheese Food Substitute commercial featuring some smarmy little Hollywood brat hurling a big bowl of slimy, overcooked okra onto a fictionally clean June Cleaver-esque kitchen floor while a heavily tranquilized mother-figure nods approvingly, staring vacantly into space as she smothers the family poodle with a clotted, orange substance and then shoves it into the microwave which issues forth a melodic series of beeps echoing the product's musical theme as she sets the timer for 3 days... )

Another momentary hiss of grey and the deep, hypnotic voiceover begins to chant...

"Now, we have icons that are all the same size...not one pixel less, not one pixel more. Icons that other computer users will envy..."

(Cut to a scene bathed in flashing red lights. Police wrestle an angry, handcuffed man into the back of a paddywagon. Photographers and reporters

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clammor noisily around the crime scene, the searing pop of endless flashbulbs illuminating the chalk outline of a Quadra 700 on the office floor. Meanwhile, overpaid/undertrained Apple technicians rush the fatally wounded device into a waiting Lexus as its monitor displays only a sad little mac face, the eyes replaced by black X's in a cartoon effigy of death, the last wavering tones of "Wild Eep" drowned out by the wail of a siren. In the distance, a crowd of protesters march in a slow circle carrying placards emblazoned with slogans like "Save the Whales", "Whirrled Peas", and "Prison Is TOO GOOD for John Sculley"...)

The voiceover resumes-

"Now, the entire spectrum of color is at your command. FULL color, REAL Color...Color you've only dreamed of..."

(Cut to a close-up of a sleeping chihuahua, its eyelids and paws twitching as it whimpers slightly. Suddenly, all is still, and as the scene fades to black there is the loud, unmistakable sound of flatulence followed by a deep groan... )

Again, the voiceover resumes-

"Now, we have icons that fully exploit the capability of multiple images, not just icons that appear depressed when you click on them..."

(Cut to the scene of a grossly obese woman struggling fiercely as she wrestles into a pair of black nylon bicycle shorts. With one last powerful grunt, she tugs the garment mightily. Her hands slip from the waistband, now wedged firmly at her knees, and she topples over backwards out of camera range. The helpless wowl of a small animal is cut short by the thunderous rapport of bare flesh meeting bare floor with a dangerous amount of inertia.)

Now, we have all the great Disco hits of the '70's on one compact disk... (Cut to a scene of ...uh, er...

Oh hell, wrong channel.

On With The Show...

Even should you decide not to use Nicola's application, at least take the time to try it, if only to see what this computer is really capable of. It's never too late...

except, of course, for Windows NT.

(Not Today)

(Nice Try)

(No Thanks)

C'est la vie dans Afrique, enfante...

And thanks, Nicola...

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## 1.3 Introduction

This archive is not "just another set of icons". This is a completely new concept, which I hope will revolutionize, and push in the right direction, the idea of GUI on the Amiga.

Kickstart 3.0 was Commodore's first step towards ReTargetable Graphics. There isn't a device independent graphic engine yet, but there is a new pen arbitration system which allows applications to obtain a given color, or the one which is closest to it if there are not enough free pens.

It's simply ridiculous that, on a system capable of displaying a 256 color Workbench screen, and with a pen arbitration system like the one described above, icons are limited to 8 colors. Various solutions have been proposed, ranging from "use some colors and hope they are right" to "allocate some pens and reserve them for icon display", but they all miss the point, which is:

Why should I, the user, have to care about the icon palette?

Why should I set the system palette in a way decided by someone else (the icon designer) and not the way I like it?

When you display a picture on the Workbench screen using MultiView, you don't have to care about the palette: the system chooses it for you. So why should one care about the palette used by icons? The system should take care of it, not the user.

Unfortunately, icons don't carry palette information. Therefore, I had to define a new standard for icon files, and write a system patch to make the system recognize them. Several goals had to be reached:

- The new standard should be backward compatible, that is users not running the patch program should see the standard 4-color icons.
- Manipulation of icons by users not running the patch program should not cause the new icon information to be lost.
- Remapping of the icons to the Workbench palette should be as fast as possible.
- Data should be compressed in order to reduce disk usage.
- The patch should work even on Kickstart 2.0 systems, with limited features.

All of the above goal have been reached. The new icon information is stored in the ToolTypes, so it is completely backwards compatible. A library, `newicon.library`, takes care of reading and writing the imagery in the ToolTypes; it also hides away the special ToolTypes so that when one asks for Information about an icon only the standard ToolTypes are shown. A patch program, `NewIcons`, intercepts calls to `icon.library`, redirecting them to

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newicon.library, so that Workbench and all other applications transparently get the new icon imagery.

