



Logic Gui IconStrip Creator

- Software -
Version 1.0

User Manual
English

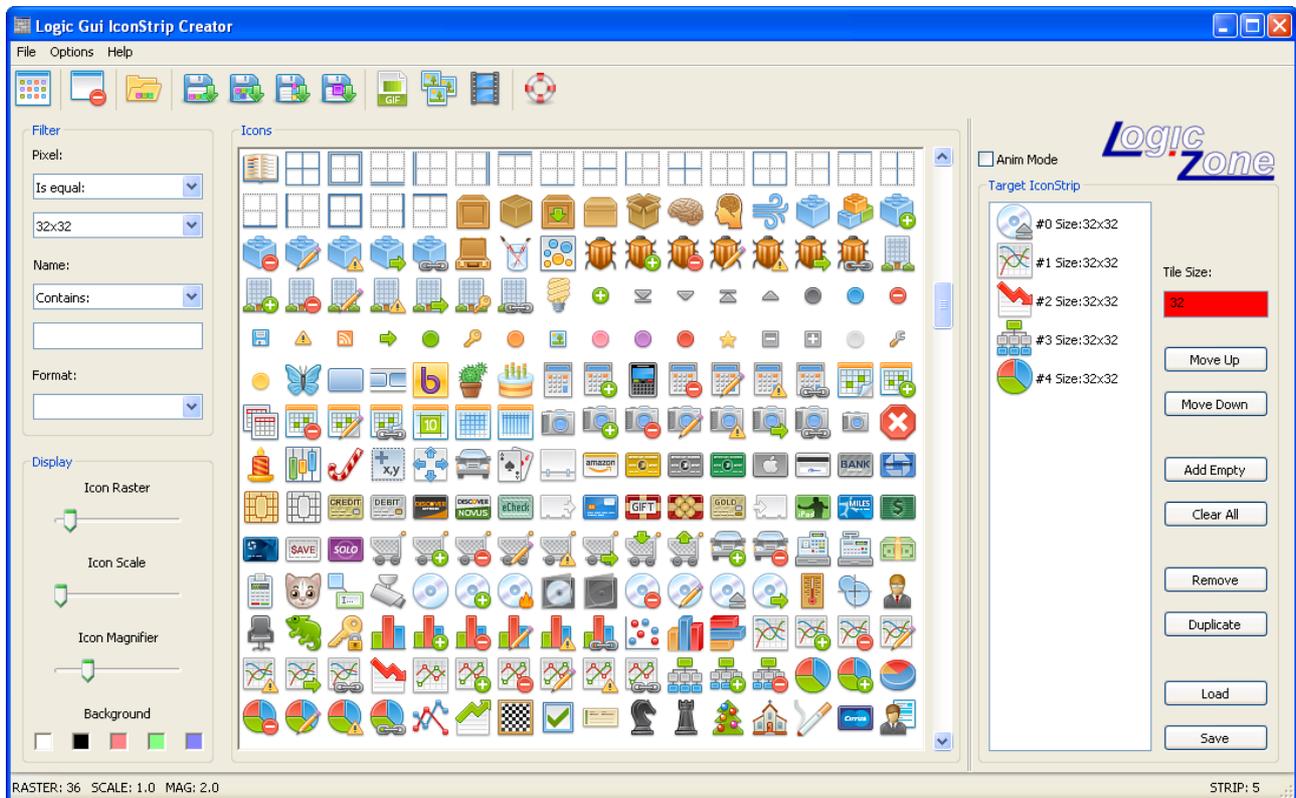
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1. Overview



The Logic Gui IconStrip Creator is meant as an easy to use tool to quickly assemble an IconStrip.

But not only IconStrips for Gadgets can be created, also AnimStrips and SmartButton-Strips.

Animations can immediately be viewed in an animation window with your settings.

You will also be able to convert GIF animations into Animstrips with a single click. Knowing that there are thousands of GIF animations available for free, you will probably be able to find something useful.

Extract a certain icon size from an Icon .ico file to use in your application.

An IconStrip can be used for several MaxGUI Gadgets, for example:

1. Toolbars for window gadgets
2. Icons for menus
3. ListBox, TreeView, Tabber, ComboBox as GadgetItems

AnimStrips normally used in your programs for animations.

SmartButton-Strips are used together with the SmartButton module from Logic Gui. Make your own GUI-Buttons with the great concept of this module using regions, trigger and actions.

