

Icon Editor

Operation Manual



First Edition Oct. 2026

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Preface

Thank you for downloading or purchasing this software.

IconEditor is a utility designed to extract individual image files from an icon file(.ico), assemble multiple images into a new icon file, and provide bitmap-editing capabilities for icon graphics.

When building applications with Visual Studio, the default executable icon is always the familiar "gift box" icon. This tool was created to make it easier to replace that default icon with your own. I hope this software proves useful in your application development, even in a small way.

Major features

IconEditor provides the following functionality.

- Extracts individual image files (bmp, .png) from an icon (.ico).

Extracted bitmap files includes those bit count is less than 32 bits.

This software cannot edit such bitmap files.

But the functionality that converts to alpha channel supported bitmap format is provided.

- Assembles a new icon file (.ico) from selected bitmap or PNG images.

Regarding PNG format image file, though PNG file can be assemble to icon file and extract it, the functionality which edit PNG file is not supported.

Only 256×256 PNG images can be included together with other image data in a single icon file.

- Edits full color bitmaps with transparent information for use as icon images.
 - Supported bitmap sizes: 16x16, 24x24, 32x32, 48x48, 64x64, 128x128
 - ARGB / Alpha channel support
 - Palette editor

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1 About software

1.1 Operating environment

Windows 11 (64-bit)

1.2 Development tools

This software was developed using Visual Studio 2026 Community in C language, following Win32 programming rules. MFC, .NET Framework, and similar frameworks are not used. Message crackers from windowsx.h are used for message handling.

2 Software Components

File	Description
IconEditor.exe	Main executable of this software.
ABLED.dll	Custom control that displays palette colors with alpha channel.
BMPIND.dll	Custom control that indicates line-drawing mode or flood-fill mode.
Canvas.dll	Custom control that providing the bitmap editing canvas supporting full alpha channel.
CBTN.dll	Custom button that indicates ON/OFF states.
CFader.dll	Custom fader for tuning color parameters on palette.
FullColorPalette.dll	Custom palette control supports full alpha channel.
RealSizePreview.dll	Custom control that displays editing image in real size.
IconEdit.inf	Information file that stores various setup parameter and default color palettes when no color theme was registered.
ColorThemeDB.inf	Information file that stores registered color theme and full path text to color palette according to color theme.
[ThemeTitle].inf	Information files that stores color data sets in ARGB format.

2.1 IconEditor License Agreement

This software ("the Software") is provided by an individual developer as shareware. By using the Software, you agree to the following terms:

Grant of License

The Software may be used by individuals or organizations, including for commercial purpose.

Prohibited Action

- Modifying, reverse-engineering, disassembling, or decompiling the Software.
- Redistributing the Software to third parties (unless explicitly permitted)
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Miscellaneous

These terms may be updated without prior notice.

3 Description of each part of IconEditor software

3.1 Application Overview

The main window if IconEditor consists of a menu and a message log area. The message log displays information such as processing results, file path, and diagnostic messages during icon extraction or assembly.

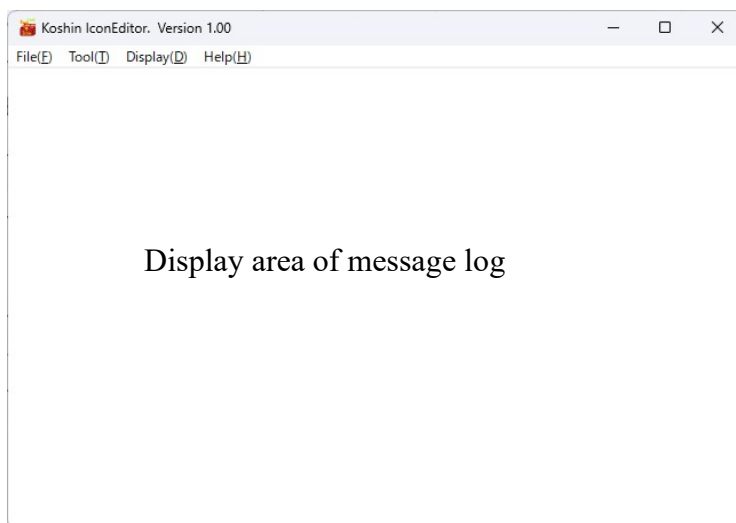


Figure 2.1 Appearance of IconEditor

3.2 Menu Items and Their Functions

File(F) Menu

Submenu	Description
Exit(X)	Close the application.

Tool(T) Menu

Submenu	Description
Bitmap Edit(E)	Opens the bitmap editor, which supports editing full color bitmap with alpha channel. Bitmap resolution: 16x16, 24x24, 32x32, 48x48, 64x64, 128x128 Available drawing functions: - Placing ARGB color to pixel. - Freehand Curve. - Flood filling.

	<ul style="list-style-type: none"> - Canvas clear / stack / undo / redo - Color picking function <p>Background:</p> <ul style="list-style-type: none"> - Plain gray - Plain white - Plain black - Check pattern <p>Color Palette</p> <ul style="list-style-type: none"> - 16 colors x 10 pages and 12 color theme - Favorite set - Frequent used set. - Color tuning function with alpha channel - CSS color keywords supported. <p>File operation:</p> <p>Save as / Load</p>
Assemble icon file(B)	<p>Create a new icon file by assembling multiple selected bitmap or PNG files. The order of images inside of the icon file can be adjusted before assembling.</p> <p>Because the bitmap which bit count is less than 32 bits is not supported, so if selected, they will be rejected on assembling.</p>
Extract image files from an icon file.(E)	<p>Extracts all image data contained in a selected icon (.ico) file and saves them as individual bitmap (.bmp) or PNG (.png) files in the same directory. Example output names: <i>BMP16H16W4B.bmp</i> (16x16, 16-color bitmap), <i>ICON1.png</i> (PNG image).</p>
Convert to ARGB bitmap file.(C)	<p>This function makes the bitmap which bit count is less than 32 bits convert to ARGB 32 bit file format.</p> <p>Available bitmaps for conversion are that bit map count is 1, 4, 8 or 24.</p>
Bitmap file dump(A)	Dumping the bitmap (.bmp) structure.
Icon file dump(D)	Dumping the icon (.png) structure.

Display(D) Menu

Submenu	Description
Clear	Clear messages on message log area.
Show Information	If checked, information during processing internal action on message log area.

Save Log File	Text information on message log area will be saved to log file.
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Help(H) Menu

Submenu	Description
Version(A)	Shows version information and License Agreement.

4 Editing Icon File (.ico)

IconEditor provides two major functions related to icon files:

1. Extract individual image files from an existing icon file.
2. Assembling a new icon file from selected bitmap or PNG image files.

This chapter explains both procedures in detail.

4.1 Disassembling an Icon File

Disassembling extracts all image data contained in a selected icon (.ico) file and saves them as individual bitmap (.bmp) or PNG (.png) files.

User Guide

- 1) From the **Tool (T)** menu, select **Extract image files from an icon file(E)**.

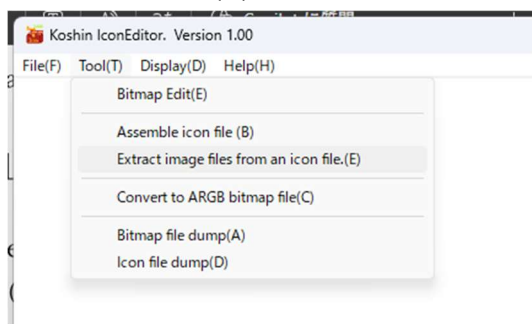


Figure 4.1.1 Menu item for image extraction

- 2) Select the icon file you want to disassemble in the file selection dialog.

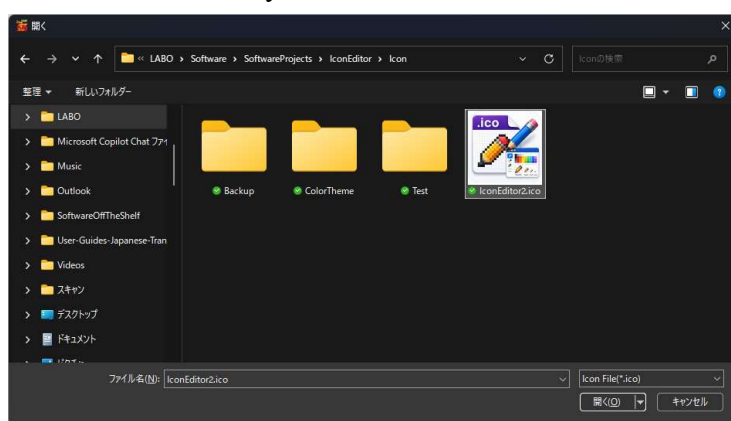


Figure 4.1.2 Icon file selection dialog

3) Click "Open".

During processing, IconEditor displays detailed information in the message log area, including:

- File path of the selected icon
- Number of images contained in the icon
- Image sizes, bit depth, and offsets
- Output file names and save locations

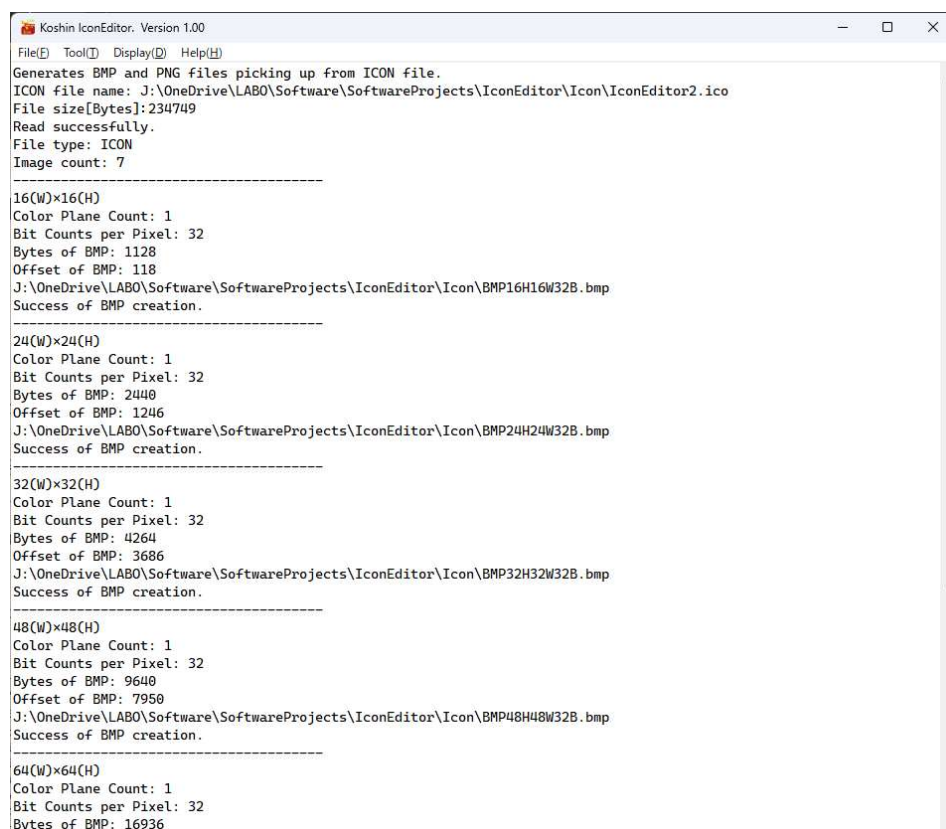


Figure 4.1.3 Messages displayed during icon disassembly

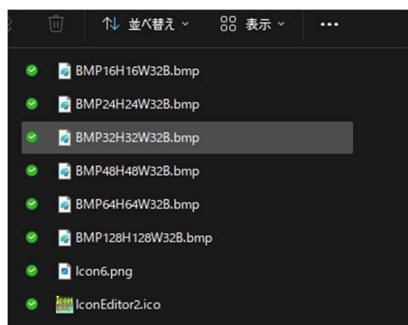


Figure 4.1.4 Files in icon file folder after disassembling

After completion, the extracted files (e.g., BMP48H48W4B.bmp, Icon1.png) will appear in the same folder as the original icon file.