## 1.4 NewIcon Features

NewIcons is a revolutionary system patch which enhances your Workbench and gives the user much more power and configurability over the appearance of his/her GUI (Graphical User Interface). The NewIcons system works transparently, and provides for a standard icon system that will look the same on any system, no matter what the palette is set to.

DefIcons complements the Newicons system. It works by recognizing a file's type, and instantly displaying the appropriate icon image for files without icons attached to them.

The system's features include:

- Allows up to 256 color icons on an AGA machine. (!)
  - Icon colors are color correct on an AGA system no matter what your palette is set to. They automatically appear in perfect color.
  - Default icons for dozens of file types automatically appear for files without icons (FAST!). Recognizes file types in a very efficient manner. If you click on a "fake" icon, your appropriate user-defined default tool will appear in the "Execute command" text field automatically!
  - Make a brush, convert it to an icon. It will appear on your workbench in the exact proper colors you created it in, no matter what your palette is set to. Imagine making gorgeous icons from your digitized pics, in more than 16 colors!
  - Icon images are compressed to maximize disk space. They are uncompressed faster than you can say "NewIcons"!
  - Also KS 2.04 compatible (16 color icon limitation).
  - Fix that ugly Cross-DOS icon to look like a standard NewIcon.
  - Unique icons for RAM-Disks and CD-ROM's that don't have icons.
  - A complete set of beautiful, standardized Workbench icons, drawn by artist Roger McVey. And more on the way!
  - Comprehensive set of utilities to allow you to manipulate your NewIcons.
  - FREEWARE! Why would anyone want to pay cash for icons?
  - Very stable. Beta Tested/Updated for over a year.
-

## 1.5 Installation

To install the package, just double click on the "Install\_NewIcons" icon.

Make sure you have some disk space on your SYS: partition. You should have at least 250K available if you install the entire package. If you don't have enough room on your partition and you still want to install the package, see the tips and tricks section to learn how to make more room for the images. Alternatively, you can install NewIcons without the DefIcons files.

You will be prompted as to which parts of the distribution you want to install. For maximum performance, it is suggested that you install both NewIcons and DefIcons.

The installer script will install the icon images on your system. The tooltypes of your icons will not be touched by the installation script, and the original icon images will not be altered. You will not see the new icon images until the NewIcons program is run. The installer script will launch NewIcons immediately, so you can view the new images right away. Since your original icon images are not actually deleted, it is easily possible to restore the icons to their original appearance, so don't be intimidated by the installation process.

The NewIcons program will be copied to your c: directory, and newicon.library will be put in your Libs: directory. You'll be given the option of where you would like to put the other icon utilities. If you choose to install DefIcons (highly recommended), the program will be copied to your c: directory and the default icons and brainfile will be put in ENVARC:.

The program PatchOpenWB will be copied to c:.

Two short commands will be added to your s:user-startup file to launch NewIcons and DefIcons whenever you boot your system.

Kickstart 3.x users! IMPORTANT:

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You need to add a line to your s:startup-sequence to fix a bug in Kickstart 3.x. Add the following line to your startup-sequence, before IPrefs and after SetPatch:

```
C:PatchOpenWB
```

Users of 2.04 need not worry about this step.

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Once the installation is complete, reboot your computer and you're ready to have the best looking GUI on the block!

The installation program only installs images for the standard WB, so some files will likely not be "NewIconized" by the installer script. Don't worry; you can add images to these icons later using the icon utilities supplied in this archive.

NewIcons works by installing compressed images of the new icons into tooltype lines of the .info files. Once NewIcons is launched, you will not see these tooltypes, so they will not interfere with your work. If for some reason you are not happy with NewIcons, you can use the utility KillNewIcon to remove these images from the .info files, restoring them to their original appearance.

The big advantage of this system is that when the NewIcons program is run, you see the new icon images. When NewIcons has not been started, you will see the boring old icon you viewed before you received this package. Therefore, icons that are transferred to users not running NewIcons will still be visible as a plain, old-style icon.

## 1.6 NewIcons

This program is the heart of the package, and is launched from your user-startup. It accepts a single numeric parameter, and its template is as follows:

```
PRECISION/N
```

The lower the parameter, the greater the precision when picking colors to remap the icons. The default value is 16. Zero is very high precision, -1 is the highest.