A normal approach to create an IconStrip for your application, would require:

1. Design or find a suitable icon for a certain function.
2. Fit those icons together via a (paint) program or similar to the requested size.
3. Save as transparent Strip.

While that looks like a simple task it can be far more time consuming than one thinks and it is getting worse when you want to change the order or adding additional icons at a later time.

All steps can now be accomplished very easily with the IconStrip Creator, which comes with some icons ready to use. The attached icons are collected from the inet and were marked as free for personal and commercial use without any link back. The icons are properties of their owners and don't belong to this product! Of course you can also use your own icons.

2. General Workflow

First load some icons, filter them as needed, click on every icon you want to add to your target IconStrip and finally save it. That's it, very simple and very fast.

Icons can have different sizes, thus mix them as needed. Bigger icons are resized to the final size, smaller icons are centered.

But even if you have already an IconStrip, just load it, alter it and save it. It is possible to duplicate a certain icon, for example useful for toolbars with toggle flag on, or do a reorder of existing icons and so on.

When creating animations it is nice to be able to directly view them with different settings and check if they run smoothly.

Load icons by selecting a directory where those icons are stored, all subfolders will automatically scanned as well, so you can leave an original structure without the need to collect all stuff in one folder.

You can use the menu, the toolbar or drop the folder on the window to load a certain folder. It is possible to load more than one folder, just open what directory you need.

You can also load GIF animations via the toolbar or drop single GIF files onto the window. They will show up as icons, ready to select. Depending if the Anim Mode CheckBox button was selected, only the single icon is added to the target or the animation is split into it's frames and added.

When icons are present in the target Iconstrip, you can save them as standard IconStrip, single icons or SmartButton-Strip. If those icons represent an animation simply display them in an extra animation window. It is possible to open more than one animation window to check the animation in parallel with different settings.

3. The GUI

Resize the window to your needs and use the splitter between the icons and the target IconStrip to adjust for the best fit of the IconStrip.

3.1 Menu / Toolbar

3.1.1 Load Icon Directory

Load a specific directory. You can load more than one if needed. It's also possible to drop the folders directly onto the window and they will be loaded.

While loading all icons you will get some feedback inside the canvas.

3.1.2 New

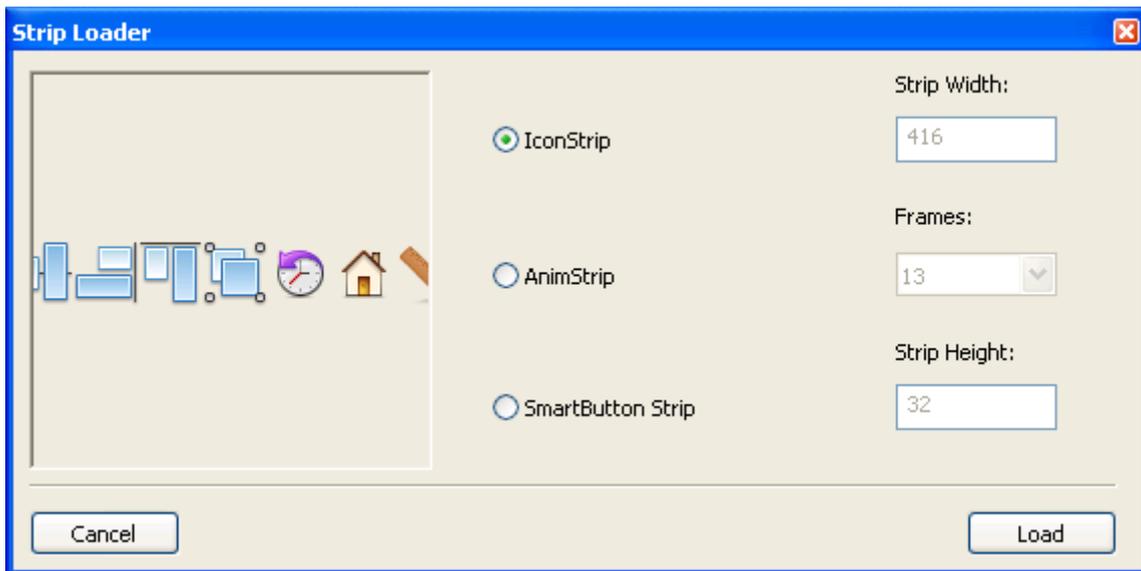
3.1.2.1 Clear Loaded Icons

At some point it is may nice to start with a new empty program and drop only what you need. Use the Clear Loaded Icons function to do so.

