



Help & Manual[®] 3.0

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Title page 1

Use this page to introduce the product

by <AUTHOR>

This is "Title Page 1" - you may use this page to introduce your product, show title, author, copyright, company logos, etc.

This page intentionally starts on an odd page, so that it is on the right half of an open book from the readers point of view. This is the reason why the previous page was blank (the previous page is the back side of the cover)

Vector Icon Designer

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All the people who contributed to this document, to mum and dad and grandpa, to my sisters and brothers and mothers in law, to our secretary Kathrin, to the graphic artist who created this great product logo on the cover page (sorry, don't remember your name at the moment but you did a great work), to the pizza service down the street (your daily Capricciosas saved our lives), to the copy shop where this document will be duplicated, and and and...

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Foreword

This is just another title page
placed between table of contents
and topics

Top Level Intro

This page is printed before a new
top-level chapter starts

Part



1 Introduction

1.1 Overview

Inspired by the ever present need for good quality copyright free icons to use in hobbyist programmes and the excellent vector drawing commands provided by PureBasic this is a programme to exercise the vector drawing commands to produce icons. All programmed in PureBasic.

The programme allows you to use Lines, Arcs, Curves, Boxes, Ellipses, Polygons, Stars, VectorArcs, Circles, Paths and Text in any combination using any colour at any transparency to produce an icon. Some limitations do apply, these are explained in each section below. Each image is made up of elements which can be any of the above.

The programme will produce icons\images at 128X128, 64X64, 48X48, 32X32 and 16X16 in .png or .ico format. Each image is designed on a 640X640 grid and then scaled to the size required. As the image is designed it can be dynamically displayed in all size formats showing the effect of adding or editing an element. Each element of an image can also be edited individually e.g changing the start or end position of a line or the colour or thickness of that line.

All images are saved into a database of vector drawing commands which can also be used in other programmes to produce images at any other size required simply scaling the vector coordinates to suit or producing an image and then scaling the image.

The best way to get started is to read the section on the main form then jump straight to adding a new image. Once a new image is added it can be used for doodling on with all the various commands.

1.2 The Main Form

When started the programme displays the main form as shown below.