NOTE: If you are running Kickstart 2.0, this parameter does nothing.

The idea behind NewIcons is that in 1994 we shouldn't need a fixed color scheme for icons anymore. NewIcons will automatically remap icon images using the colors available on the Workbench screen. A specific palette is therefore not required (icons look reasonable even on a 2-color Workbench) but it is suggested to obtain best results. If you use a Workbench with  $\geq 64$  colors, you can ignore the palette completely. The file "palette.preset" is the palette I use on my Workbench. Note I have changed the pens used by bright and dark edges to have smoother button gadgets, and that color 3 is the same as color 0 so that the shell cursor is of the correct color. This palette uses 7 out of the standard 14 colors used by the NewIcons. The remaining 7 are dynamically allocated at run time.

If you are running Kickstart 2.0, you will have to set up a suitable palette. The colors used by the supplied icons are:

|       | Dec |     |     |
|-------|-----|-----|-----|
|       | R   | G   | B   |
|       | --- | --- | --- |
| Black | 0   | 0   | 0   |
| Gray1 | 2   | 2   | 2   |
| Gray2 | 5   | 5   | 5   |
| Gray3 | 8   | 8   | 8   |
| Gray4 | 10  | 10  | 10  |
| Gray5 | 12  | 12  | 12  |
| White | 15  | 15  | 15  |
| Green | 2   | 8   | 2   |

|             |    |    |    |
|-------------|----|----|----|
| Yellow      | 13 | 11 | 3  |
| Red         | 13 | 2  | 2  |
| Purple      | 9  | 4  | 10 |
| Light Brown | 12 | 9  | 6  |
| Dark Blue   | 0  | 5  | 9  |
| Light Blue  | 5  | 8  | 11 |

Of course you can sort them anyway you like.

A palette for 2.0 is supplied in the Extras drawer of this distribution.

## 1.7 DefIcons

The DefIcons patch will magically transform Workbench's silly fake icons (displayed when you pick the menu item Window/Show/All Files) into more meaningful ones. The program not only recognizes files such as projects and tools, but identifies various other file types:

- IFF, JPEG, ANIM and GIF files
- 8SVX, SMUS, DCMS, Med, and PT/ST mods
- Handlers, Kickfiles, and Filesystems
- ASCII, TeX, AmigaGuide and Postscript files
- Source codes of various languages
- Keymaps, Datatypes, Libraries, and Printer Drivers
- Various crunched filetypes
- Bitmap and Outline Fonts

...and several more.

Just like any "fake" icon, you can't double click on fake icons to start the associated tool immediately, but if you have designated a default tool for the deficon (located in ENVARC:sys), the "Execute Command" text field will automatically have the default tool entered for you. This feature is very handy for things like text files and picture files that don't have icons attached to them.

Additionally, you can transform a fake icon into a real icon using the CreateDefaultIcon utility.

DefIcons has a brainfile called deficons.prefs, which is copied to ENVARC: by the install\_NewIcons script. Unfortunately, it is currently not possible to edit the brainfile, so you can't add your filetypes (if DefIcons doesn't recognize some of your files, tell me). When you install NewIcons, the Installer script copies the default def\_xxx icon images to ENVARC:.. These icons are used by DefIcons.

Apart from fake icons, DefIcons has another wonderful feature: if a volume doesn't have a disk.info icon, it will replace the standard def\_disk.info icon used by Workbench with a user-defined one. For example, it will use def\_CD0disk.info for a CD in CD0:, and def\_RAMdisk.info for the Ram Disk. If you did the old 'copy ramdisk.info to ram:disk.info' trick, you can remove that command from your startup-sequence.

DefIcons works well with multiple file systems and MFS. When a disk without disk.info is inserted in DF0:, it first searches for an icon named def\_DF0disk.info; if it can't find it, it looks for an icon named after the file system (def\_DOS0disk.info, def\_MSD0disk.info, def\_PFS0disk.info...) so you can have different icons for different file systems. Latest versions of CrossDos use an icon of their own for MS-DOS disks. Since the icon is really ugly, you may want to use your def\_MSD0disk.info. To do that, load L:crossdosfilesystem into a hex editor, search for the string "disk.info" and replace it with something else, for example "dusk.info".

