

Icon Editor

Replaces, Creates and Modifies Your Newton's Icons

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1 Welcome and Registration

1.1 About Icon Editor

Welcome to the beta version of Stand Alone's Icon Editor. In the future, the Icon Editor can be used to modify any icon on the Newton, but for now, it only works through the Stand Alone Menu Editor or FreezeMan. You can use Icon Editor to modify specific icons in either of those two programs. Please refer to the user manuals for the respective programs for where the Icon editor

Included in this archive are the following packages:

Icon Editor.pkg

This is the software package that you need to install on your Newton

Icon Editor.pdf

This is the users' manual for Icon Editor.


Icon Editor.txt

This is the text version of the user's manual. If at all possible, you should use the pdf version of the manual as it has layout and graphics that cannot be included in the text file. The pdf version is viewed with Adobe® Acrobat Reader®, which can be obtained free of charge at www.adobe.com.

SASstuff.txt

A list of all of the software available from Stand Alone, Inc.

SA reg.pkg

If there isn't a registration option under the  button, install this package to register your software.

1.2 Registering Icon Editor


The Icon Editor Demo will work for a 30 day trial period. At the end of the 30 Days, it will stop working. To avert this tragedy, you will need to get in touch with Stand Alone to register your software. You can register with us by several different methods.


You will need to include the following information, no matter how you choose to register. Most importantly, you need to include your name EXACTLY as it is

entered in your Newton, including spaces. We use this to generate your password, so it must be precise. You will need to specify which programs you wish to register, and include payment for each of them. We accept Visa, Mastercard, and American Express. If you are using normal mail, you can send us a check as well. Make sure to include your card number, the expiration date, and what type of card you are using. You also need to give us a way to get in touch with you. Email is the preferred way, followed by your address and phone number. An Email address is not strictly necessary, but it will result in much faster service.

For instant gratification, register by phone, and pay using Visa or Mastercard. To do so, call (773) 477-2492 and we will give you a password right over the phone.

Alternatively, you can send us a check to the address below.

You can also Email us one of several ways. The application has a Register section under the  button. Tap on that to open up a registration slip. If you fill out that slip, and have an Email client on your Newton, it will automatically Email us and we will send you a registration code. You could also just Email us the relevant information from your Newton or a desktop machine, and we'll send you a code. If you are registering through Compuserve, use, GO SWREG.

Once you register, you will receive a password from us. You can install this password one of two ways. There is an option to Enter Password under the  menu. Tap on it to bring up a screen that has a space to enter the password. Alternatively, just install the SA Register package enclosed in the Icon Editor archive. Select "Icon Editor" from the pop-up menu at the top, and enter the password. You should get a message confirming the password. Afterwards, you may remove the SAS Register application from you Newton.

1.3 Contacting Stand Alone Inc.

There are several ways to get in touch with us here at Stand Alone, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, comments, suggestions or compliments, please don't hesitate to contact us through any of the methods listed below.

1.3.1 Hours of Business

Stand Alone, Inc. is open from 9 AM to 9 PM Monday to Friday, and 10 AM to 4 PM Saturday and Sunday. These times are CST and GMT -5.

1.3.2 Email:
internet: info@standalone.com
AOL: Std Alone
CompuServe: 76342,3057

1.3.3 Phone:
Voice: (773) 477-2492
Fax: (773) 477-2579

1.3.4 Regular Mail:
Stand Alone
3171 N. Hudson, Suite 1
Chicago, IL, 60657, USA

1.3.5 World Wide Web:
<http://www.standalone.com>


2 Installation

The first thing that you need to do to get your software up and running is to install it on your Newton. To do this, you need to have Newton Backup Utility, or Newton Connection Utilities set up to talk to your Newton. If you have problems with this part of the installation, please contact or consult the documentation that came with your Newton. Once Newton Backup Utility is set up, just follow the steps listed below to for each of the packages you wish to install.

1. Open the Newton Backup Utility , or Newton Connection Utilities



on your Desktop machine.

2. On your Newton, go to the Extras Drawer 

and tap the Connection icon .

3. Once the Newton Backup Utility has loaded on your desktop machine, make sure your cables are connected and tap the **Connect** button on your Newton.