3.1.3 Load

3.1.3.1 Load A Strip

While you can immediately load a standard IconStrip directly inside the Target IconStrip group, it is here more flexible. Choose the strip you want to load and another window will open with some extra choices.



Depending on the strip you can first choose what type this strip is and then adjust the parameters.

The window is resizable to best fit the view of the shown strip.

Be aware that some parameters are fixed and others interact with each other. Means that if you change one value it will also adjust the corresponding other value.

The Strip Loader window will try to do the best guess and set all parameters, but you may have to change some settings as you need. This is most likely true for animations stored in a strip.

3.1.3.2 Load GIF Animation As Icon

Load a GIF as Icon and either use it as a single icon in your Target IconStrip, or switch on the Anim Mode and get the animation inside the GIF. You can load only one GIF at a time, but you can drop several GIFs in one go onto the window. Best not to mix normal icons and animations because it is may not obvious inside the icon window what is what, although you can have a look in the statusbar to identify your GIFs.

3.1.3.3 Load An Icon .ICO File

As an Icon .ICO file format can hold several icons/frames in one file it is similar to the GIF loading. Again add the single icon to the target strip or split all contained icons using the Anim Mode and select the one with the correct size and color depth.

3.1.4 Save

3.1.4.1 Save As Icon Or AnimStrip

All icons will be put together and saved as a strip. This is the standard function.

3.1.4.2 Save As Single Icons

All collected icons in the Target Strip will be saved again as single icons, thus you can use the Target Strip as a some sort of shopping cart. Search through all available icons and collect what you need.

3.1.4.3 Save As Smartbutton Strip

A SmartButton Strip can be used as a resource for the SmartButton module of Logic Gui. A SmartButton Strip is some sort of an AnimStrip but with a different orientation, because a button has normally a bigger width than height. Checkout the SmartButton module, SmartButton Editor and it's manual for more information!

3.1.4.4 Save Selected Icon

This function will only save the selected icon of the Target IconStrip.

3.1.5 Options

3.1.5.1 Load Icons On StartUp

This is a toggle option. When switched on an empty file will be saved on disk to store this status.

On next start the default icon directory will then be loaded automatically to save some clicks.

3.1.5.2 Show Animation

This option will open the animation window and run the current Target IconStrip.

3.1.6 Help

3.1.6.1 Forum

Select this to be directed to the Logic Gui forum. If you have any problems, found a bug or want to request a feature, please report them there.

3.2 Filter

The filter group let's you choose a certain filter which is used to narrow down your search.

The first setting lets you choose the pixel size of icons which should be displayed. If nothing is chosen than this filter is not active.

An editable ComboBox allows you to enter a certain size or you can choose from the ComboBox list. The syntax is e.g. 16x16 or 24x32 or 48x32 (width x height).

When icons are loaded from every icon the pixel size is stored in the ComboBox (every size only once of course), thus you can immediately see which sizes are available.

Together with the size it is possible to define if icons are shown when equal, smaller, bigger and so on.

Another filter is the name of the icon and to be more flexible, define also if the icon name should start, contain or end with this string. The case does not matter!

Last filter is the pixmap format. Again all formats are read from the icons during loading and stored in the available ComboBox. Choose a certain format you are looking for, or choose nothing to skip this filter.

3.3 Display

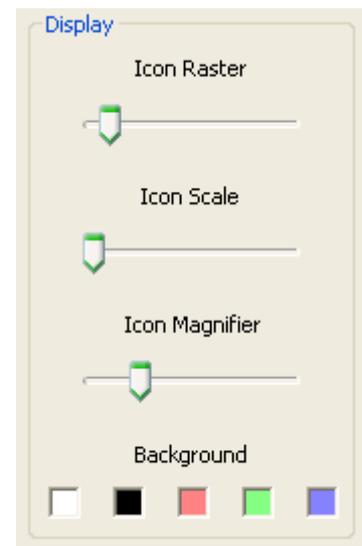
The display group allows you to customize the current view.