4.2 Assembling an Icon File

IconEditor can assemble a new icon file from multiple bitmap or PNG images.

The following restrictions apply:

- Bitmap file must be 32 bit ARGB / alpha channel supported and sized 16x16, 24x24, 32x32, 48x48, 64x64 or 128x128.
- PNG files must be 256x256
- Files without a .bmp or a .png extension are ignored.
- Unsupported sizes or color formats cannot be added.
- An icon file can store up to 32 images; any additional images are ignored.

User Guide

- 1) From the **Tool(T)** menu, select **Assemble an icon file(B)**.

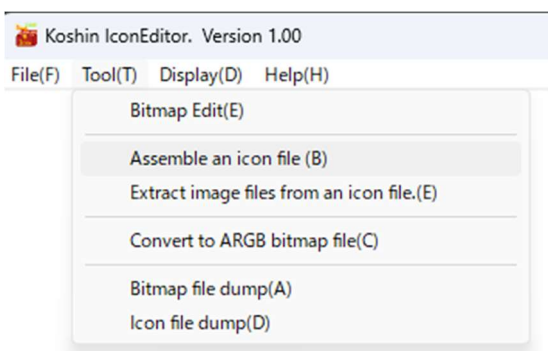


Figure 4.2.1 Menu item for icon assembly

- 2) The icon assembly dialog appears.

The dialog allows you to:

- Select images files
- Adjust the order in which images are stored inside the icon
- Confirm or cancel the assembling process

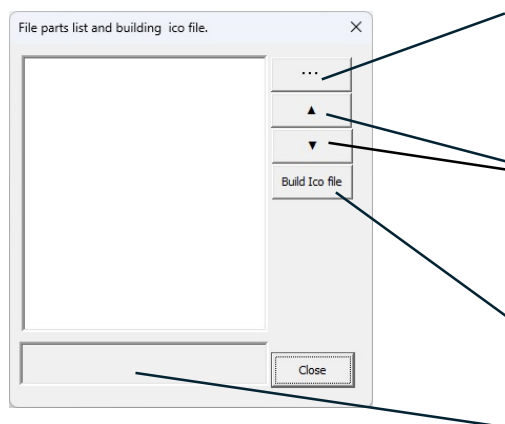


Figure 4.2.2 Icon file edit dialog

Select multiple image files. If pressed this button, explorer will appear.

Determine the sequence of image data assembling into an icon file. The file sequence can be changed with pressing these buttons.

"Build Ico file" button:
begins to assemble an icon file.

The file path to the built icon file will be shown in this area after assembling.

3) The order of image array in icon file can be changed, if necessary.

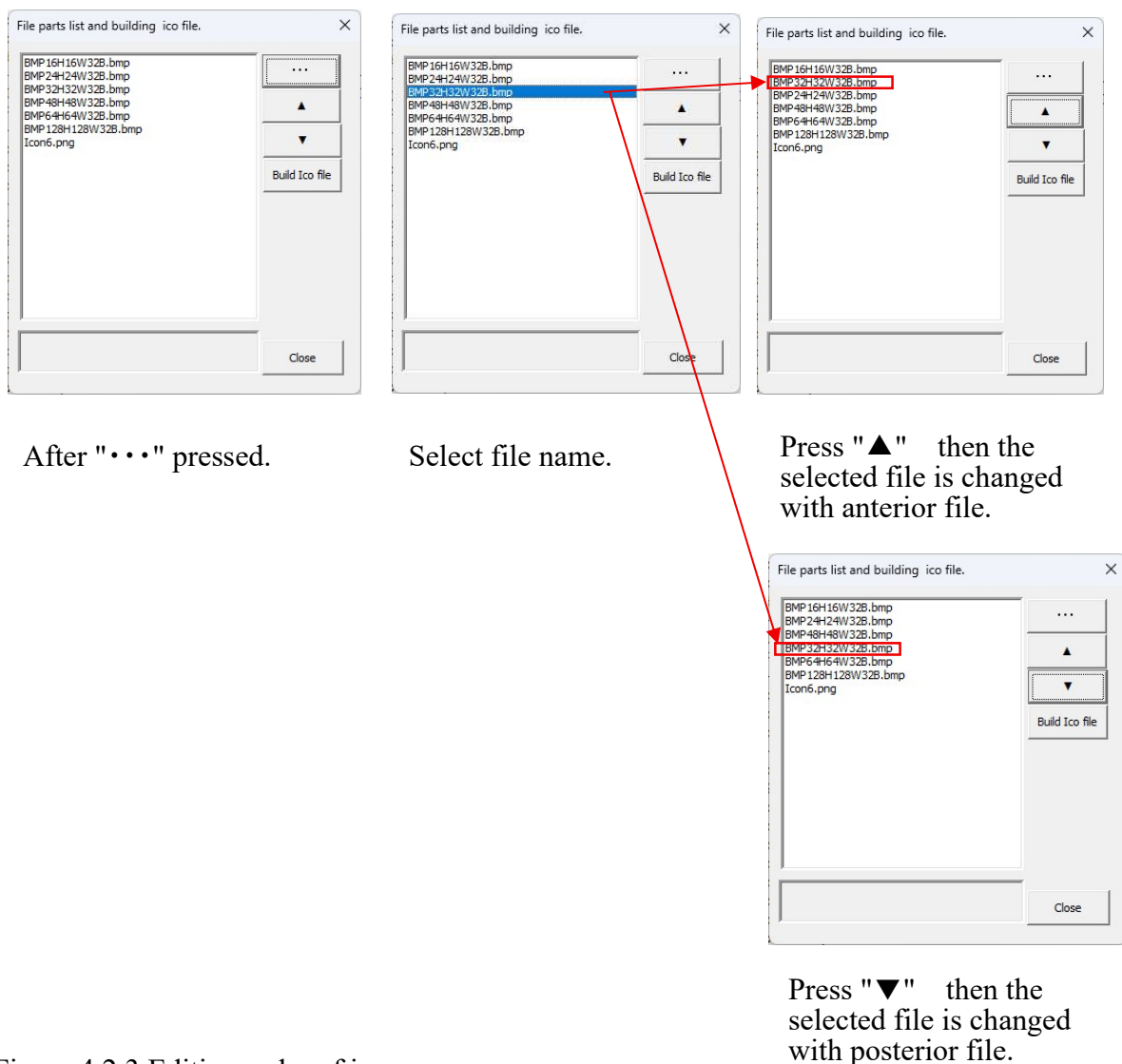


Figure 4.2.3 Editing order of image array.

4) Press "Build Ico file" button.

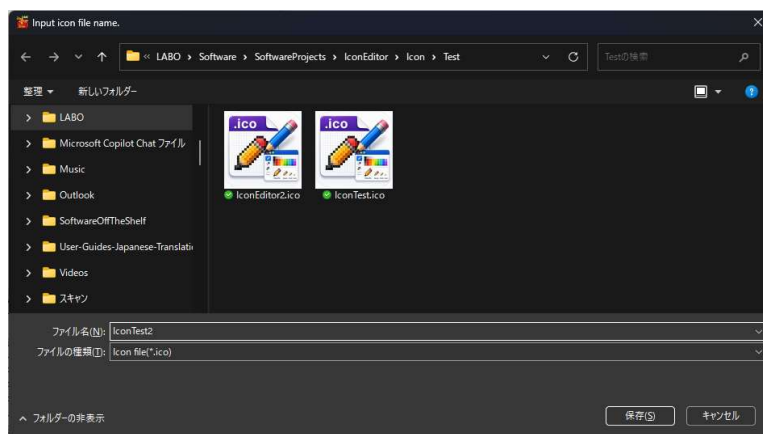


Figure 4.2.4 Icon file name dialog.

Then explorer will appear and input the icon file name. Then press "Save".

- 5) Then a new icon file will be built and full path to the file will appear at the bottom of the dialog.

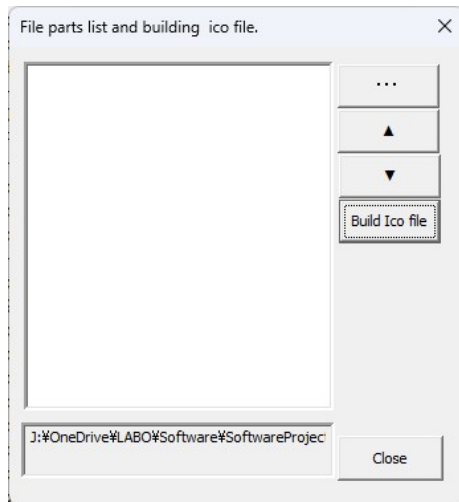


Figure 4.2.5 Appearance of dialog after built.

The various information during assembling will be listed out on the message log area.

- 6) Press "Close" button to exit dialog.

5 Bitmap file conversion

Some icon files often includes bitmap image data which bit count is less than 32 bit.

If extracting image files from an icon file, such bitmap files are generated but cannot edit them with this software. Because the bitmap editor of this software is dedicated for only the bitmaps which supports alpha channel (ARGB). So, this software prepares bitmap file conversion function for such needs. This chapter explains how to use it.

User Guide

- 1) Select **Tool(T)** menu, and select **Convert to ARGB bitmap file(B)**.

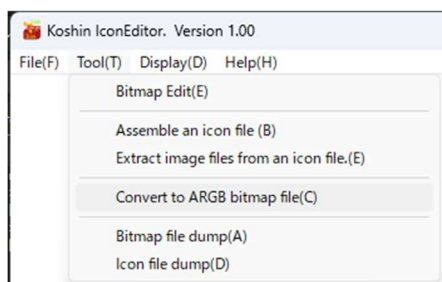


Figure 5.1 Menu item for bitmap file conversion

- 2) Select bitmap file for conversion with appeared explorer.

