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Internet World Wide Web:
http://www.blindmellon.com/~blindmello

Our Bulletin Board System.
1 702 233 9071, when you call you will first have to download the Excalibur(tm) terminal and then call back.   About Blind Mellon Circus

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Icon Editor

New

This command clears the editing area to start a new icon.   The new icon appears in the   icon box selected the Status Area.

If there are any unsaved changes in the editing area when you select the New command, Icon Editor asks if you want to save the changes.   Icon Editor then clears the editing area to the currently selected screen color and changes the Title bar to [Untitled].

Save

This command saves changes made to the icon in the editing area.   If the Title bar shows that the icon is untitled, the Save icon dialog box appears so you can give the icon file a name.

Save As

This command saves the icon in the editing area.   The Save icon dialog box appears so you can save the icon with a different file name.

Exit

This command closes the Icon Editor.   If any of the six icons in the Status Area have unsaved changes, Icon Editor prompts you to exit any way or cancel the Exit command.

Undo

This command removes any changes from the icon since the time you changed editing tools or selected another icon.   Once you select a new tool or another icon from the Status Area, the Undo command cannot remove the changes made in the editing area.   The Undo icon button in the Status Area displays the condition the icon will return to if you select the Undo command.

Cut

This command copies the portion of the editing area you select to the

Clipboard and clears the selected area to the current screen color.   The Cut command does not work if you move the part of the icon you select before cutting it.   You must reselect the area you want to cut then use the Cut command.

Copy

This command copies the portion of the editing area you select to the Clipboard.   The editing area is not affected.   The Copy command does not work if you move the part of the icon you select before copying it.   You must reselect the area you want to cut then use the Copy command.

Paste

This command inserts the contents of the Clipboard as a selected group of pixels in the upper-left corner of the editing area.   You can then move the selected pixels anywhere in the editing area before pasting them in the current icon.   To paste the selection into the icon, click the mouse anwhere in the editing area outside of the selection.

All pixels in the pasted bit map that match the current screen color appear transparent and do not affect the icon below.   Pixels that match the inverse of the screen color replace the pixels in the icon.

Paste Opaque

This command inserts the contents of the Clipboard as a selected group of pixels in the upper-left corner of the editing area.   You can then move the selected pixels anywhere in the editing area before pasting them in the current icon.   To paste the selection into the icon, click the mouse anwhere in the editing area outside of the selection.

All pixels in the bit map cover any pixels in the icon below.

Delete

This command deletes the selection in the editing area from the icon, replacing the selection with the current screen color.

Select All

This command selects the entire icon in the editing area.   You can also double-click the Select tool to select the entire icon.

Flip Horizontal

 This command flips the current selection in the editing area from left to right.

Flip Vertical

This command flips the current selection in the editing area from top to bottom.

Rotate Right 90 degrees

This command rotates the current selection in the editing area 90 degrees to the left.

Rotate Left 90 degrees

This command rotates the current selection in the editing area 90 degrees to the right.

Invert

This command changes all the colors in the current selection to their opposites.   The following picture shows the normal color palette in ironmaster and the inverted color palette so you can see how the colors change when using the Invert command.

.ZOOM - editor

will make the zoom viewer visible, so that you may increase the icon image size
on your desk top.

Editor Tools

How to Select a Tool
The top part of the Status Area contains six icon boxes.   The icon boxes serve the following uses:

Displays icons open for editing.   you can edit up to six icons at one time. Indicates the currently selected icon with a square border. Displays the actual size of the icons being edited.   Switches between any open icons by clicking on the icon box of the icon you want to edit.   Lets you test how icons appear when dragged.

Select Tool

This tool selects a rectangular region in the editing area.

To use the Select tool
click in the editing area to anchor one corner of the area you want to   select. Drag the mouse until the flexible box that appears surrounds   the area you want to select.   Release the mouse button.   If you make a   mistake while selecting click outside of the current selection and start over.

Paint Tool

This tool paints pixels in the editing area according to the selected   brush size.

To use the Paint tool click the mouse in the editing area and drag to   begin painting.

Fill Tool

This tool fills a closed area with the color selected in the Color Palette.

To use the Fill tool click in the area to be filled.   The area   will be filled with the color selected in the Color Palette.
The Fill tool fills adjacent pixels which are the same color as the starting pixel.   If you fill an area with a dithered

color rather than solid color the result will be a checkerboard   pattern.

Line Tool

This tool draws straight lines. To use the Line tool click in the editing area to anchor one   end of the line.   Drag the mouse until the mouse reaches the other end   of the line you want to draw.   Release the mouse button to draw the line in the icon.   The width of the line corresponds to the current brush size.   The color of the line is the color selected   in the Color Palette.

To draw a horizontal vertical   or diagonal line   hold down the SHIFT key as you drag the mouse.

Square Tool

This tool draws rectangles and squares.   To use the Square tool click in the editing area to anchor
one corner of the square.   Drag the mouse until the square is the size   and shape you want.   When the square or rectangle is the
right size and shape release the mouse button.   The brush size   determines width of the box's border.   The color of the outline

of the square is determined by the Color Palette.

