

**Deep Fried Software  
presents**



**Version 1.0  
for IconMaker 1.1**

**[www.dfsoftware.com](http://www.dfsoftware.com)**

**Purpose:**

The IconMaker gives ordinary users the ability to easily generate the Icons that Server Watch displays in the system tray. It is a basic drawing tool, but it has been designed with the single purpose of building Server Watch Icon sets. This single-mindedness of design will make the process easier than it has ever been before.

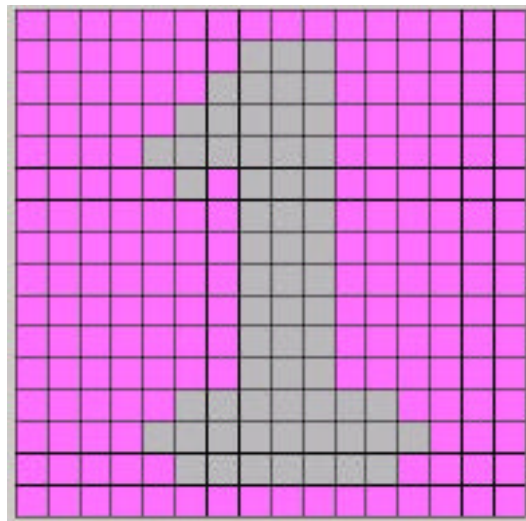
**Icon Set Basics:**

The key piece you need to understand about making Server Watch plugin sets is that you are creating layers. The layers are put together to create the icons at runtime. This way you only have to draw a small number of icon pieces instead of a full set of over 100 icons.

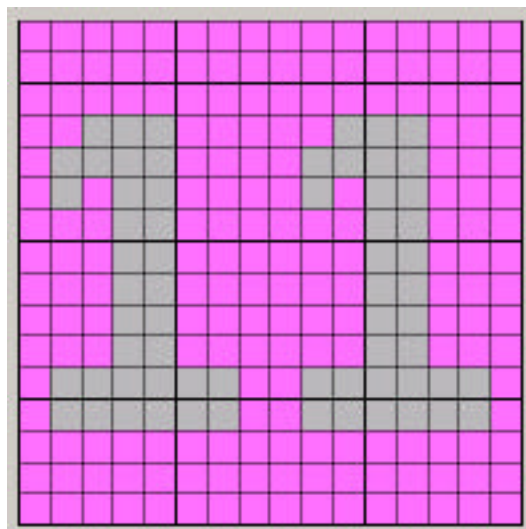
There are three primary layers in a server watch icon set—the system tray, the background and the number set. The bottom layer is the System Tray. Its important to think about this layer as it is the only layer you have no control over. If it shows through anywhere in your icon, you should make sure that whatever color the user has chosen will not mask the information displayed in the icon. For example, if the numbers are gray, and the background is completely clear you will display gray numbers in the tray. But if the tray is also gray, the numbers won't be seen at all. This may be fine for your computer, but if you plan on distributing the icon plugin, you will need to think about this issue.

Above the system tray is the background layer. This image can be completely transparent, or it can have a partially transparent or completely opaque background color or pattern on which the numbers or other icons will be drawn.

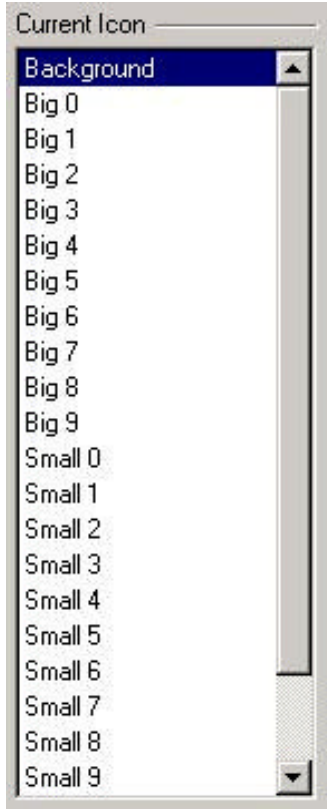
The third layer is made up of one or more of the number and symbol icons. The Big # icons are drawn on top of the background to depict the numbers less than ten. The Small # icons are used to depict the numbers ten and above. These icons are actually drawn in pairs, each taking up their complete halves of the drawing space. Right and left halves of each Small #



**The drawing area for a Big # icon.**



**The drawing area for a Small # icon.**



icon are placed together at runtime to create the double digit numbers.

The 'Current Icon' list shows which icon layer in the list you currently have displayed for editing. You will also use this list to quickly move between the different layers.

- Background is a "background" that is displayed behind every icon that is generated.
- The Big icons are the numbers from 0 to 9 that are displayed when the server reports less than 10.
- The small icons are dual images of number 0 to 9 that are used for numbers greater than 10.
- Buddy is used to display the flashing buddy indicator.
- Up is displayed if a server is simply displayed as "Up"
- Down is displayed if a server is simple displayed as "Down"

### Drawing Area:

The drawing area is where the icons are drawn. The Clear button below the drawing area will clear the current icon. The example drawing area is the Big 1 from the bluegray icon plugin.

