

# Icon Creation and Storage

## Creation:

'Microangelo Studio' was used to create the Icons in the examples. This is a premium product, available at <http://www.microangelo.us/> . The Toolset option includes the MicroAngelo Studio product, but the company has several offerings.

**Open Source** alternatives include: *(there may be others)*

- <http://iconizer.sourceforge.net>
- <http://geniconxp.sourceforge.net>
- <http://variicons.sourceforge.net>
- <http://iconaton.sourceforge.net>
- <http://icofiletool.sourceforge.net>
- <http://gimp-win.sourceforge.net/stable.html>
- <http://mtpaint.sourceforge.net>

## Storage:

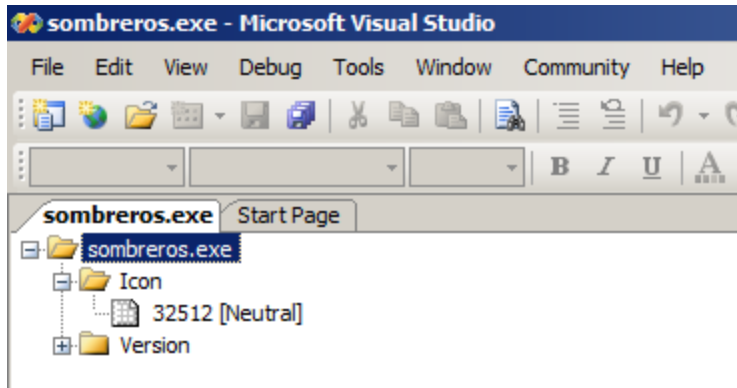
**To import Icon variations** *(into your .exe module that contains Icons):*

1) Launch Visual Studio

2) From the File Menu, select 'Open File'.

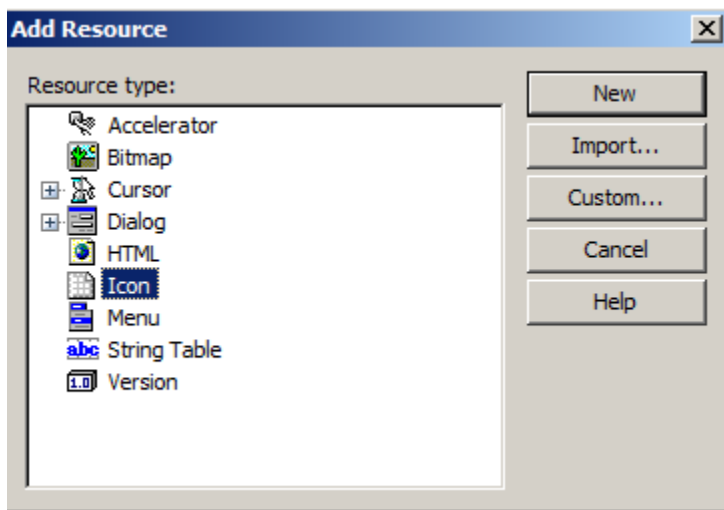
In the File Open box, select the executable you compiled, such as "sample.exe".

The example screen prints, discuss how Icons were added to 'sombros.exe'. This exe file is part of the source code download.