The most important value is the “Raster” value which can be changed by a slider. It changes a virtually xy-raster to display the filtered icons on the canvas with a certain distance between them. This is especially useful when displaying icons of different sizes. If you choose a pixel size filter it will also set automatically a raster size, thus you need only manual adjust when mixing icon sizes.

The “Scale” value resizes the displayed icons for better visibility.

When hovering an icon with the mouse a magnified image is shown. How much magnified is defined by the “Magnifier” value.

A click on any of the background colors, does change the canvas background and gives you another idea, how the icons will look in a different environment.



3.4 Icons

The icon group shows a canvas with those icons which fit the filter setting and are drawn depending on the display setting.

A scrollbar lets you scroll through all filtered icons, or use the mousewheel.

When hovering an icon a magnified image of the icon is shown and the name and size is displayed in the window statusbar.

Click on a certain icon and the icon is added to the target IconStrip.

Use CTRL click to open the parent folder of the original icon. For example to alter the original icon or to check the author's readme file in that folder.

In the menu you can toggle the possibility to automatically load the default Icons directory on startup.

3.5 Target IconStrip

3.5.1 Standard Mode

When adding icons to the Target IconStrip the first icon you choose will set automatically the Tile Size TextField.

The Tile Size is the final size of every icon inside the IconStrip! As you can see in the screenshot I have mixed icons with different sizes. That is no problem, smaller icons are centered and bigger icons are resized.

At any time you can enter a new value for your Tile Size and the IconStrip will show immediately the new output. Until you entered a value the TextField is using a red background to remind you.

If you want to change the order of the icons, select one and use the Move Up and Move Down Buttons to bring them into the correct position.

Add Empty, will add an empty Icon below the selected position. This is useful for ToolBars where an empty icon is recognized as a spacer.

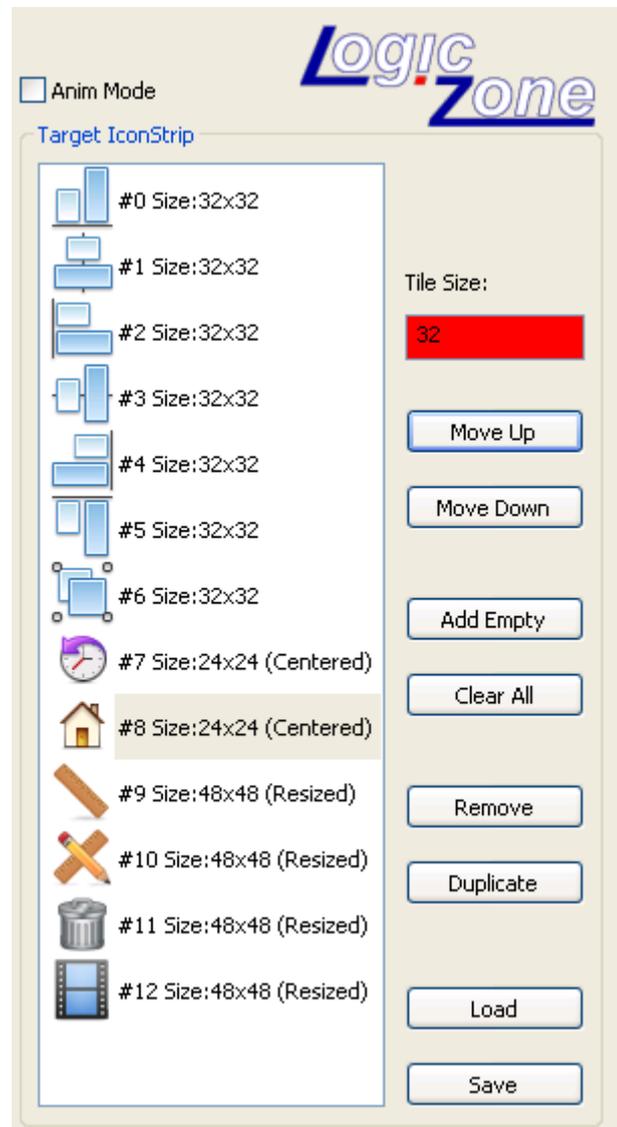
Clear All will delete all icons from the Target IconStrip.

If you added some icons you don't need anymore, use remove to delete them from the IconStrip.

Duplicate, will clone the selected icon and add it directly below. Again useful for ToolBars, where you need two icons for one icon position when using the toggle flag. The two icons could be different, but sometimes the same icon does the job as well, showing a pressed or released state.