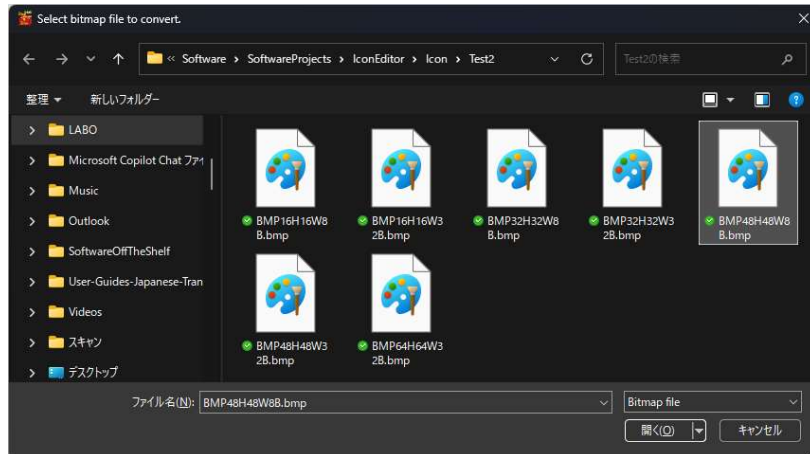


Figure 5.2 Appearance of explorer after selecting a bitmap file for conversion.

The bit count of selected bitmap file is bit.

Press "Open" button after file selection.

- 3) The converted file name and path of converted bitmap file will appear on message log area.

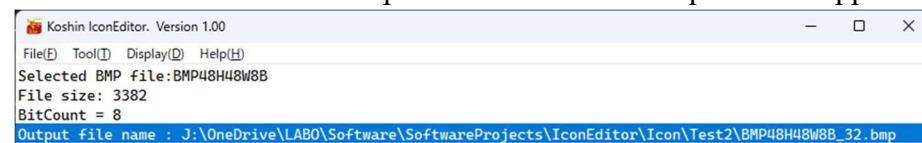


Figure 5.3 Messages on log area after conversion function was completed.

6 Bitmap Editor

Bitmap editor is prepared for the icon image data. This bitmap editor is dedicated to only the 32 bit bitmap file which supports alpha channel (ARGB). So, if you want to edit bitmap image data in other bit counts, use the "5. Bitmap file conversion" function before loading to this bitmap editor.

6.1 Alpha channel (ARGB) and expression in this bitmap editor

The 32 bit bitmap with alpha channel (ARGB) is consisted of full color pixel which expressed with red, green and blue as 8 bit data. And furthermore, the pixel has also 8 bits data as transparency information. It is called alpha channel.

The pixel color is expressed with 0xAARRGGBB 32 bits data in hexadecimal. If detailed it;

Alpha = 0xAA (0x00(0) to 0xFF(255))

Red = 0xRR (0x00(0) to 0xFF(255))

Green = 0xGG (0x00(0) to 0xFF(255))

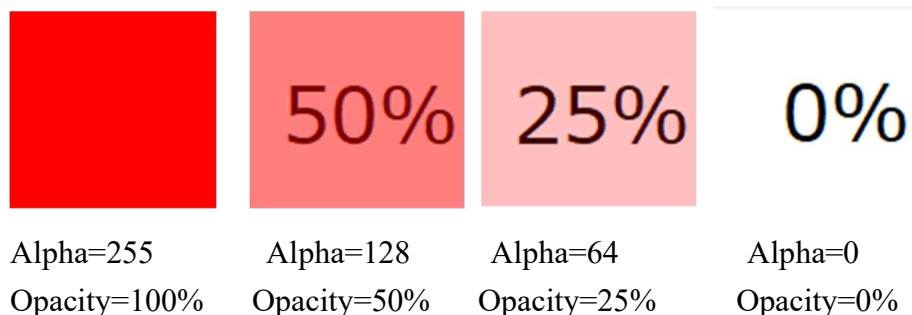
Blue = 0xBB (0x00(0) to 0xFF(255))

Alpha means opacity level. If Alpha value is (0x7F(127)), the brightness of color made from RGB value is 50% and the brightness of background image will appears in 50% level.

In other words, the background can be seen through the color which caused RGB data.

<Color expression in this software>

Some rectangle in color palette which shows color sample provide sample color and percentage value like Figure 6.1. The color with transparent can make icon image emphasize the edge of icon figure because the background of desktop can be seen through. And you can also create software expression like a watercolor painting to icon.



Red color with transparent.

Figure 6.1 Color expression with opacity level

6.2 How to open the bitmap editor

To open the bitmap editor, select **Tool(T)** menu, and select **Bitmap Edit(E)**.

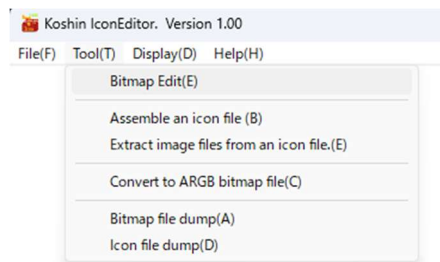


Figure 6.2 Menu item to open bitmap editor.

6.3 Overview of bitmap editor

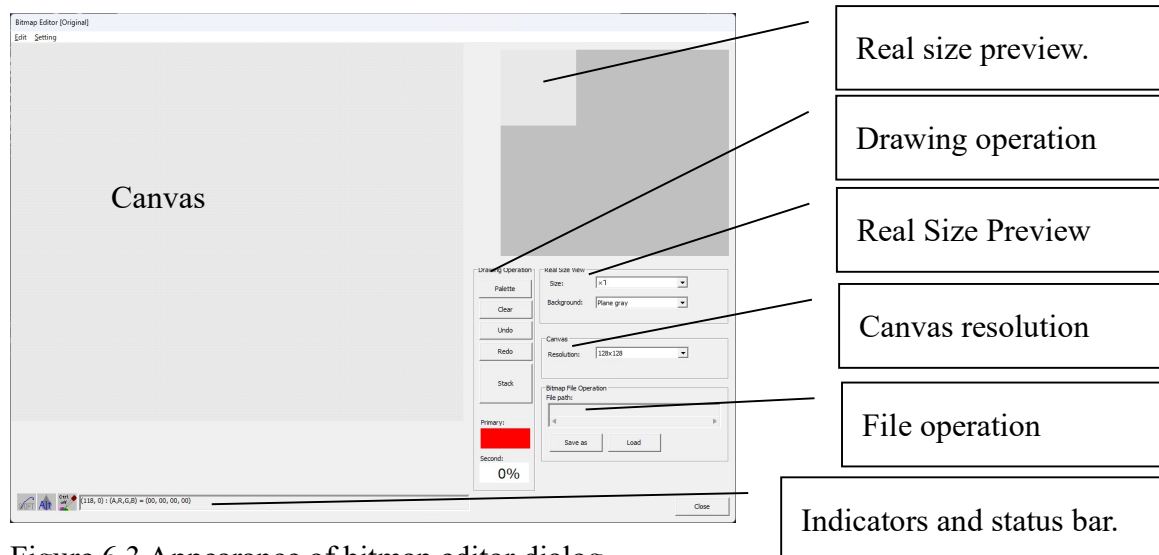


Figure 6.3 Appearance of bitmap editor dialog

After the operation mentioned in 6.2, the bitmap editor dialog like Figure 6.3. Edit bitmap image will be held just in the dialog. So, save edit bitmap file before closing even if the image is temporary.

6.3.1 Introduction of each part of the bitmap editor

Table 6.3.1.1 Descriptions of each part of the bitmap editor.

Part name of dialog	Description
Canvas	Canvas to paint a icon image. On this area, putting color into pixel, drawing line and flood filling with primary or secondary color are prepared.
Drawing operation	Overall functions to canvas are prepared. <ul style="list-style-type: none"> - Clear : Flood filling secondary color to all pixels of canvas - Undo: Calling edit image from stacked queue. - Redo: Recalling the image after undo operation. - Stack: Stacking current image into stacking queue.

	<ul style="list-style-type: none"> - Primary: Shows color sample operated with left button. - Secondary: Shows color sample operated with right button.
Real Size Preview	<p>Shows how the edit image looks as an icon.</p> <ul style="list-style-type: none"> - Size: Zoom control for confirming icon image. - Background: Pixels can express transparent expression, so some background image were prepared.
Canvas resolution	This setting determine the icon size.
File operation	"Save as" and "Load" functions are prepared.
Indicators and status bar	Indicator shows what drawing function is activated. And status bar shows pixel information and sometimes information of stack queue.

6.3.2 Primary color / Secondary color

When drawing icon image on canvas, two colors are available. One is primary color, that is for main drawing pen, another color may be used like a eraser. But how to use is depend on your purpose freely.

What color as primary and secondary is shown at "Primary : " and "Second : " colored rectangle like Figure 6.3.2.1.

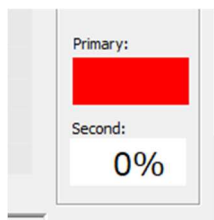


Figure 6.3.2.1 Primary color and Secondary color indicator.

As a basic rule, use left button of mouse for drawing operation with primary color. And use right button for secondary color. Detailed operation will be mentioned at following chapters.

6.3.3 Drawing functions and Canvas operation

Drawing operation on canvas

- Put color to pixel

Click left button of mouse over the pixel you want to put a color.

Then the pixel shows primary color.

Click right button of mouse over the pixel and then the pixel shows secondary color.

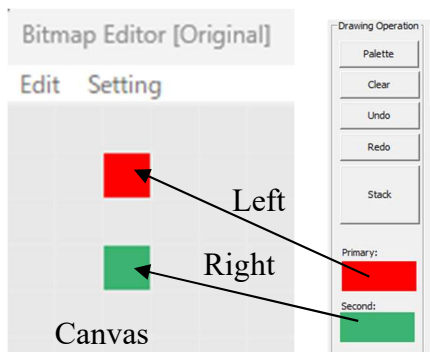


Figure 6.3.3.1 Relation between mouse clicking and pixel color.

- Draw line

Move mouse with holding left button and SHIFT key of keyboard along line trajectory you want, then primary color trace the mouse moving.

And also with holding right button and SHIFT key, secondary color trace the mouse moving.

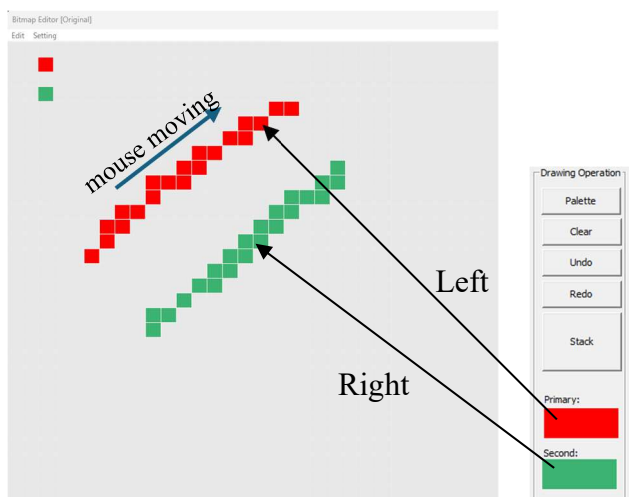


Figure 6.3.3.2 Line drawing with primary and secondary color.

