User's guide

IconMaster Lite

Version 1.1

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Introducing IconMaster

Register you software

This is a shareware software: the limitations in saving files can be removed registering the software from the about box (order required: visit the download page of our website www.gaiacons.com)

Technical support

In case of order you will be granted of 1 year of on line service (support@gaiacons.com) and any upgrade of the software that will be available in the the mentioned period.

What is ScreenMaster for?

This software is designed to **create true color icons**: therefore it is suggested for programs and electronic documents that require high quality icons .
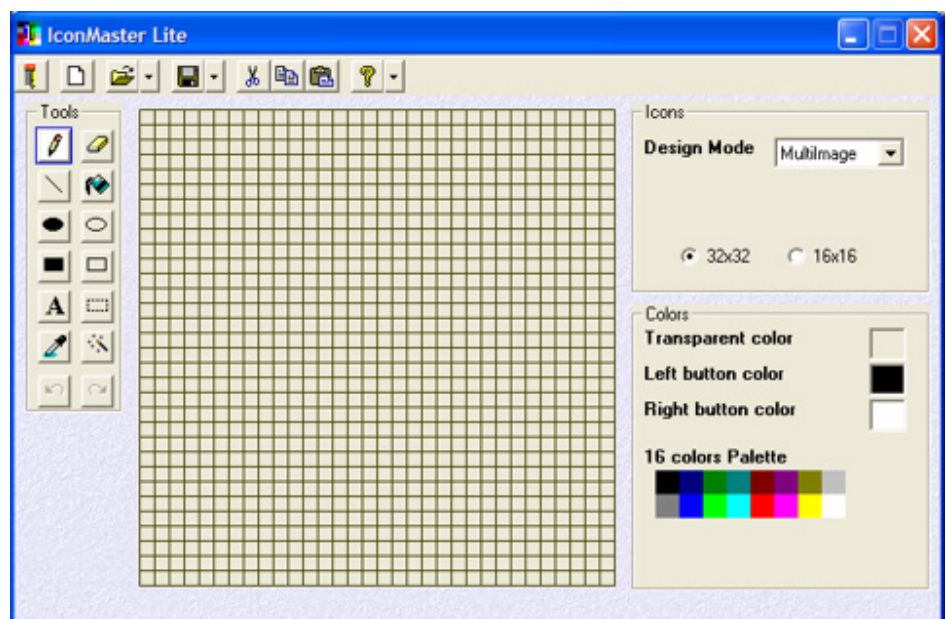
System requirements

The minimun system requirements are the following:

- PENTIUM 266 Mhz processor
- 64 Mb RAM
- a HD with 100 MB of free space
- SVGA graphic board
- Microsoft Windows W98 or higher

A Quick Tutorial

The user interface

First let's take a look at theIconMaster user interface.

The program window is divided in five main objects:

- The toolbar

- The icon container

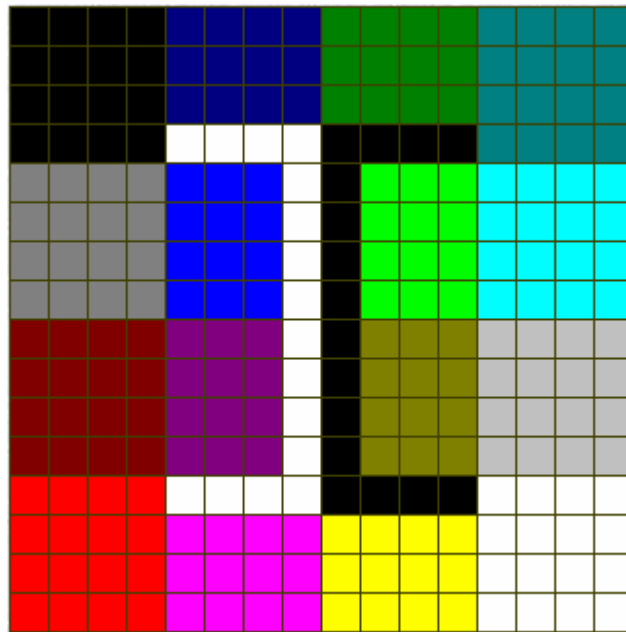- The tools window

- The icons window

- The colors window

The Toolbar

Many of the essential tools are included on the toolbar, which is located on the top of the ScreenMaster main window.