Load will load a standard IconStrip, if you want to load an AnimStrip or SmartButton use the menu or toolbar.

Save will save a standard IconStrip, if you need to save as single icons, AnimStrip or SmartButton use the menu or toolbar.



3.5.2 Anim Mode

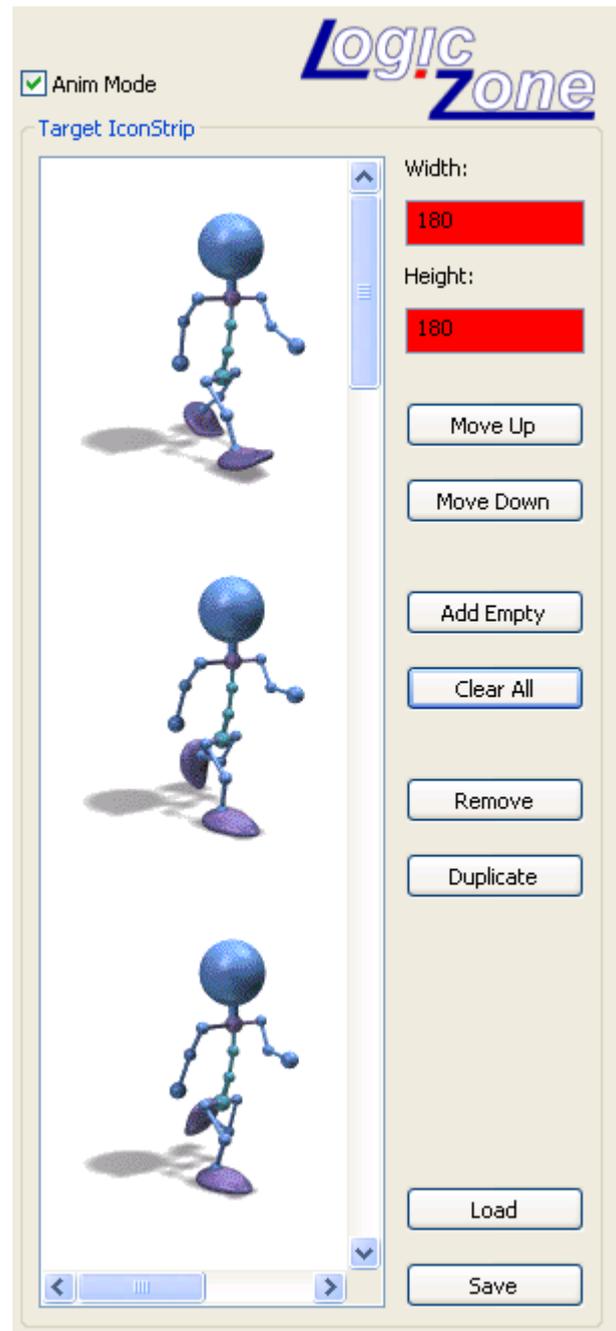
The biggest difference between the standard mode and the Anim Mode is, that the width and the height of the icons depend of the animation and don't need to be equal in size.

Here the snapshot shows three frames from a GIF animation.

Of course it makes not much sense moving single icons to a different position, but all other options may still useful in a certain situation.

It is also possible to resize the whole animation to a new target size, but be aware that upscaling is most of the time a bad choice.