- Flood Filling

Click left button of mouse and ALT key of keyboard over any pixel of the area surrounded with other color different from the clicked pixel, then the pixels which have the same color with clicked will be exchanged primary color. If doing with right button, secondary color will appear.

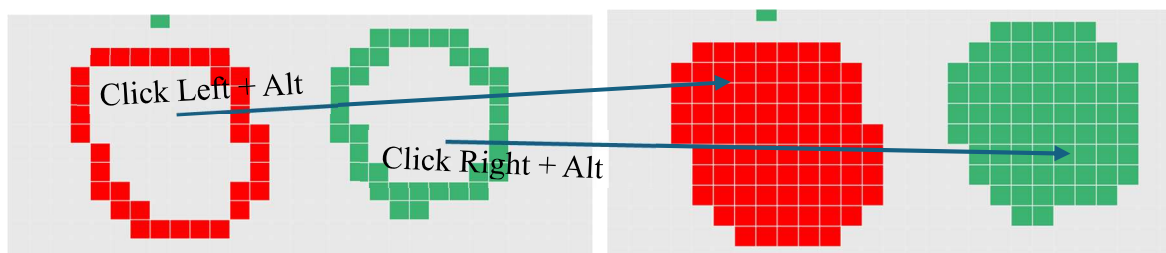


Figure 6.3.3.3 Flood Filling

- Picking up color from image

Primary color and secondary color can be picked up from image data.

Click left button of mouse with holding CTRL key of keyboard over the pixel which have color you want. Then the color is registered as a primary color. If doing with right button, registered as a secondary color.



Figure 6.3.3.4 Picking color operation.

Canvas operation

- "Clear" button:

Fills all pixels of canvas with secondary color.

- "Resolution:" ComboBox:

Selects the resolution of canvas among 16x16, 24x24, 32x32, 48x48, 64x64 and 128x128.



Figure 6.3.3.5 Resolution setting and Appearance of sample images.

- Background image

Colors for editing icon image include transparency characteristics. And to confirm how the background looks through transparent colors, some background patterns are prepared.

The background selection is synchronized with real size preview settings.

6.3.4 Real Size Preview

Real Size Preview area shows how the editing icon image looks in real size, x2, x3 or x4.

Preview operation

- Size:

Means zooming size. You can select it among x1, x2, x3 and x4.

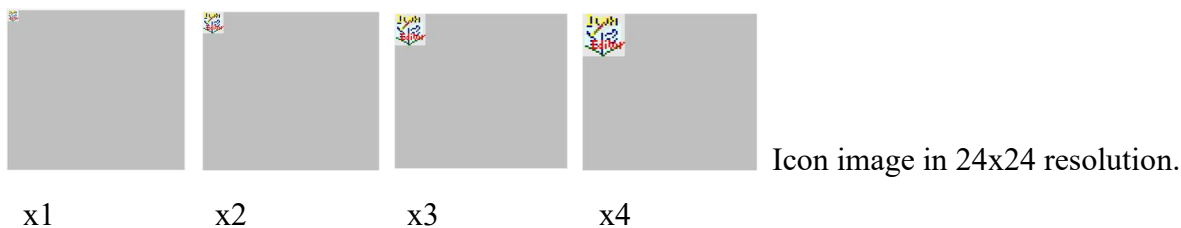


Figure 6.3.4.1 Size selection and Appearance of real size preview

- Background:

It means background pattern selection. You can select it among "Plain gray", "Plain white", "Plain black" and "Check pattern".

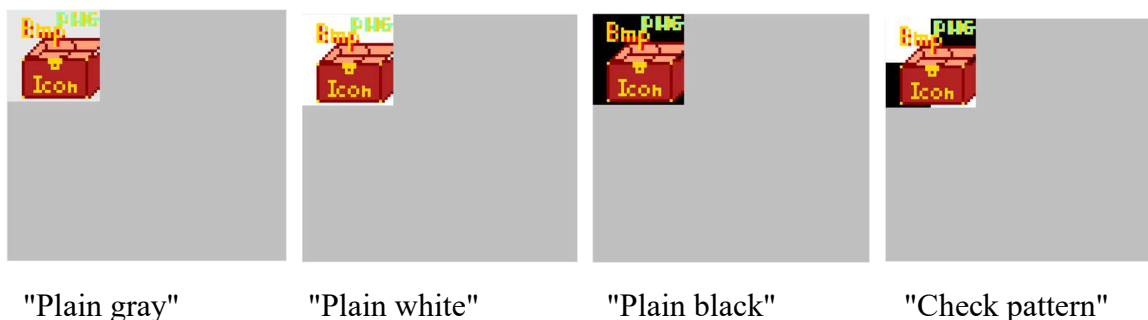


Figure 6.3.4.2 Background selection and Appearance of real size preview

The background pattern of canvas is also synchronized with this setting of real size preview.

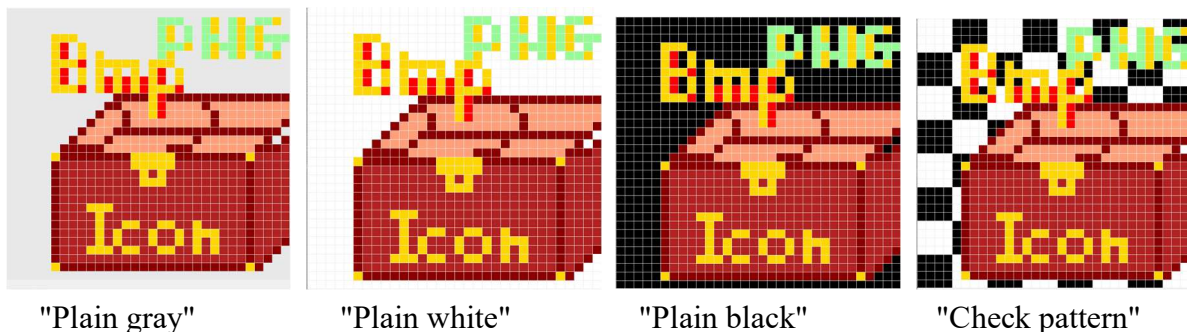


Figure 6.3.4.3 Background selection and Appearance of canvas.

6.3.5 Stack / Undo / Redo

Temporary image under edit can be stack to image queue. That queue is 10 level. Undo / Redo system of this software is not automatic. In order to stack current image to "Undo" queue, press "Stack" button.

When pressing "Stack" button, this software checks if the current image is equal to the image when previous pressing "Stack" button. If it's equal to previous one, the current image will not be stored. If pressing "Stack" on filling the "Undo" queue with images, the oldest image will be abandoned and current image will be appended to the latest order of the queue.

If pressing "Undo" button under the condition that several images stacked in the "Undo" queue, the image appended at last will be picked up and reflected to canvas, then stacked to "Redo" queue.

If pressing "Redo" button after pressing "Undo" button several times, recovering the image before pressing "Undo" button.

If you press the "Stack" button after using the "Undo" button to revert changes a few times, the current image is saved to the end of the "Undo" queue, and the images in the "Redo" queue are deleted.

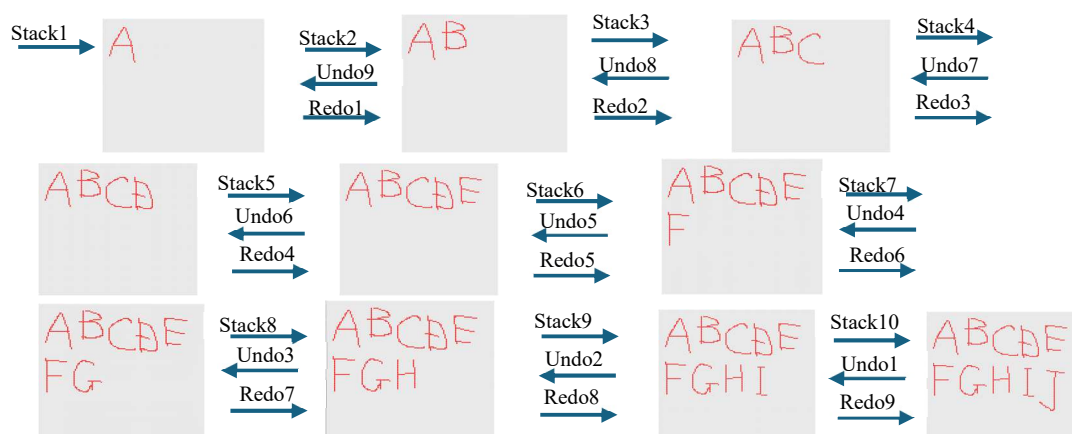


Figure 6.3.5.1 The relation of Stack/Undo/Redo



Figure 6.3.5.2 If "Z" was appended to the image which have "ABCDE" and pressing "Stack" button, the "Redo" queue will be refreshed. Undo / Redo sequence will be like Figure 6.5.3.2.

On changing resolution of canvas, "Undo" and "Redo" queue are refreshed totally.

6.3.6 File operation

This software supports "Save as" and "Load" functions. The image under edit will be saved in the bitmap file format with alpha channel. It is recommended that image is saved frequently because if bitmap editor dialog was closed, the edited image will be lost.

- "Save as" Function

The image under edit can be named and saved to any file folder you want.

User Guide

1) Press "Save as" button.

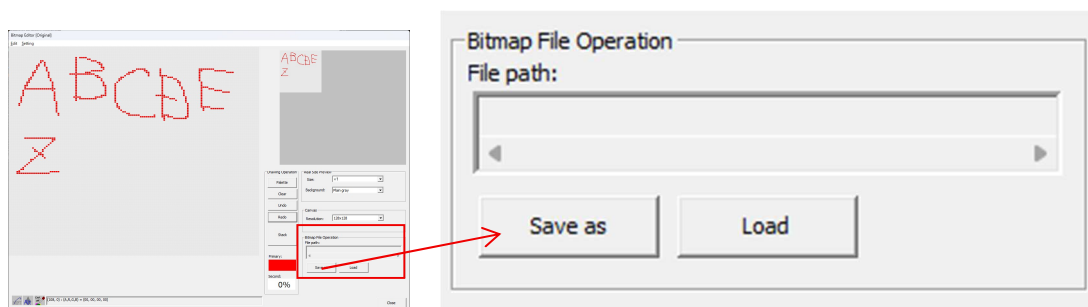


Figure 6.3.6.1 Location of "Save as" button.

2) Select file folder to save image and input file name.