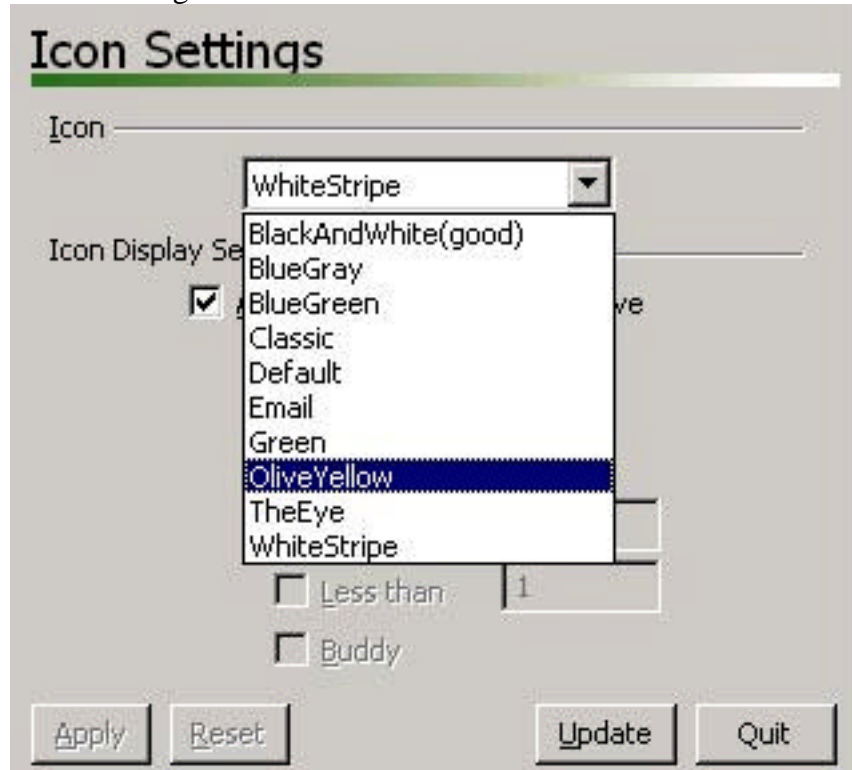
### Previewing:



When IconMaker is running, the system tray displays an icon that is a preview of what the icon looks like in the System tray. This icon is updated in real-time as changes are made to the drawing area. The Windows Magnifying glass functionality, or the zoom in program for Visual Studio users provide a great way to view the composite icon preview close up.

## Using Icon Plugins:

After creating an icon plugin file, it must be put into the appropriate place for Server Watch to be able to recognize it.



The .swi file needs to be placed into the "icons" subfolder within the directory where Server Watch is installed. For a typical Server Watch installation, this would be:

C:\Program Files\Deep Fried Software\Server Watch\icons\*PluginName*.swi

Once the .swi file is in the proper directory, restart Server Watch and your Icon plugin will be available in the Icon drop down list.

## Submitting Plugins:

If you have created a new plugin, contact us through our [support page](#), and we may add it to the distribution of Server Watch.

## **Appendix A - Menus:**

### File:

The File menu contains the standard commands that appear on most File menus. These commands include New, Open, Save, Save As, and Exit. These commands should be fairly self explanatory. In the case of Save, Save As, and Open, the file type that IconMaker deals with is .swi. This stands for “Server Watch Icon” (plugin) saving and loading these files is possible. If you chose to associate .swi with the IconMaker during installation, doubling clicking a .swi file will automatically open the file inside of the IconMaker.

### Edit:

Currently, the only command the edit menu supports is a single level of Undo. It is very handy to fix mistakes made during drawing.

### View:

The view menu controls which toolbars to make visible. The possible toolbars to make visible are the “Tools” toolbar, the Color Palette, the Application toolbar, and the Status bar.

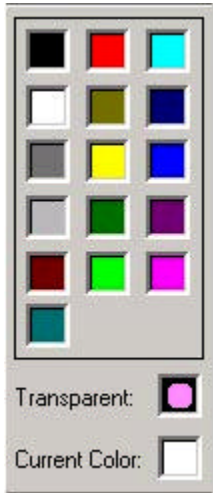
### Help:

The help menu launches this help, and provides access to the “About” box where application version and copyright information can be found.

## Appendix B - Toolbars:



The *Tools* toolbar contains all of the possible drawing tools. They are, from left to right, the Pen, Line, Paint Bucket, Outline Rectangle, and Filled Rectangle tools.



The color palette selects the color that will be drawn. Transparent is a pinkish color. When transparent is selected, the color of the toolbar will show through from behind the icon.