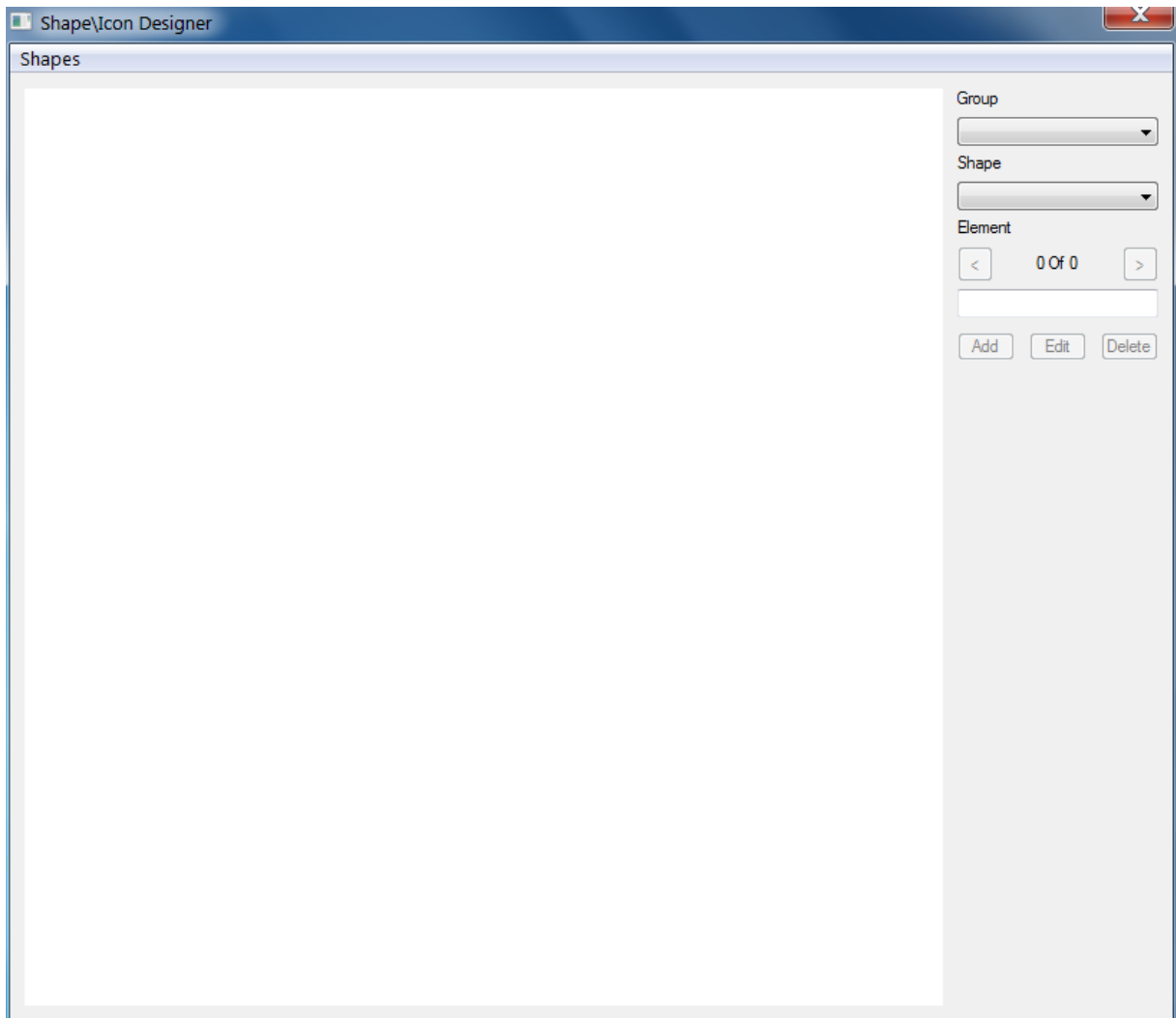


Fig 1 The Main Form

This form has three main areas. The most prominent is the large white drawing area. This is where all images are displayed and edited. The second is the menu. This allows you to add new groups or shapes to the database, to save the current shape/image for later editing or use. This should not be confused with producing .png or .ico files. The menu save command saves the drawing commands to the database and does not produce the images for use.

You can also select whether or not to display the icons while editing. Selecting the menu command "View Icons" will display a second window and as images are loaded or edited they are displayed in the various sizes directly.

The menu is also where you can exit from the programme.

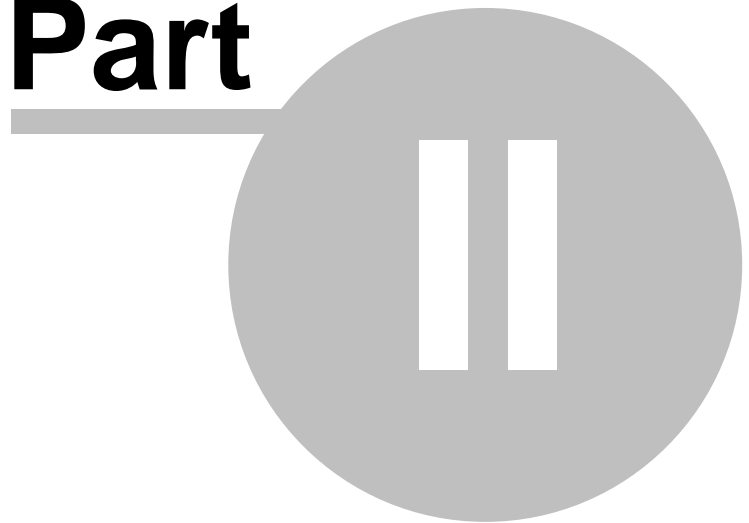
The third area is the right hand panel. This is the element display and edit area. At startup only the shape selection combo lists are shown with some greyed out element selection buttons and display. This is where the shapes in the database are selected and the individual elements are displayed.