Button	Name	Function
	Exit	Closes the program
	Open	The main button opens any icon. The dropdown button enables the user to choose between the following actions:
		Open icon (opens icon files)
		Import from image (resizes the selected image)
		Paste from clipboard (retrieves any bitmap contained in the clipboard if available)
	Save	The main button opens the save dialog (icon file). The dropdown button enables the user to choose between the following actions:
		Save as (icon file)
		Export as (export in bmp)
		Copy to clipboard (it copies any current icon in the clipboard)
	Cut, Copy, Paste	This buttons are desgned for the cut & paste actions:
		It cuts or copies the current selection
		It pastes any image of the clipboart (with resizing if necessary)
	Help	The main button opens the present User's guide. The dropdown button enables the user to choose between the following actions:
		Help (it opens the present User's guide)
		About (it opens the about box: program and register information)

The Icon container

In this area are displayed all the icons for editing.

In the example you can see the 16x16 icon of IconMaster.

All the tools for editing are in the Tools Window

The Tools Window

In this window are present all the tools for editing the iconthe button icons suggest the functions available.

With the button the special effects menu is displayed: a box filter is used to create a 16x16 icon from a 32x32 icon and viceversa

The Icons window

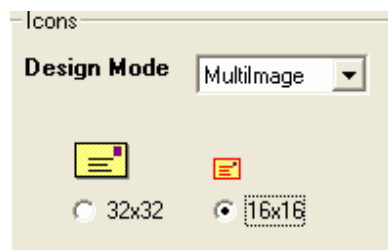This window enable the user to select the editing mode (true colors):

Mode **MultiImage** (default): you can edit and save in the same file a 16x16 pixels icon and a 32x32 pixels icon

Mode **16x16**: you can edit and save the 16x16 pixels icon

Mode **32x32**: you can edit and save the 32x32 pixels icon

Mode **Any Size**: you can edit and save any allowed size of icon (width must be a multiple of 4; no sizes allowed grater then 160 and smaller then 4)to change the icon size (default is 48x48 pixels) you need to double click this mode option

If the MultiImage mode is selected you can activate the 32x32 icon or the 16x16 icon for editing.

The Colors window

This window enable the user to select the paintinting colors of the mouse buttons.
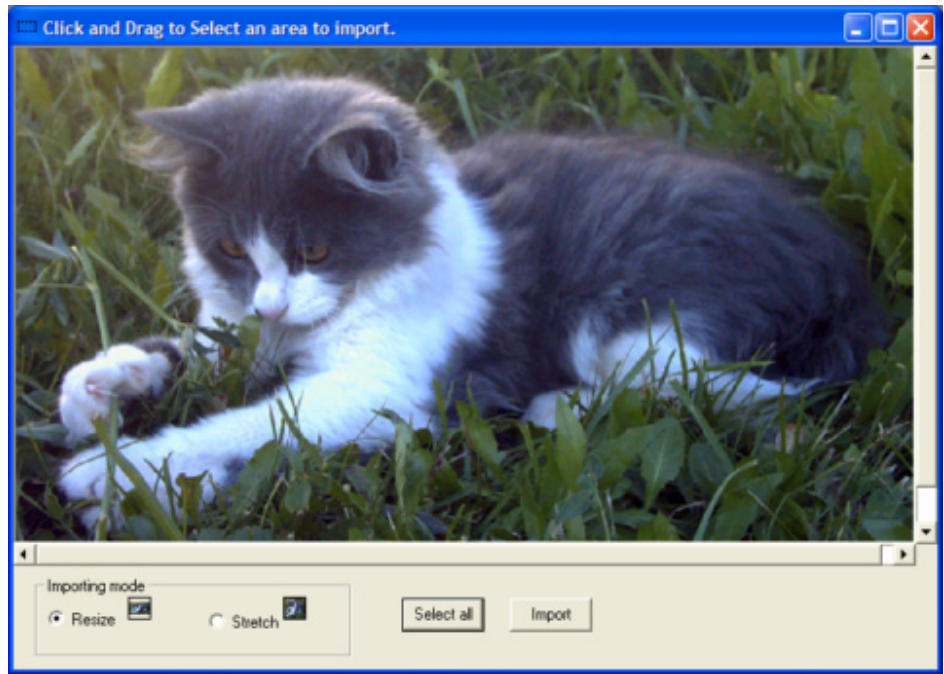

You can pick a color with a right/left click on the palette or on the transparent color.

With a double click on the Left/Right button color you can pick any color from the windows palette.

With the button of the tools window you can pick any color from the icon

The Select window

This window is displayed when importing images with sizes bigger the the edited icon

You can select the importing mode (Resize the image in the icon mantaining the proportions, Stretch the image in the icon)

The "Select all" button slect the entire image: otherwise you can select the required area on the displayed iamge with the click and drag method.

The "About" window

This window shows some informations on the program and on registring

You can activate this window from the Help dropdown button (item "About.

To insert your register number you have to click therRegister button.