To draw a perfect square hold down the SHIFT key as you drag the mouse.

Filled Square Tool

This tool draws filled rectangles and squares.
To use the Filled Square tool click in the editing area to anchor
one corner of the square.   Drag the mouse until the square is the
size and shape you want.   When the square or rectangle is the right
size and shape release the mouse button.   The brush size determines

width of the box's border.   The color that fills in the square is
determined by the Color Palette. The border of the square is a line
and therefore cannot be drawn using dithered colors.   If you select
a dithered color the border of the square will appear in the nearest
solid color.   If you want the entire square to be drawn with a
dithered color first draw the square with a solid color then use
the Fill tool to fill it in with the desired dithered color.

Circle Tool

This tool draws circles and ellipses.

To use the Circle tool
click in the editing area to anchor one corner of a flexible box
containing an ellipse.   The box appears while you draw to show
the anchor point and current mouse position.   It disappears when
you finish drawing.   Drag the mouse until the ellipse is the size
and shape you want.   When the circle or ellipse is the right size

and shape release the mouse button.

The brush size determines the border width of the circle or ellipse
border.   The color of the circle or ellipse border is determined
by the Color Palette.

To draw a perfect circle
hold down the SHIFT key as you drag the mouse.

Filled Circle Tool

This tool draws filled circles and ellipses.
To use the Filled Circle tool click in the editing area to

anchor one corner of a flexible box containing an ellipse.
The box appears while you draw to show the anchor point and
current mouse position.   It disappears when you finish drawing.
 Drag the mouse until the ellipse is the size and shape you want.
 When the circle or ellipse is the right size and shape release the
mouse button.   The brush size determines the border width of
the circle or ellipse border.   The color that fills the circle

or ellipse is determined by the Color Palette.

To draw a perfect circle hold down the SHIFT key as you drag
the mouse. The border of the ellipse is a line and therefore
cannot be drawn using dithered colors.   If you select a
dithered color the border of the ellipse will appear in the
nearest solid color.   If you want the entire ellipse to be
drawn with a dithered color first draw the ellipse with a
solid color then use the Fill tool to fill it in with the

desired dithered color.

Flip Horizontal

This command flips the current selection in the editing area from left to right.

Flip Vertical

This command flips the current selection in the editing area from top to bottom.

Rotate Right 90 degrees

This command rotates the current selection in the editing area 90 degrees to the left.

Rotate Left 90 degrees

This command rotates the current selection in the editing area 90 degrees to the right.

Invert

This command changes all the colors in the current selection to their opposites.   The following picture shows the normal color palette in Icon Editor and the inverted color palette so you can see how the colors change when using the Invert command.

Editor: Moving a Selection

Once a region in the icon has been selected with the Select tool

there are two ways to move it:

Opaque Move Use the right mouse button to click and drag the selected pixels.   The selection is moved as is including all foreground colored pixels and all screen and inverse screen colored pixels.

Transparent Move Use the left mouse button to click and drag the selected pixels.   Only the foreground colored

pixels move.   This lets you move regions in the icon that
appear to be a non-rectangular.

Once you move a selection of pixels
the selection rectangle changes from a dotted rectangle to a solid rectangle.

Holding down the SHIFT key while moving a selection leaves a
copy of the selected pixels at their original location.   Selecting
another tool or selecting another icon also deposits the moved
pixels to their current location.

Editor: Zooming In and Out

The vertical scroll bar along the left side of the editing area

increases or decreases the magnification of the currently selected icon.

You can use this scroll bar to display the icon at actual size or
 magnify it to fill the editing area.   When you resize the Editor
the scroll
bars adjusts to the new window size so that the icon stays at the
same magnification.

Color

Editor: Color Palette

The Color Palette contains solid and dithered colors you
can use when editing an icon.

To select a color from the palette click a color cell with the left or right mouse
button. Icon Editor assigns the selected color to the mouse button used to
click the color cell.   You use this procedure to assign foreground colors as
well as screen and inverse colors.

Double-clicking a mouse button assigns the selected color

to that button then opens the Custom Color Palette Window.
You can define your own colors in this window.

Editor: Defining Colors

You define colors using the Custom Color Palette shown below. To open the
Custom Color Palette double-clicking the Color   Palette in the Editor or select
the Colors command form the   Color menu.   Minimizing or closing the Editor
window also hides or closes the Custom Color Palette window.

Color Elements and Values

Custom colors are composed of red (R)
green (G)and blue (B) elements.   These elements have values ranging from
0 to 255. A value of 0 means none of that color appears in the custom color.

Setting Color Values

Use the RGB scroll bars to set the individual color elements.   You can also
enter color values into the fields to the right of each   scroll bar.   The color
cell to the right of each field displays the color matching the value chosen for
each element (red green   or   blue).

The Selected Color cell displays the RGB color created by combining the
individual RGB elements.   Since some of the tools cannot use dithered colors
the Nearest Solid Color is also displayed.