Once an image has been selected the individual elements of that image can be selected or more elements added or some deleted. The blank area beneath these changes dynamically as selections are made.

Top Level Intro

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top-level chapter starts

Part



2 Chapter 1

2.1 Add A New Image

Images are grouped, so each new image that is created needs to be added to a group.

The database already contains a "Group" labelled "General" which can be used to create throwaway images etc. Once happy you can create new groups for your images and add new shapes to these groups. Here we will just add a new image to the general group so we can start to play.

From the shapes menu select New|Shape the "New Shape" dialogue is displayed as shown below.

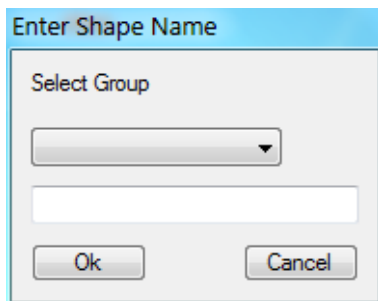


Fig 2. New Shape Dialogue

Start by clicking the Select Group combo which will display a list of groups in the database. Select "General" from this list.

Type in the title for your new image in the string gadget below. Once happy click the Ok button. The new shape will be added to the database with an empty drawing list i.e a blank drawing.

Move on to the next section to select your new image for editing.

2.2 Image Selection

To select an image to display/edit you must first select the group to which the image belongs. Click the Group combo in the right side pane and a list of available groups will appear. Select one from the list. Once selected the Shape combo is loaded with all the shapes from this group. Click the shapes combo and a list of available shapes in this group will be displayed select a shape from the list and it will be displayed full size on the drawing area and the element editing controls will be enabled.

The selected shape is then ready to be edited. If you selected the new shape created in the previous section then nothing will be displayed as this is yet a blank shape. Try also using the Shapes|View Icons menu item. With no shape selected this will display an empty window at first but as shapes are selected they will be displayed on this window as well as shown below.

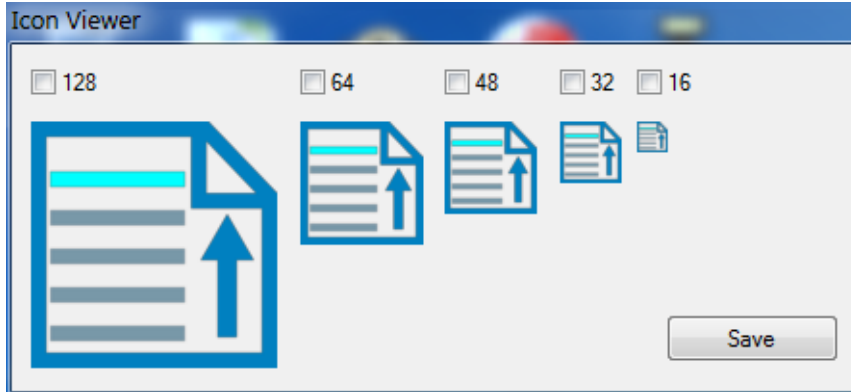


Fig 3 IconViewer

To remove the icon viewer simply select Shapes|View Icons again and the form will be closed.

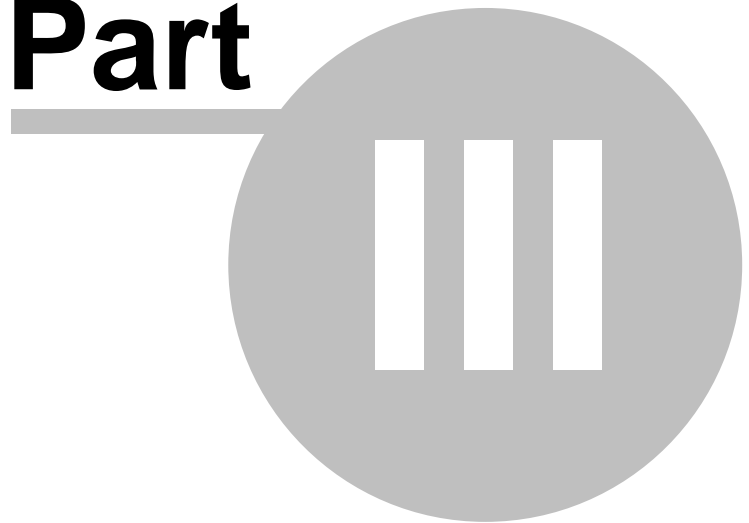
After you have selected various shapes and seen what is available select the general group and the new shape created in the previous section so we can start editing.