4. For each of the packages you wish to install, do the following:

- Tap the Install Package button in the

Newton Backup Utility



- Go to the folder where your packages are, and select the desired package.
- Click on the “Install” button

3 Using Icon Editor

3.1 Overview

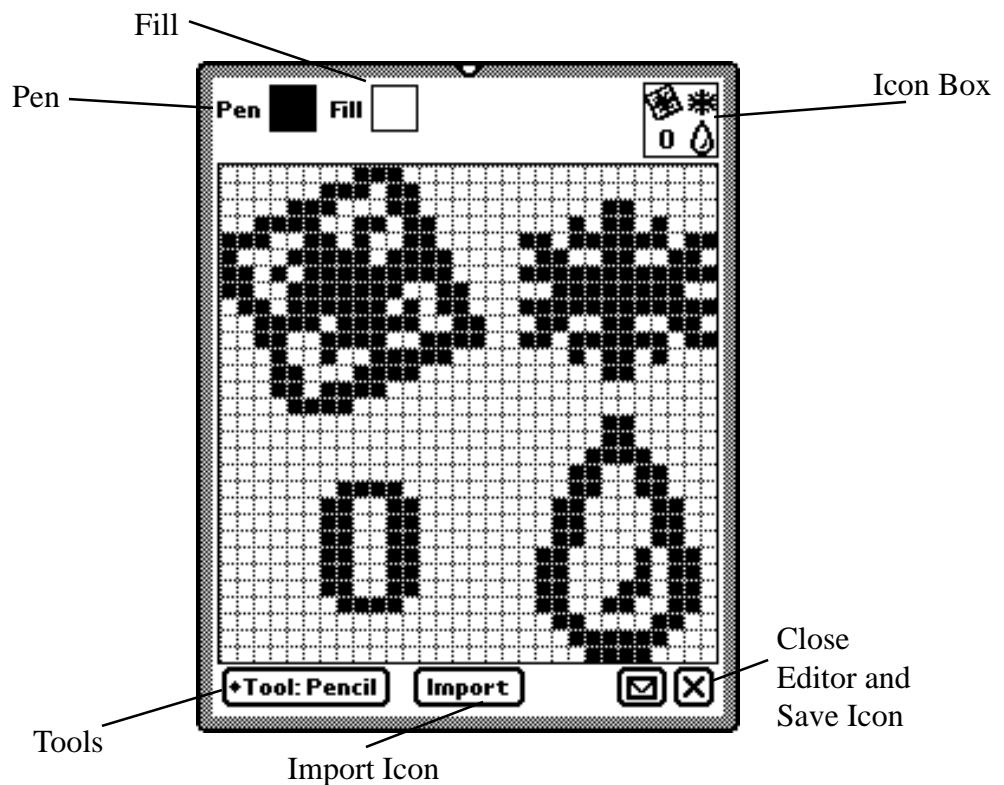
The Icon Editor opens automatically when you tap the icon you wish to modify at specific places in either FreezeMan or the Stand Alone Menu Editor. A main screen appears with pixel by pixel grid of the icon, and a number of tools you can use to change it. If you modify the icon and close the Icon Editor, the changes that you made go in to effect, and the icon is changed.

3.2 When the Icon Editor Doesn't Work

If you tap on the Icon Editor in the Extras Drawer, the Icon Editor will open to its main screen, and all of its functions appear to work. However, nothing that you do can be saved. In the finished version of the program this part of the program will be functional, but it is not in the beta version. For now, the Icon Editor can only be used through FreezeMan and the Stand Alone Menu Editor.

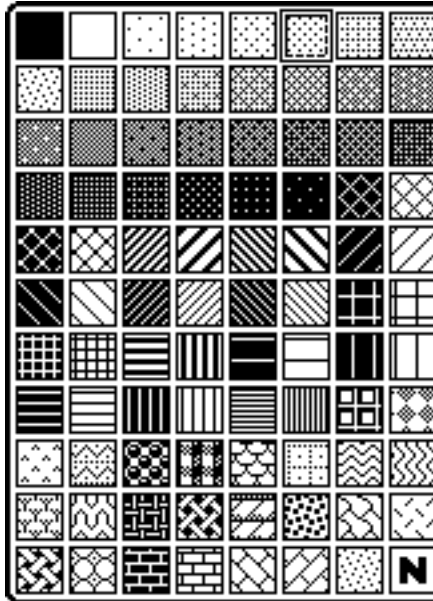
3.3 Icon Editor's Main Screen

The main screen is where you modify your icons with Icon editor. It gives you access to all the tools you need to craft your icons as you desire.