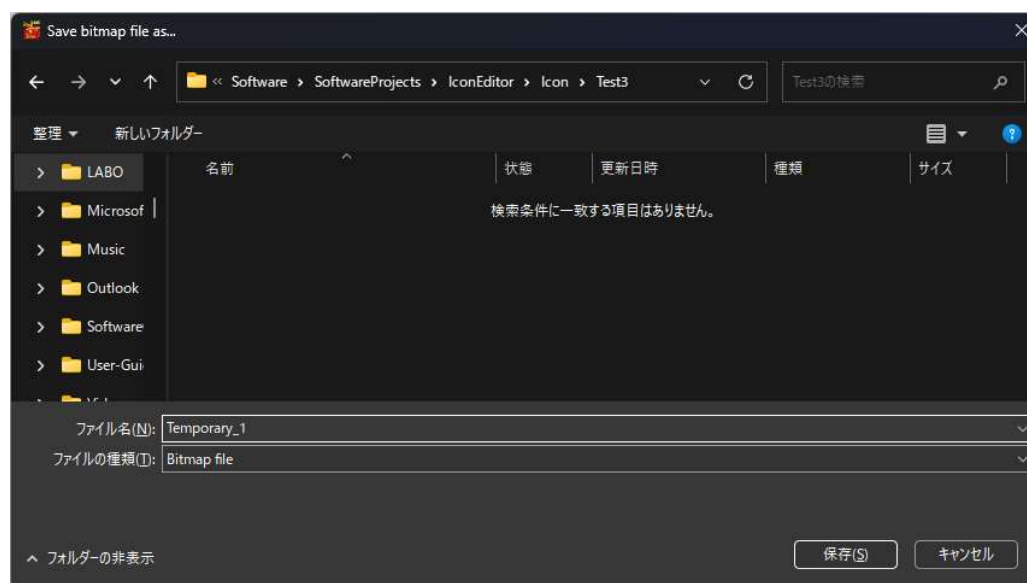


Figure 6.3.6.2 "Save bitmap file as..." dialog.

3) Press "Save" button.

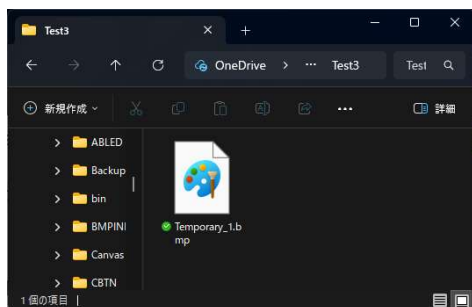


Figure 6.3.6.3. Saved file.

- "Load" function

Bitmap files supported alpha channel (ARGB) can be loaded to bitmap editor.

The bitmap editor is dedicated for this bitmap file format. So, if you need to load any bitmap file less than 32 bit color format. Before loading, try to convert file format with "5. Bitmap file conversion."

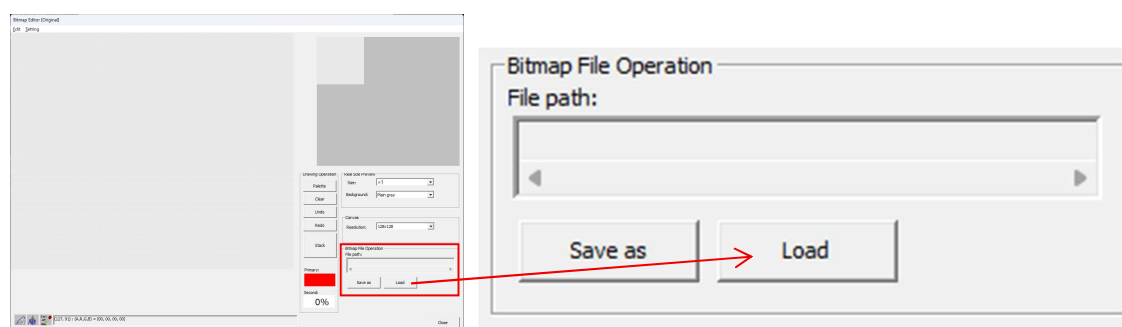


Figure 6.3.6.4. Location of "Load" button.

User Guide

1) Press "Load" button.

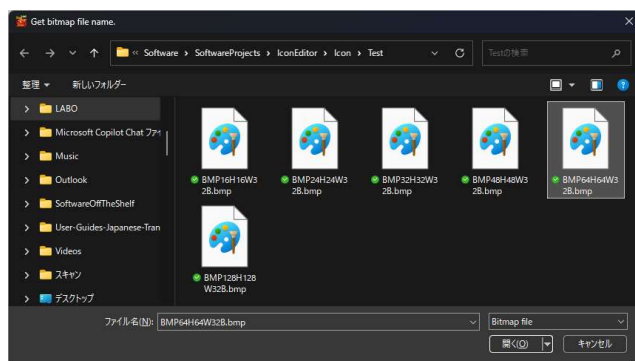


Figure 6.3.6.5. "Get bitmap file name." dialog.

2) Select file name and press "Open" button.

Then loaded.



Figure 6.3.6.6 Appearance after loading bitmap file.

6.3.7 Keyboard shortcuts

This bitmap editor supports some keyboard shortcuts as Table 6.3.7.

Table 6.3.7.1 Keyboard shortcuts for Bitmap editor.

Function	Keyboard shortcut	Note
Clear	Ctrl+Shift+C	Fills all pixels on canvas with secondary color. (6.3.3 Canvas operation)
Stack	Ctrl+Shift+S	Stack the current image to "Undo" queue. (6.3.5 Stack / Undo / Redo)
Undo	Ctrl+Shift+U	Call the image stacked to "Undo" queue. (6.3.5 Stack / Undo / Redo)
Redo	Ctrl+Shift+R	Call the image before pressing "Undo" button. (6.3.5 Stack / Undo / Redo)
Palette	Ctrl+Shift+P	Opens full color palette dialog.
Save as	Ctrl+Shift+A	Save current image to bitmap file with naming.(6.3.6 File operation)
Load	Ctrl+Shift+L	Load bitmap file to canvas. (6.3.6 File operation)
Color Theme	Ctrl+Shift+T	Select color theme from palette sets. (6.4.10 Color themes and their list)

6.4 Color palette

The palette system is designed for ARGB icon editing and supports transparency-aware color management beyond the capabilities of the standard Windows color selection dialog.

Primary and secondary colors used for painting are selected from a palette containing 16 colors across 10 pages.

Colors are also valuable design assets. Frequently used colors and carefully adjusted ARGB values can be stored and reused through the palette system.

Features

- Supports transparent colors.
- Supports a 16-color × 10-page palette.
- Includes a 16-color favorite palette.
- Includes a 16-color frequently-used palette.
- Includes standard CSS web colors.
- Provides color editing functionality.
- Supports direct hexadecimal ARGB input.
- Supports 12 customizable color themes.
- Any theme can be selected as the default startup theme.

6.4.1 Introduction of color palette

Color Palette can be available during using bitmap editor.

User Guide

1) Press "Palette" button of bitmap editor or use Ctrl+Shift+P keyboard shortcuts.

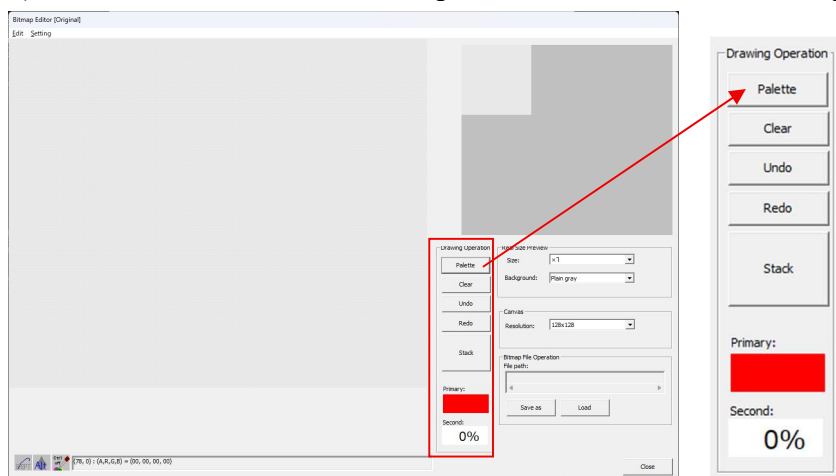


Figure 6.4.1.1 Bitmap editor and the location of "Palette" button.

2) Then color palette will appear. When closing, press "Palette" button again or use Ctrl+Shift+P keyboard shortcut.

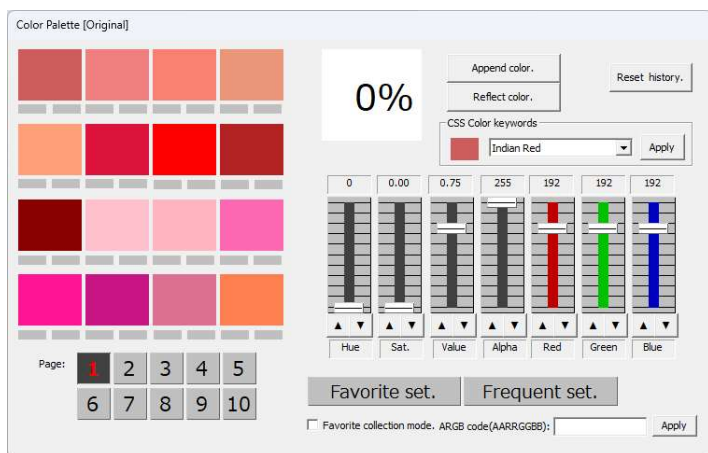


Figure 6.4.1.2 Appearance of color palette

6.4.2 Overview of color palette

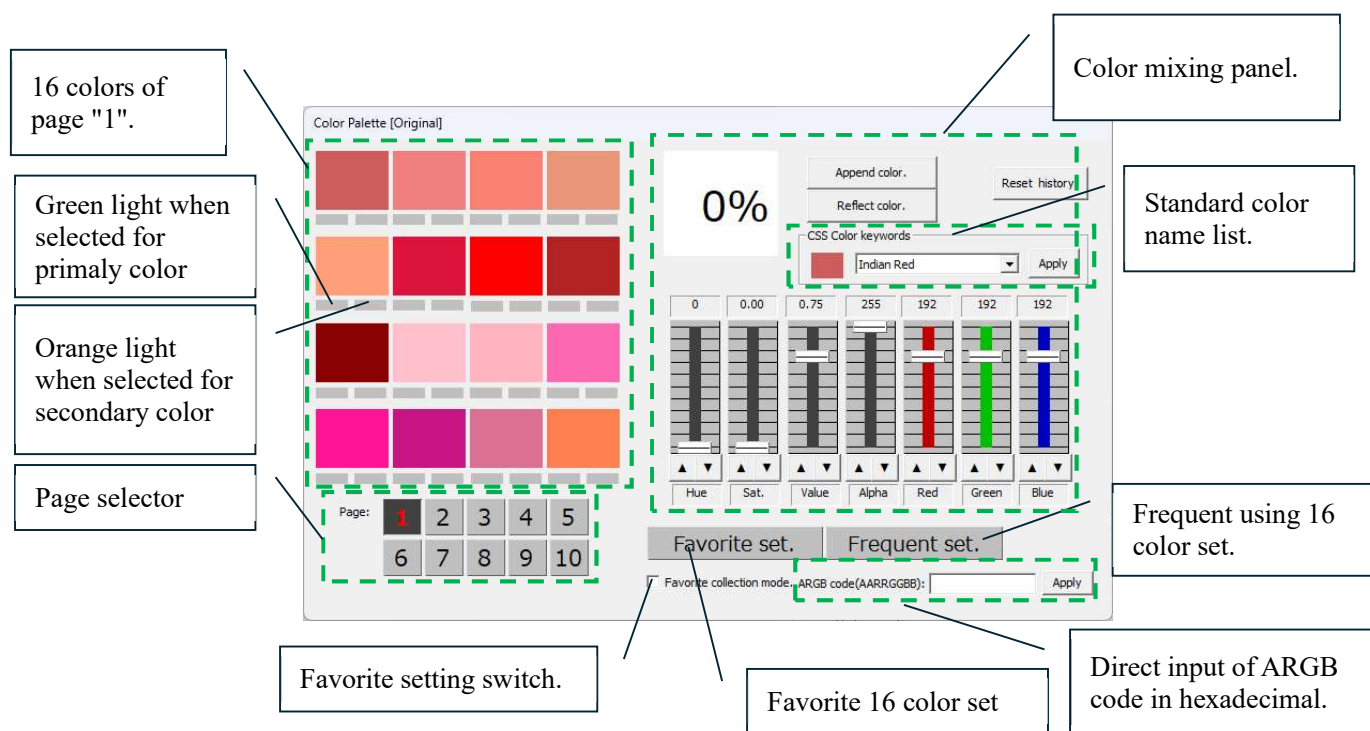


Figure 6.4.2 Color palette dialog and function label of each part.