Now move to Chapter 2 to start adding and editing shape elements.

Top Level Intro

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Part



3 Add Elements

3.1 General

After loading a shape it is displayed and the edit controls in the right hand pane are enabled.

Click the add button and the add element controls are added to the right hand pane. These are displayed for all elements that can be added to the shape and are shown below.

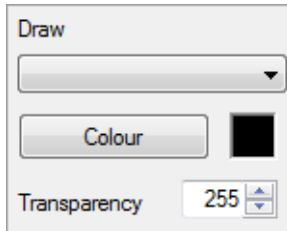


Fig 4 Add Element Gadgets

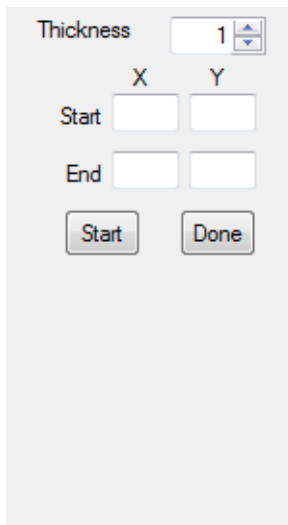
The only common part of all elements that can be drawn is the colour for that element. This can be selected here. Click the colour button and select the colour for the new element. You can also use the spin gadget to select the transparency for this element. This colour and transparency is only applied to the element being added or edited and is not global across all elements.

The draw combo is used to select which element to add to the image. Clicking this will show a list of all available elements that can be added to the image. Each of the elements is dealt with in the following sections.

A variation of this is displayed when editing elements see the section on editing elements for a description.

3.2 Lines

When adding an element use the draw combo to select "Line". This will display the line edit gadgets in the right hand pane as shown below.



The image shows a dialog box with the following elements:

- A 'Thickness' label followed by a spinner box containing the number '1'.
- Two columns of input boxes labeled 'X' and 'Y' above them.
- Two rows of input boxes labeled 'Start' and 'End' to the left of them.
- Two buttons at the bottom labeled 'Start' and 'Done'.

Fig Add/Edit Line Elements

Ensure the colour for the line is selected!

This shows the properties of a line which can be added. The thickness of the line and the start and end points.

A word about thickness is need here. The drawing area size is 640X640 pixels which is 5 times the size of the maximum sized icon so a thickness of 1 will draw a line five pixels thick which equates to a line one pixel thick on a 128X128 icon. After using this command for the first time use the Shapes|View Icons window to see the effect of various line thicknesses on the various sized icons.

A thickness of one here is ok. To start drawing a line click the start button and move the mouse cursor onto the drawing area. Notice that the start edit gadgets are updated with the current mouse co-ordinates. Once you have moved the mouse pointer to the required start point of the line click the left mouse button. This will set the start point of the line. This is then displayed in the start edit boxes and the display switches to the End edit boxes displaying the current mouse position.

As you move the mouse over the drawing area now a line is drawn from the start position to the current mouse position in the colour selected. Once the mouse pointer is where you wish the end point of the line to be click the left mouse button. This will set the end point of the line and save this line as an element of the current shape.

You can carry on adding lines, changing the thickness or colour, by clicking start and using the mouse to draw another line.

You can also select other elements to add to the shape by selecting each from the Shape combo with some notable exceptions such as Paths.

When all elements are drawn you need to save the shape. Use the Shapes|Save menu command to save the shape so far into the database for later editing or use.

Endnotes 2... (after index)

Back Cover