3.3.1 Pen

The Pen is where you set the pattern for the lines that you draw. Tap on the Pen box, and then select the pattern that you wish to use. The pattern that you choose only effects the lines, or the borders of shapes. The pencil tool is always solid black.



3.3.2 Fill

The Fill box shows you what pattern will fill any shape that you draw. The shape will still be bordered by the pattern you set with the Pen box. To have the entire shape made up of the same pattern, set both pen and fill to the same pattern.

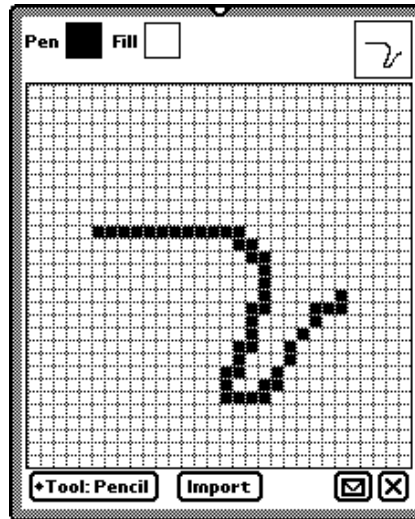
3.3.3 Icon Box

This box shows you what the icon will look like at its real size.

3.3.4 Tools

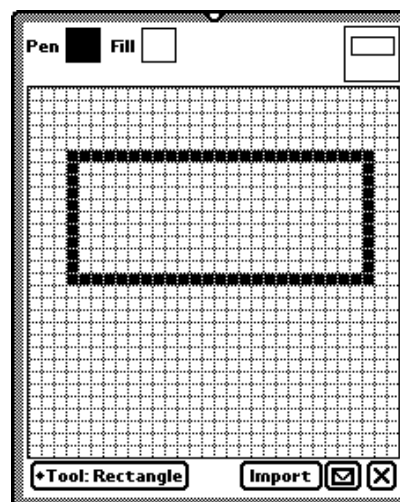
Pencil

The Pencil draws only in black, and on a pixel by pixel basis. It is best for small detail work.



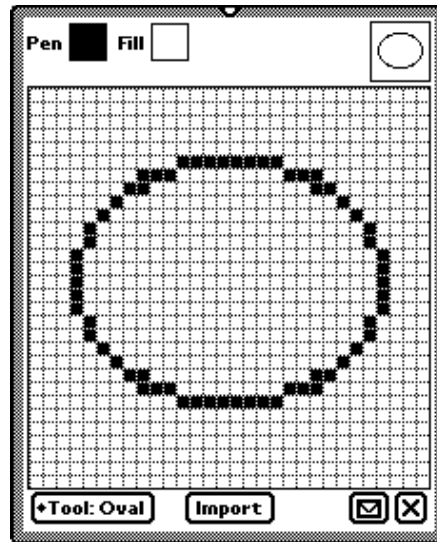
Rectangle

The rectangle tool draws boxes on the screen. Tap and hold on the corner where you wish the box to begin, and drag it to where you wish it to end. The boxes will just be an outline, unless you have the Fill set to a pattern.



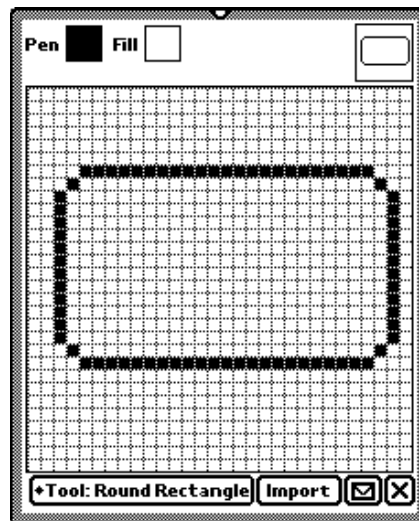
Oval

The oval tool draws circles and ovals on the screen. Other than that, it works just like the rectangle tool.