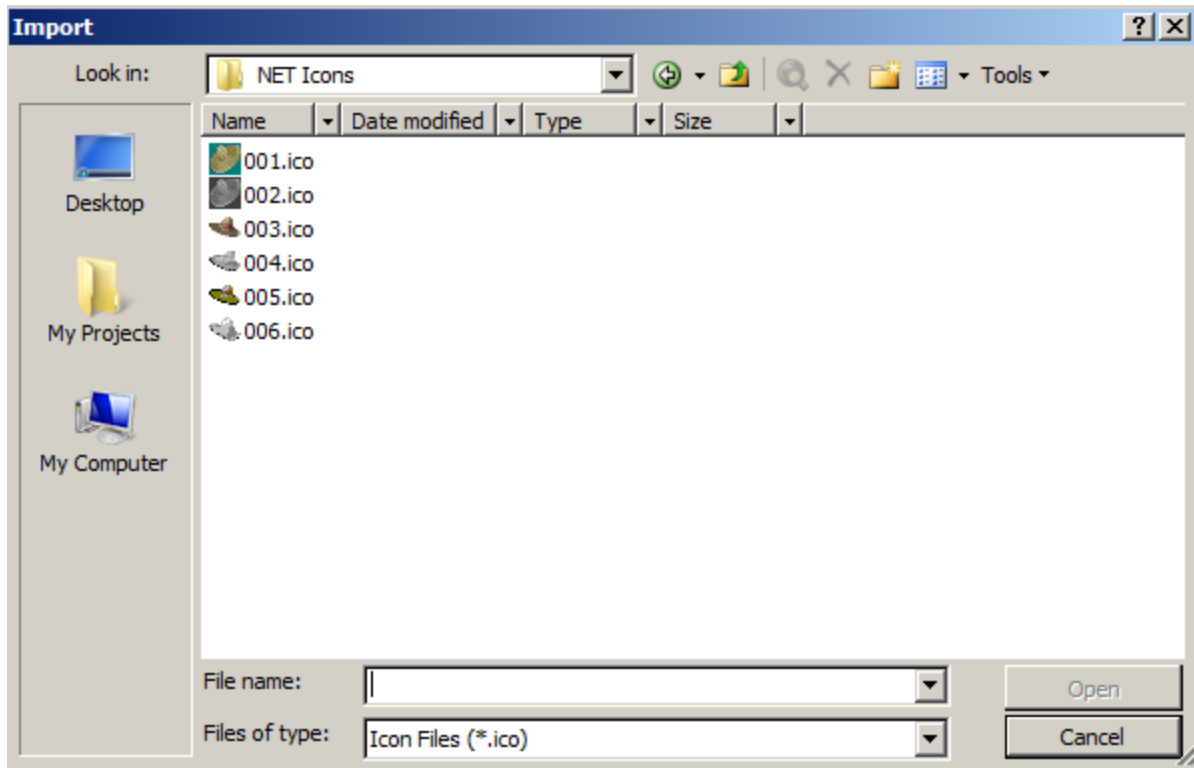


3) With sombreros.exe highlighted, select 'Add Resource' from the Edit Menu.

From the Resource types available, select Icon, and click on Import

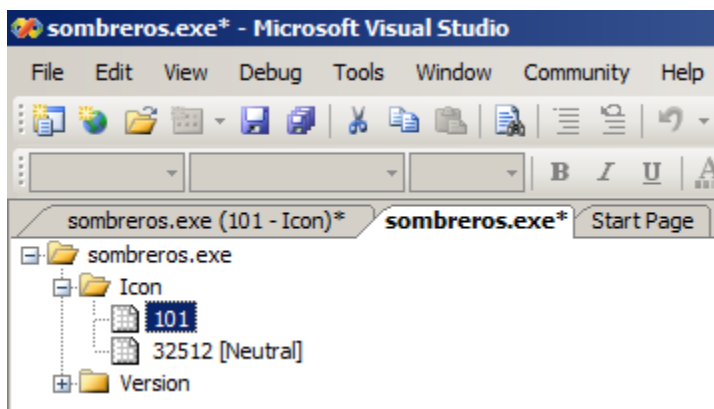


A file open box will appear. Direct the box to the folder location of your custom icons. Type \*.ico for the filename, and hit enter, to show only the icon files that are available.



Select the first icon, in our example it is '001.ico', and click on 'Open' to import the file into the executable.