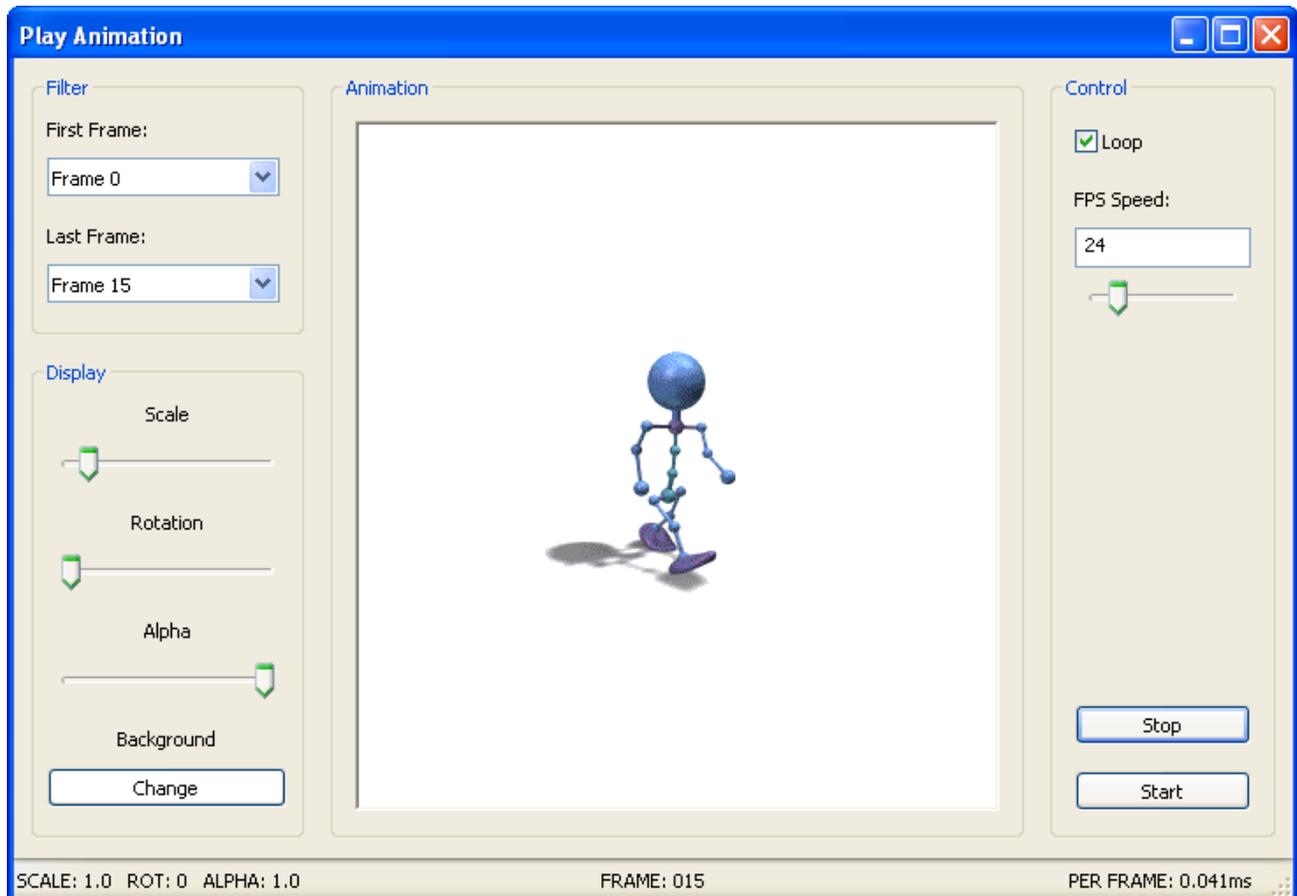
Again the target size is taken from the first icon inside the animation if you didn't specify anything different. If you want to center the animation inside a bigger image later on, it is better to define the width and height before adding the animation to the strip.



4. Animation Window

The animation window is able to display your animation conveniently with different settings. You can open more than one window to check in parallel with varied values.

The Statusbar is showing all current values.



4.1 Filter

Set the first and last frame which should be shown should during animation.

If you added some extra frames for testing you can just suppress them and display only the range of frames you are interested in.

4.2 Display

4.2.1 Scale

Set the scale from 1/10 to 10.

4.2.2 Rotation

Rotate your animation from 0 to 359.

4.2.3 Alpha

Set the transparency from 0 to 1. That makes sense together the current background to check if the animation will look alright.

4.2.4 Background

Set the background color for your animation. Not every animation does work on a random background but looks better on light or dark one.

4.3 Control

4.3.1 Loop

When checked the animation will loop always from the first chosen frame to the last chosen frame continuously. This option is checked by default, but if unchecked the animation will always stop at the last chosen frame.

4.3.2 FPS Speed

Enter the speed of the animations (Frames Per Second) in the textfield or use the slider to adjust the value.

4.3.3 Start

Starts the timer with your FPS settings and let the animation run.

4.3.4 Stop

Stops the timer and thus the animation at the current frame.

4.4 Animation Canvas

You can click into the animation window to start and stop the animation.

When in stop mode use the mousewheel to move the animation frame by frame forwards and backwards. That should make it easy to see any bad movement.