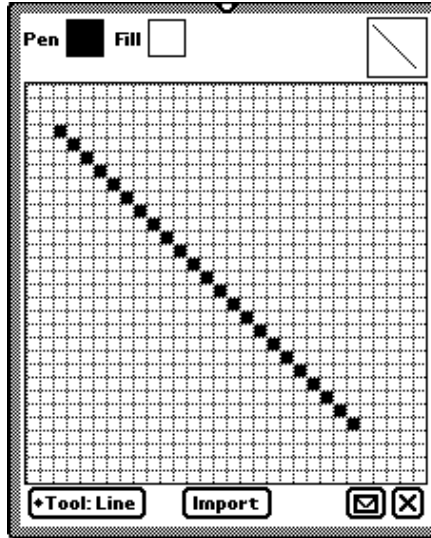
Round Rectangle

The round rectangle tool is very close to the rectangle tool, except that it has rounded corners. Otherwise, it works just as the rectangle tool.



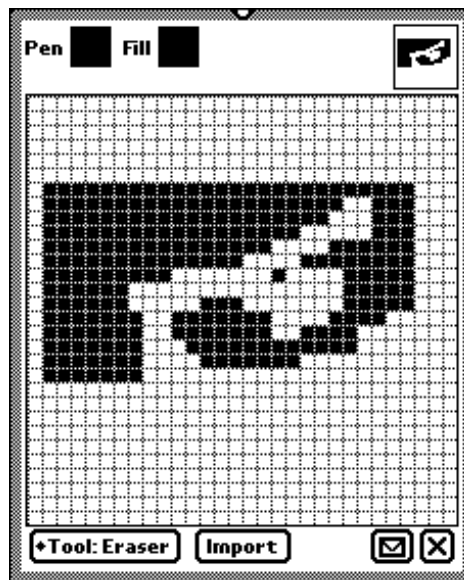
Line

The line tool draws a straight line, one pixel wide, on the screen. Tap and hold where you wish the line to begin, and the drag it to where you want it to end. The line tool cannot use Fills, but will let you use different Pen patterns.



Eraser

The Eraser tool erases marks on the Icon Editor screen. It erases in a 2 pixel by 2 pixel box.

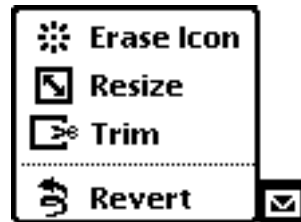


3.3.5 Import

Tapping on this button lets you import some of the built-in icons. Modifying these icons will not change the originals, but you can use them as templates for your own icons. Tap on the button to have the import window appear. The import window lets you scroll through the available icons and import them into the icon editor.

3.3.6 Action button

The Action button gives you a number of choices for the Icon Editor.

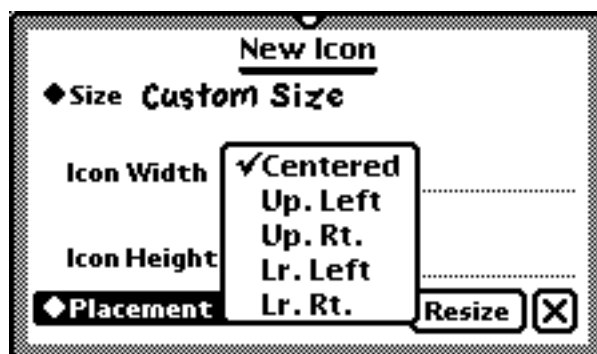
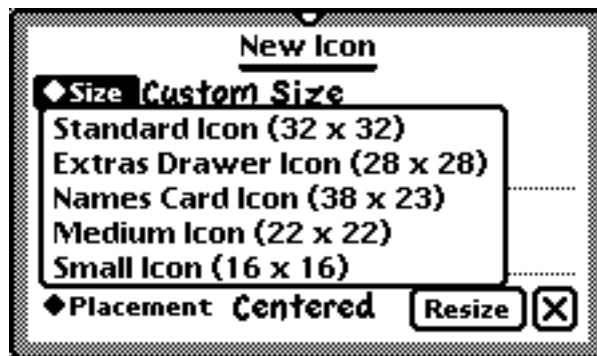


Erase Icon

This erases the current icon, and gives you a blank canvas to work on.

Resize

Once your icon is drawn, you can choose to resize it here. It gives you the option to resize it to a number of standard sizes. You can also control the positioning of the icon when you resize it.



Trim

Trim reduce the canvas size to the size of the icon you have created. It is useful for removing blank space around the edge of the icon.

Revert

Revert reverts the icon to it's last saved state.

3.3.7 Saving your Icon

Any changes that you make to your icon are automatically saved when you close the Icon Editor. If you don't wish to save the changes you have made, tap Revert before closing the Editor.