6.4.3 How to set primary and secondary color from color palette

When clicking favorite color with left button of mouse, the color will be reflected as primary color. If with right button of mouse, the color will become secondary color.

1) Press "Palette" button.

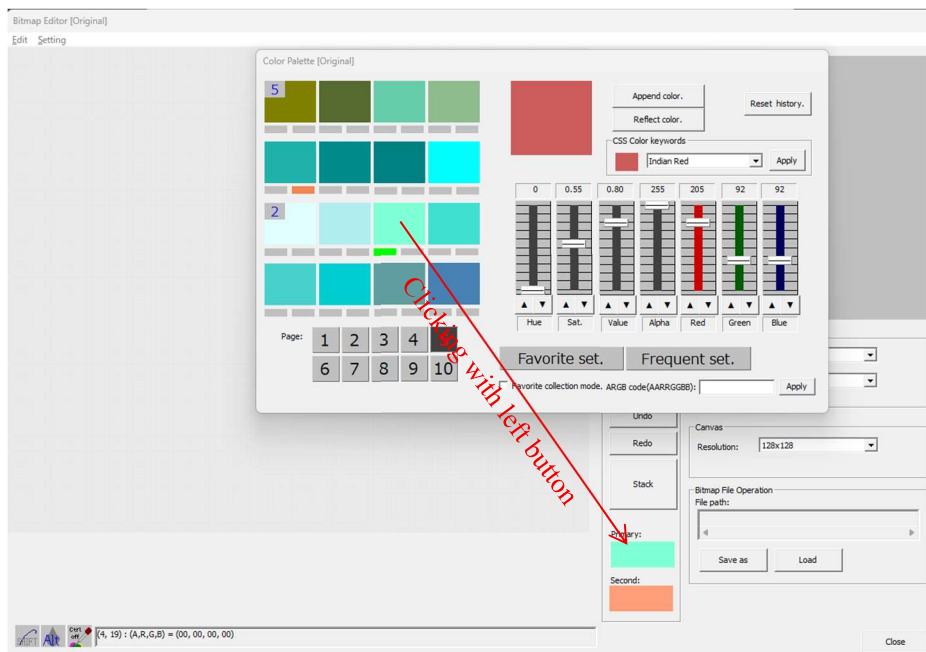


Figure 6.4.3.1 Primary color will be reflected with left button clicking.

- 2) Select favorite color among 16 colors x 10 page. And click the color with left button of mouse.
- 3) For secondary color. Do 1) and 2) procedures with right button of mouse.

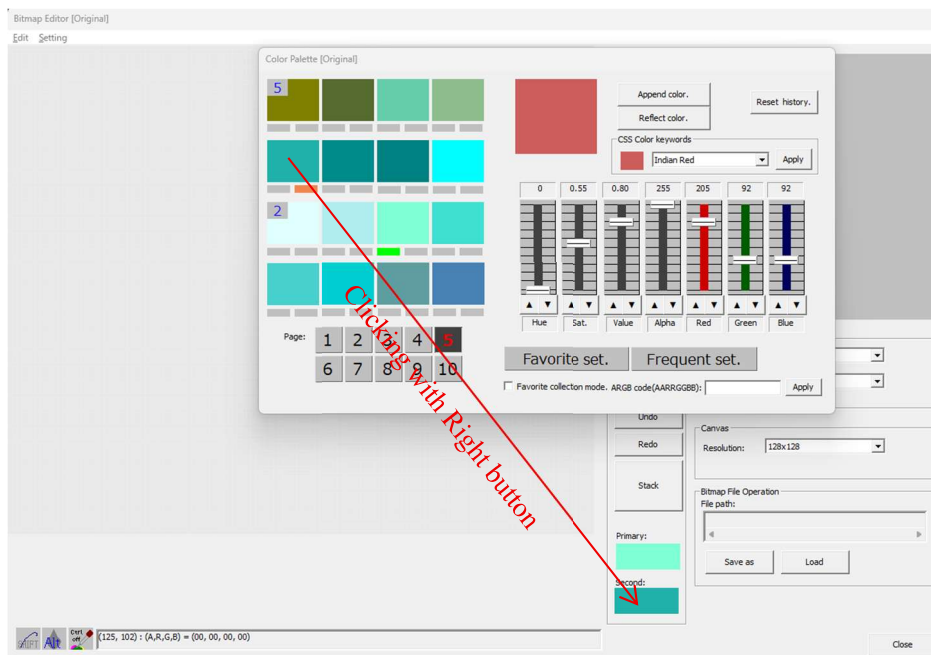


Figure 6.4.3.2 Secondary color will be reflected with right button clicking.

6.4.4 Page selection

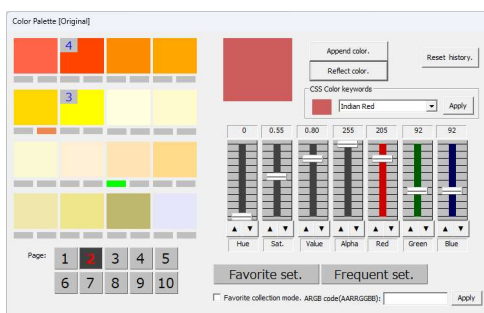
There are 10 pages of 16 colors set. In order to change page, press number button "1" to "10" and then 16 colors will become those of selected page.

"Favorite set." button means 16 color set which consisted colors you think necessary or favorite but those selected colors are not original data but referenced data among 16 colors x 10 page.

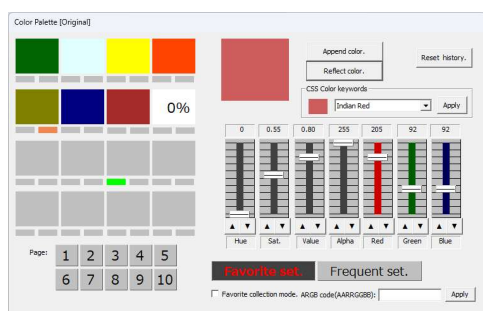
In the case of "Frequent set.", the color palette counts your clicking times for color selection. The 16 colors in "Frequent set." are chosen 16 colors from biggest counts. So, they are also in "Frequent set." are also referenced colors among 160 colors similar to "Favorite set."



Color set of page 1



Color set of page 2



Color set of "Favorite set."

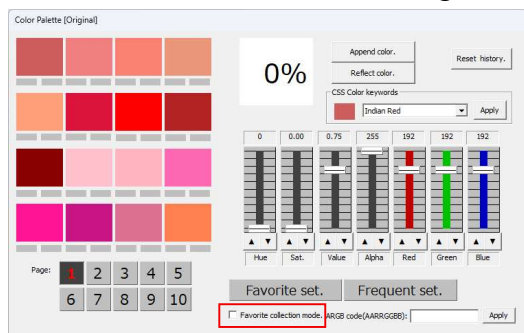


Color set of "Frequent set."

Figure 6.4.4.1 Page selection and appearance of color palette

6.4.5 How to gather favorite color and the set

Your most favorite 16 colors among 160 colors can be registered into "Favorite set."



- "Favorite collection mode." switch
If clicked favorite color with left button while holding Ctrl key among 160 colors during checked "Favorite collection mode.", clicked color will be registered to "Favorite set." 16 times.
Colored rectangle registered to "Favorite set." will be numbered. And the number will be pasted on upper-left of colored rectangle.

Figure 6.4.5.1 Full color palette and location of favorite registration control switch

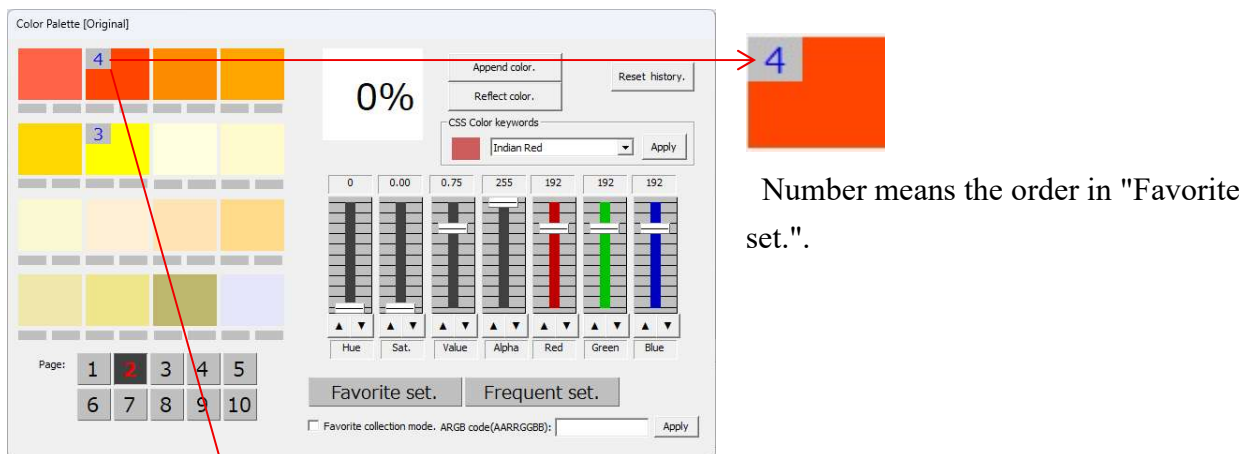


Figure 6.4.5.2 Appearance of registered colored rectangle.

