NAME

iconedit – create and edit images for OpenWindows icons, cursors, and panel items

SYNOPSIS

iconedit [*filename*] [*XView command-line arguments*]

AVAILABILITY

This command is available with the OpenWindows user environment. For information about XView command-line arguments see the XView documentation.

OPTIONS

filename Contains the image.

XView command-line arguments
iconedit accepts XView command-line arguments listed in **xview**(7).

DESCRIPTION

iconedit is part of the OpenWindows DeskSet. With **iconedit** you can create and edit small images for use in icons, cursors, panel items, etc.

Main Window

This window contains the controls for manipulating your image, as well as the image itself as it will appear in an icon or cursor, and an expanded image in a drawing canvas. From the main window you have the following pull-down menus.

File

- **Load** Specify a file to load.
- **Save** Save the file under the current name.
- **Save As** Save file under a new name.
- **Print** Generate PostScript output for a printer or a file.

View

- **Grid On/Off**
  Turns a grid on or off in the display area. One grid square is a 4x4 area of pixels.

Edit

- **Undo** The last action is un-done. A record of undos available is kept in the lower right footer.
- **Redo** The last undo is redone, provided the last action was an undo.
- **Clear** The drawing area is cleared by having all of the pixels set to white.
- **Cut** A selected area is cleared, with its contents moved to the paste buffer. If no area is selected, the default area is the entire image.
- **Copy** A selected area is copied to the paste buffer. If no area is selected, the default area is the entire image.
- **Paste** The contents of the paste buffer are copied into the image at the current pointer location.
- **Invert** The selected area is inverted, black for white and white for black. This action is only available in B&W mode.

Properties

Format Selects the default save format of an image, be it an XView icon, an X Bitmap, a color X Pixmap, or a monochrome X Pixmap.

Size Selects the size of the image. 64x64 is the most common size for an icon, 32x32 is used within **filemgr** and 16x16 is the size of cursors.

Palette This brings up the color palette for choosing the pen color.

Controls

Drawing Mode
This choice lets you select you drawing mode: dots, lines, rectangles, circles, ellipses, text, selection, or erase.

Fill Pattern
This selects the pattern in which objects drawn are filled. The choices range from outline through various textures to solid. The fill pattern is only in effect when drawing rectangles, circles or ellipses.

Color or B&W
This item selects between having your image in color or monochrome. If you change it from color to monochrome, the color information is lost, though it can be restored through undo.

Movement Arrows
These let you move your image or a selected part of your image. Vertical and horizontal flip, as well as rotation are also provided.

SEE ALSO

xview(7)
Solaris User's Guide
XView documentation
"About Icon Editor" in the Help Handbook available through the Help option on the Workspace menu.