The disk trick will also work for non-DOS disks. In this case, the basename is the one displayed by Workbench under the icon. For example if Workbench shows "DF0:NDOS", the icon named def\_NDOSdisk.info will be used. DF0:???? is a special case: def\_BADdisk.info will be used.

DefIcons uses a tree structure when identifying files. For a JPEG picture, for example, DefIcons will search in order first for def\_jpeg.info, def\_picture.info and def\_project.info. IFF files are special, and DefIcons will search for def\_XXXX.info, where XXXX is the FORM type of the file. If it can't be found, def\_iff.info is used.

For archived files there are three families: def\_archive (lha, zip,...), def\_filearchive (for uuencode, compress, gzip,...) and def\_diskarchive (DMS). These families can have sons (i.e, def\_lha, def\_dms, etc) if you create and add them to your ENVARC:sys directory.

## 1.8 CreateDefaultIcon

This will convert a fake icon to a real icon. Of course it is much more useful if DefIcons is running.

It also replaces real icons with standard icons, that is with the ones which would be used as fake icons if there wasn't a real icon. I hope I've been convoluted enough to confuse you ;-)

Anyway, the interesting part is that if you use this command on a real icon, the original properties will not be lost (position, drawer dimensions, tooltypes, default tool - unless the def\_icon has a default tool by itself). This command is VERY handy to quickly replace all the drawer icons in your hard disk.

Usage is the same as KillNewIcon :

Click on CreateDefaultIcon, then shift-click on the icons you want to make into a real icon. Double-click on the last icon selected. If you have a standard default tool for certain files (like Multiview for your AmigaGuide® files), you can add that tooltype to your default icon (Envarc:sys/def\_guide.info) and any AmigaGuide® files you use CreateDefaultIcon on will have the correct default tool associated with it. This technique is useful for picture and sound files, and ASCII text files as well.

---

## 1.9 InjectBrush

This command is used to create a NewIcon. It can be used only from CLI. It takes the name of the icon to NewIcon-ize and the names of two ILM brushes. The brushes should be 36x40 in size, and use the standard palette. In the Extras/BUILDING\_BLOCKS directory you find some standard elements, in particular the file "platform" should be used as a template for all icons. The standard icons have designated platform colors for different file types (see Tips~And~Tricks for more info).

Example: `injectbrush myicon.info brush1.iff brush2.iff`

Note that the original image is not removed from the icon. It stays there so that users not running NewIcons can see an old-style icon.

Color 0 of the brush used to create a NewIcon is always considered the transparent color. That is, it will always be remapped to color 0 of the screen.

The newicon.library does not optimize the color data. Thus, if you use an 8 bitplane brush to create an icon, and it uses only 16 colors of the 256 available, the icon created will be larger than if you used a 4 bitplane brush. The best thing to do is to always work on a 16 color screen, using the building\_blocks/platform provided to start from.

Injectbrush expects the brushes to be of the standard size and color palette. You will be prompted if the brushes are not 36x40, or if the palette colors are non-standard. This feature can be overridden by using the Force option.

## 1.10 CopyNewIcon

This command is used to copy the NewIcon image from one icon to another. You can use it to add NewIcon images to your other programs/files. ONLY the NewIcon image is copied. The standard image and the other properties of the destination icons are not affected.

You'll need this command to use the icons contained in the Icons/Misc drawer. DO NOT USE THE USUAL 'COPY' COMMAND TO COPY THOSE ICONS. You should consider the Icons drawer as a sort of "catalog" of images, which you can pick IMAGES, and not true icons, from.

From CLI:

```
Copynewicon srcicon desticon1 [desticon2...]
```

From Workbench:

```
click on CopyNewIcon
shift-click the icon you want to copy from
shift-click the icons you want to copy to
shift-double click the last icon
```

You can also add this command to the Tools menu using ToolManager or ToolsPrefs.

---

## 1.11 KillNewIcon

This is the complementary of InjectBrush. It removes the NewIcon and restores the icon to its original image.

From CLI:

```
Killnewicon icon1 [icon2...]
```

From Workbench:

```
click on KillNewIcon
shift-click the icons you want to remove the NewIcon from
shift-double click the last icon
```

You can also add this command to the Tools menu using ToolManager or ToolsPrefs.

## 1.12 PatchOpenWB

Kickstart 3.x has a serious bug concerning Workbench screen opening. If the Workbench screen is closed and a program causes it to be opened, either by calling `OpenWorkBench()`, or `OpenWindow()`, or `LockPubScreen()`, the system may hang. Specifically:

- If the program has priority less than 0, it will always hang.
- If the priority is greater than 0, it will never hang.
- If the priority is 0, it may or may not hang; it depends on when task switching happens.