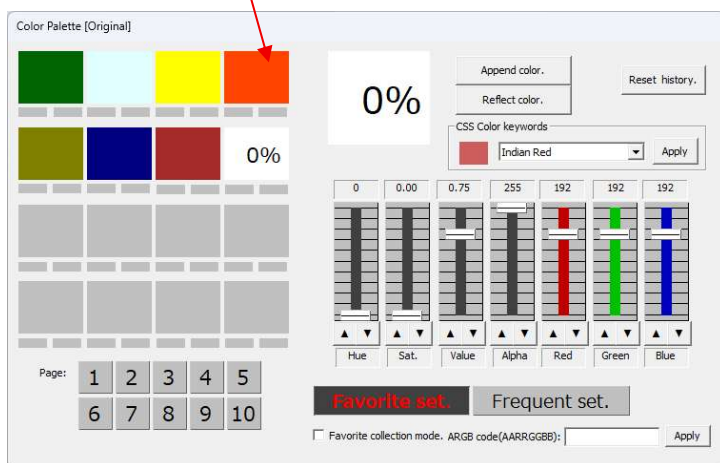


Figure 6.4.5.3 Appearance of "Favorite set." and position.

User Guide

- 1) Check "Favorite collection mode." to enter registration mode.
When entering the mode, all registered colors will be released.

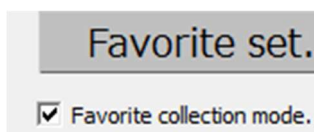
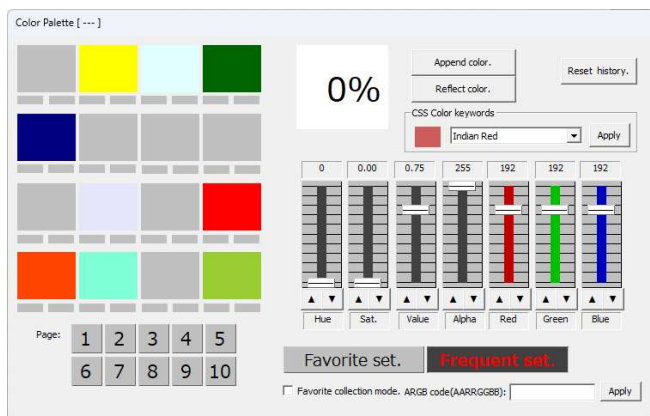


Figure 6.4.5.4 Appearance of activated "Favorite collection mode."

- 2) Select favorite color and click the color **with holding Ctrl key of keyboard**.
Then the color will be appended to "Favorite set." in the order of clicking.
- 3) Release the check of "Favorite collection mode.", then color set of "Favorite set." will be fixed.

6.4.6 About "Frequent set."

The 16 most frequently used colors are displayed in the "Frequent Set" based on the click counts of primary and secondary color selections.



Color set is prepared automatically.

Figure 6.4.6.1 Appearance of "Frequent set."

Color selection history can be reset with pressing "Reset history" button.

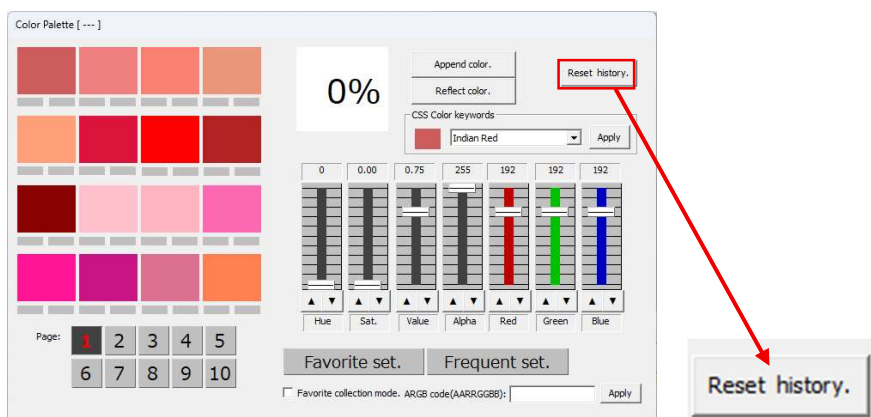


Figure 6.4.6.2 Location of "Reset history" button.

6.4.7 Mixing colors with transparency, reference and append to palette.

When mixing new color with color palette, at first color information has to be loaded to color mixer as a base color among 160 colors. Of course, you can mix color from the beginning at color mixer. Furthermore, you can reference the color from CSS color keywords and load the color to color mixer. Regarding CSS color keywords, it will be detailed following chapter.

After the completion of mixing color, it shall be stored to a color of 160 color palette. Then the color will be available as primary or secondary color.

User Guide

1) Click the base color you need to mix with left button of mouse.

And press "Reflect color." button.



Figure 6.4.7.1 Location of "Reflect color.".

2) Tuning color parameters with fader or up/down button under fader.

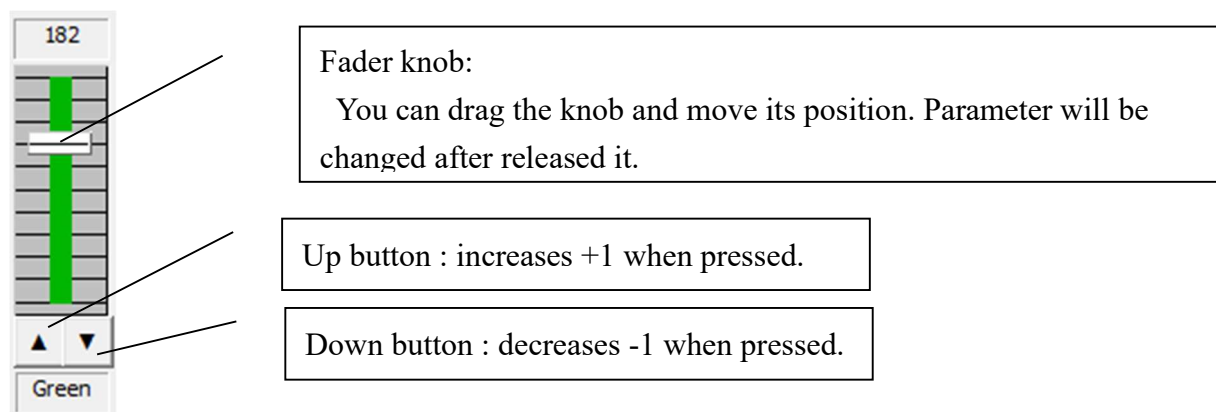


Figure 6.4.7.2

Regarding step when pressed up/down button.

They are as follows;

Parameter	step	step(with holding Shift)
Hue	1	5
Sat.	0.01	0.1
Value	0.01	0.1
Alpha	1	5
Reg	1	5
Green	1	5
Blue	1	5

Table 6.4.7.1 Up/Down step of each parameter

3) After completion of the color mixing, select the color site to append with clicking left button of mouse. And press "Append color." button.

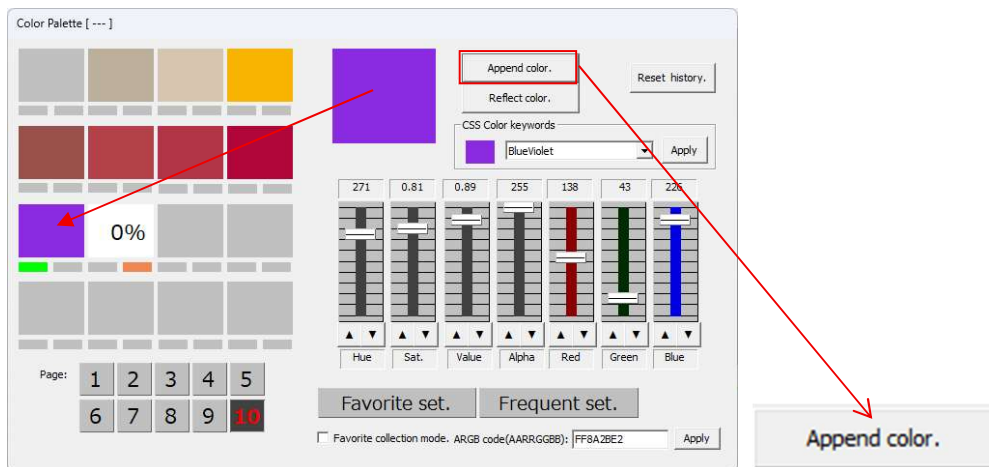


Figure 6.4.7.3 Location of "Append color." button.

6.4.8 Direct input and reference of ARGB code in hexadecimal

You can input ARGB code to color mixer directly.

ARGB code is 32 bits data and AARRGGBB format in 8 digits hexadecimal. AA means alpha channel 8 bits data expressing opacity level. RR means red color level in 2 digits hexadecimal. Similarly, GG means green level and BB means blue level.

And if loaded any color or tuning color parameters, ARGB code will appear. So, you can make a note of color codes in hexadecimal format.

User Guide

- How to input directly

1) Enter ARGB code edit box and press "Apply" button. Then ARGB code will be reflect to parameters.

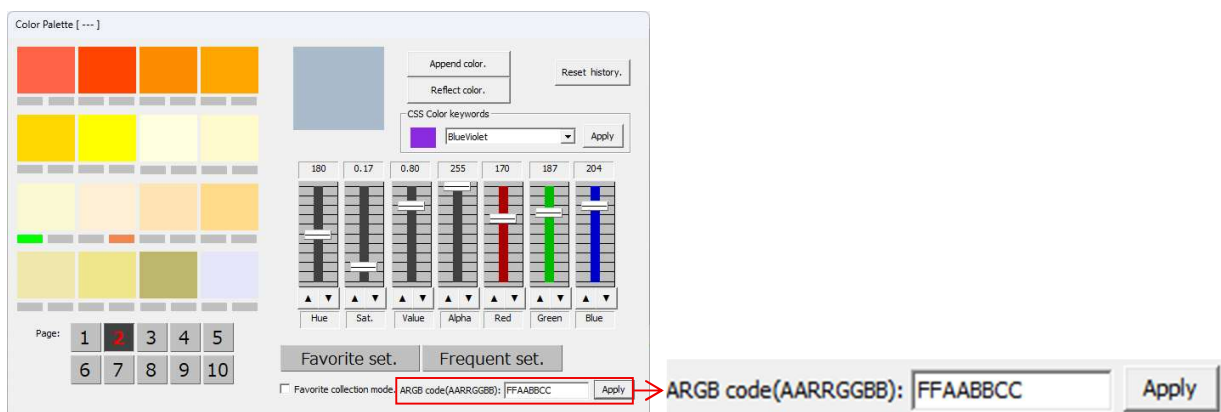


Figure 6.4.8.1 ARGB code edit box and "Apply" button

- How to refer ARGB code of color.

- 1) Select the color you want to confirm, and press "Reflect color." button.
Then the color will be loaded and the ARGB code will appear in ARGB code edit box.
- 2) Change any parameter of color mixer, then ARGB code in ARGB code edit box will change.
- 3) Select CSS Color keyword combobox and press "Apply" button.
Then selected CSS color will be loaded and ARGB code of the color will appear.

6.4.9 CSS Color keywords (Standard Color Names Used on the Web)

CSS Color Keywords is a list of predefined color names and their corresponding RGB color codes used in CSS. You can find the color with predefined color name CSS combobox and apply to color mixer.