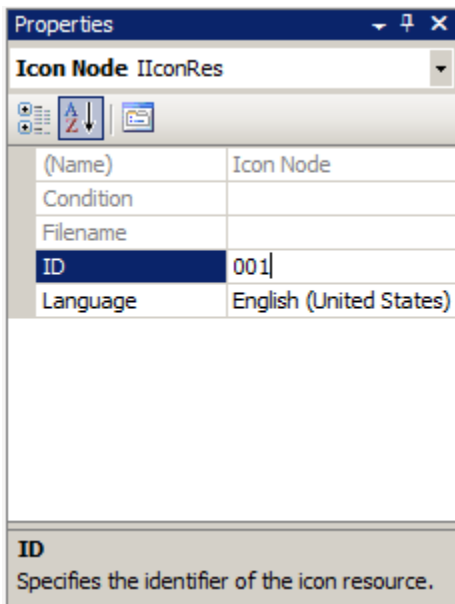
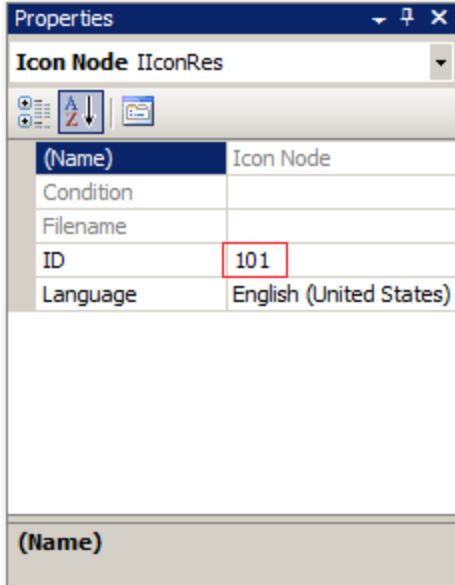
After the icon has been imported, it will display in Visual Studio. Click on the 'sombros.exe' tab next:



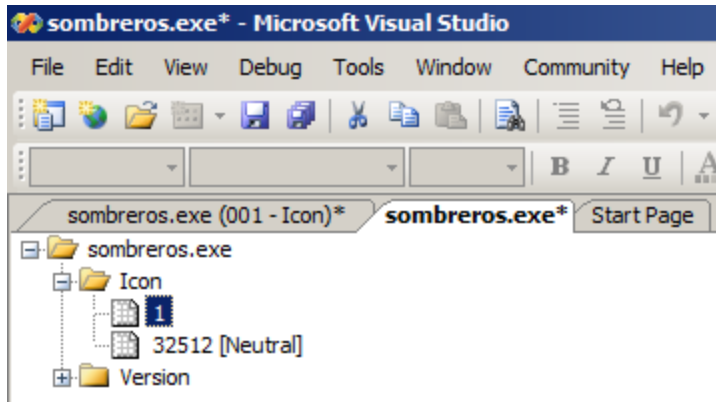
The file icon number '101' should be associated with the icon file we just imported.

With '101' highlighted, right-click to show a menu, and select 'properties'.

In the properties window, the ID is currently set to '101'. We need to change this to '001'.



In the executable tree view, it will have '1' for the identifier, but the internal ID number remains '001', as listed in the properties window.



Use CTRL+S or right-click on the 'sombremos.exe' tab and use the drop-down menu to save 'sombremos.exe'.

Repeat the icon import and rename process for the 5 additional icons matching the descriptions from the Variables section

(If you use a different number than "1" for logo icon\_1 value, then this value would have to be substituted for ID = 001 below)

- 1 For IE7, IE8, IE9, and IE10, this value is used for HotIcon and Icon sources  
For IE6, on Windows XP, this is used for Icon value for Toolbar Button (ID = 001)
- 2 For IE6, on Windows XP, this is used for HotIcon value for Toolbar Button (ID = 002)
- 3 For Windows 2000, IE 5.5 or 6, this is used for Icon (ID = 003)
- 4 For Windows 2000, IE 5.5 or 6, this is used for HotIcon (Mouse is over Toolbar Button)  
(ID = 004)
- 5 For Windows 98, Me, or NT, this is used for Icon value for Toolbar Button (ID = 005)
- 6 For Windows 98, Me, or NT, this is used for HotIcon (Mouse is over Toolbar Button) (ID = 006)

Once the .exe or .dll has been saved using Visual Studio, the program can be tested.

Please send questions or concerns regarding this document to [documents@firstbutton.com](mailto:documents@firstbutton.com).

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