This program is a workaround for the bug. It will intercept `OpenWorkBench()`, `OpenWindow()` and `LockPubScreen()` calls and temporarily raise the priority to 1, thus avoiding the deadlock. This patch is necessary when running NewIcons, otherwise the system will always hang when the Workbench screen is closed and reopened.

Users of Workbench 2.0 do not need to use this command.

To install the patch, just execute the program `PatchOpenWb` in your startup-sequence, preferably before `IPrefs`, and after `SetPatch`.

## 1.13 Tips And Tricks

Here are some tips to help you make the most of the NewIcons system:

- If you decide that you really like the NewIcons system, and make it a permanent part of your Workbench, you can use the utility `ReplaceImage` to change the original icon images to a single pixel, which will save a considerable amount of disk space. Just click on `ReplaceImage`, then shift-click on the icon "Pixel\_Icon" and shift-click on all the icons you wish to transform. Double-click on the last icon. The `.info` files will be much smaller since they are no longer carrying the original icon image. Make sure you use `ReplaceImage` while NewIcons is NOT running, since it won't work on the original image if you do. If you don't use NewIcons all the time, this method is not recommended



since you will have deleted the original images from the icon.

ReplaceImage and Pixel\_Icon are located in the "Extras" drawer. ReplaceImage is written by Richard Mazzarisi and is included with his kind permission.

- You can run DefIcons without NewIcons running, if you just want to use the default icon feature. Of course you will only have the standard icon images to view, however. NewIcons can be run without DefIcons also, but you won't get the default images for "fake" icons.
- To preserve the allocation of available colors on the Workbench, it is recommended that when making your own icons to stick to the standard 14 colors that NewIcons is supplied with. Of course, if you choose, you are certainly not limited to these colors, and you can make icons as complex as your heart desires. The NewIcons system, however is an attempt to standardize the Workbench icons, and as such, it is recommended that the icons primarily should have the standard size and palette. The "Force" option of injectbrush will allow you to use nonstandard brush sizes. If you distribute NewIcon images with your programs, please standardize them.

By the way, the platform colors have been standardized as well. Tool icons have a green platform; project icons are yellow; disks or drawers are brown, and system files (libraries, keymaps, etc.) have gray platforms.

- Although you can create up to 256 color icons, this is not really recommended, since you will very likely lock all the available colors for the workbench, and programs like Multiview will not be able to dynamically allocate the correct colors for viewing pictures and so forth. In addition, icons with large palettes take up a larger amount of disk space.
  - Currently there is no easy way to make IFF brush images from the NewIcon images. There will hopefully soon be a utility that will allow you to manipulate and edit existing NewIcons in brush form. In the meantime, it is possible to use a screengrabbing utility to grab icon images from your Workbench screen. You will have to manipulate the palette in your drawing program however.
  - Roger has been busy creating new icon images, and a release of a new `_huge_` set of icons is coming very soon. If you didn't find an icon for that particular program of yours, wait for this release. Since the release of his RDM\_Icon sets, he still gets swamped with mail for icon requests. Since he does have a busy, real life job, he may not always be able to fulfill these requests. Again, hopefully an icon editor with all the standard template images will be forthcoming.
  - Do NOT use standard icon editing tools to manipulate NewIcon images. Some programs could cause serious damage to the icon data, saving the NewIcon image as an old-style image, therefore losing palette information. The best way to create NewIcon images is to use a paint program; create a brush, and then use injectbrush.
  - DefIcons can use drawer type icons for disks or drawers. It will
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also use any type of icon for the "kick" type icons. Therefore, if you make new icons for your ENVARC:sys drawer, you don't usually have to convert them to a disk or kick type icon. This applies to the custom icons only. The standard def\_disk.info and def\_kick.info icons still must be of the proper type.

- The icons/misc drawer in this archive contains several useful icons for some of your other applications. Use CopyNewIcon to transfer the images to your program icons.

## 1.14 Authors

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Roger sends his thanks to Commodore for losing control of the Amiga.

## 1.16 Distribution

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This software is FreeWare. It is freely distributable as long as the archive remains intact, and only a nominal fee is charged for its distribution.

This software is provided "AS IS" without warranty of any kind, either expressed or implied. By using it, you agree to accept the entire risk as to the quality and performance of the program.

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