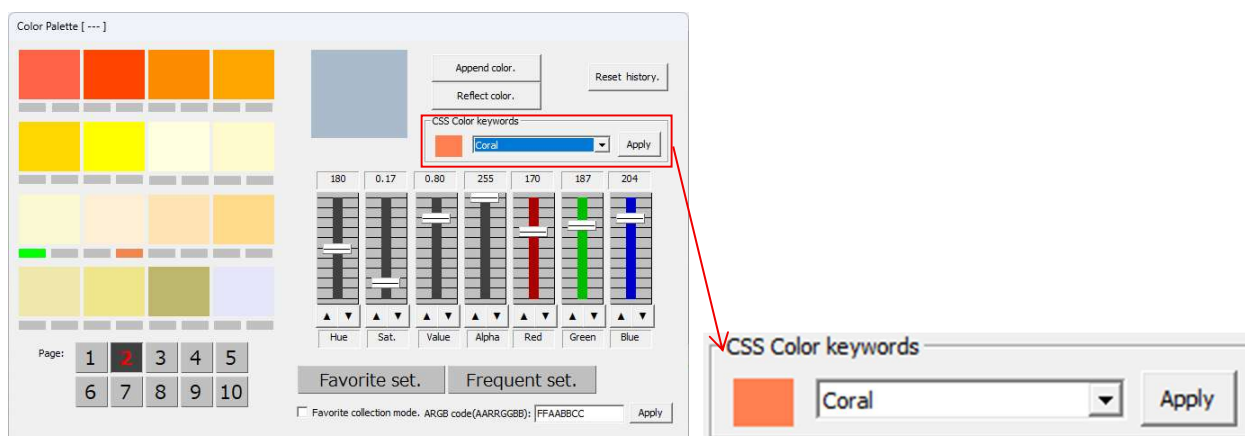


Figure 6.4.9.1 CSS predefined color and their names

User Guide

- 1) Select CSS combobox and for example, type "coral" with keyboard.
Then color name will appear and at the same time, its color will appear in left rectangle.
- 2) Press "Apply" button located at right side of combobox.
Then CSS color will be loaded to color mixer.

6.4.10 Color themes and their list

We consider a color palette to be a type of asset. Examples include color sets used for drawing branding icons to ensure a unified corporate image, or sets designed to create visual consistency across a software product line.

To support this, you can assign a theme name to a 160-color palette and configure an .inf file to save up to 12 of these color sets.

When the theme name and .inf filename are specified, the set of color data is loaded from the corresponding .inf file upon launching IconEditor. Conversely, upon exiting, the color data is saved to the .inf file of the currently configured theme.

A screen is also provided for registering these theme name and INF file settings.

User Guide

- How to open color theme dialog.

- 1) Select "Setting" menu and select "Color theme" item. Or press "Ctrl+Shift+T" keyboard shortcut. Then "Theme editor of color palette" dialog will be opened.

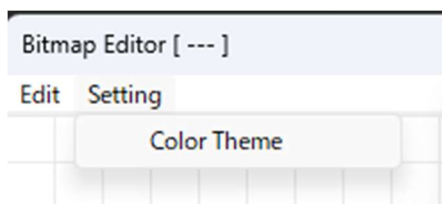
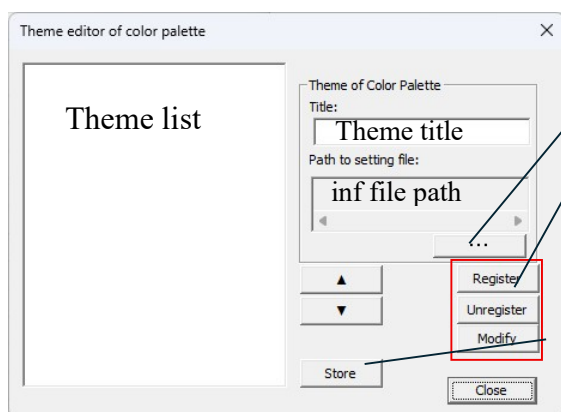


Figure 6.4.10 Menu item to "Theme editor of color palette" dialog.



Set the path for an existing or new INF file.

Register/Unregister theme title and inf file path.
Modify the selected theme title and inf file path.

Store: Immediately save the currently selected color theme to the color set of the color palette currently being edited.

Figure 6.4.10.2 Appearance of "Theme editor of color palette" dialog.

User Guide

Select a theme item from the list; it will then be referenced and saved when the software starts up and shuts down. Color information is also loaded upon selection.

Table 6.4.10 Operation of Theme editor of color palette.

Button etc.	Description
Theme list	If you select a different theme from the list, the change is immediately applied as the color set for the current color palette. Note: The color set currently being edited will be updated and lost.
▲	Move the selected theme up one position in the order.
▼	Move the selected theme down one position in the order.
Store	After configuring the new .inf file, store the current color palette information in the configured file immediately.
...	Select a previously created INF file or specify the path for a new INF file.
Register	Register theme title and in file path.
Unregister	Remove theme information from selected item of list. The .inf file is retained rather than deleted. You can register the file again by assigning it a theme title.
Modify	Modify theme title and .inf file.
Close	Closing "Theme editor of color palette" dialog.

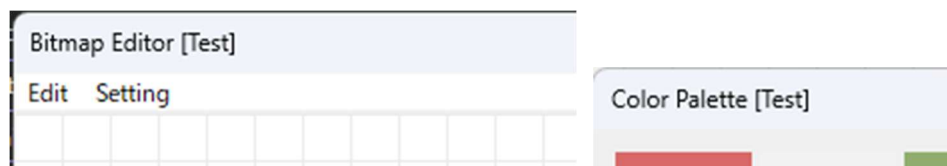


Figure 6.4.10.3 Appearance of the selected theme title

If selected, the theme title is displayed as shown in Figure 6.4.10.3. By default, it is displayed as [---].

7 Let's try using it.

7.1 (Ex.1) Let's break down an icon file created by default in Visual Studio

User Guide

- 1) Launch IconEditor and select "Extract image files from an icon file (E)" from the "Tool (T)" menu.

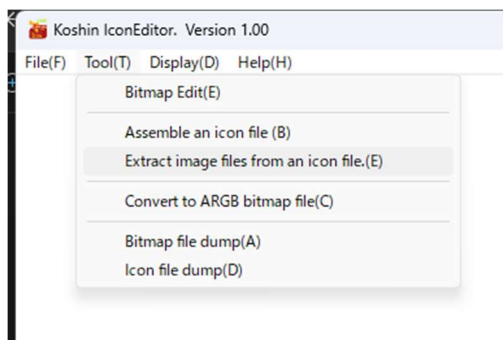


Figure 7.1.1 Menu item to deconstruct an icon file

- 2) Then, File Explorer will appear; select the icon file.

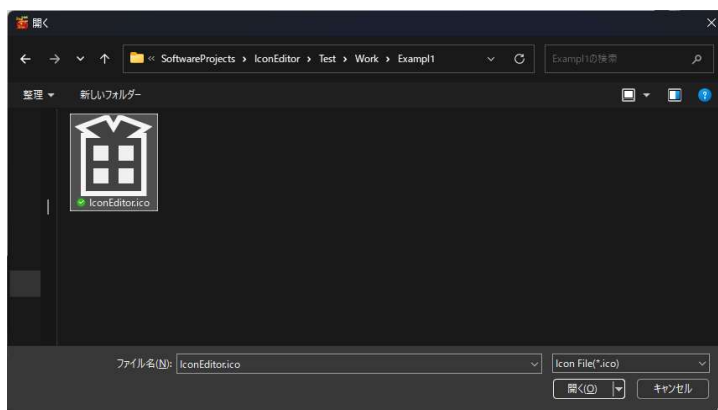


Figure 7.1.2 Select icon file

- 3) Clicking the "Open" button extracts the image files contained within the icon file into separate files.

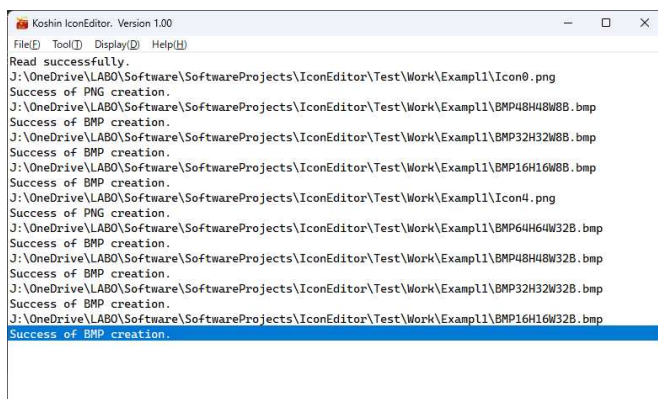


Figure 7.1.3 Extracted file path

The created image file is displayed.

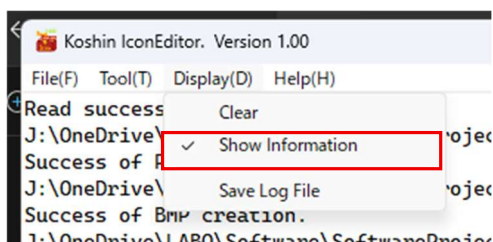


Figure 7.1.4 Select "Show Information" from the Display (D) menu and check the box.

We will carry out steps 1) through 3) once again.

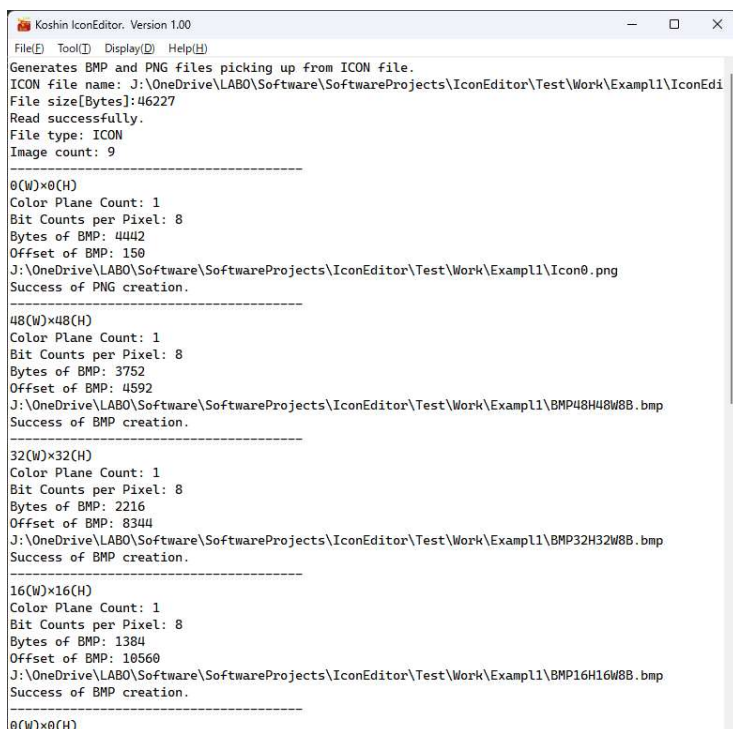


Figure 7.1.5 Extracts the images from the icon file while displaying an overview of each image data file during the process.

4) Create a bitmap file and a PNG file in the same folder as the icon file.

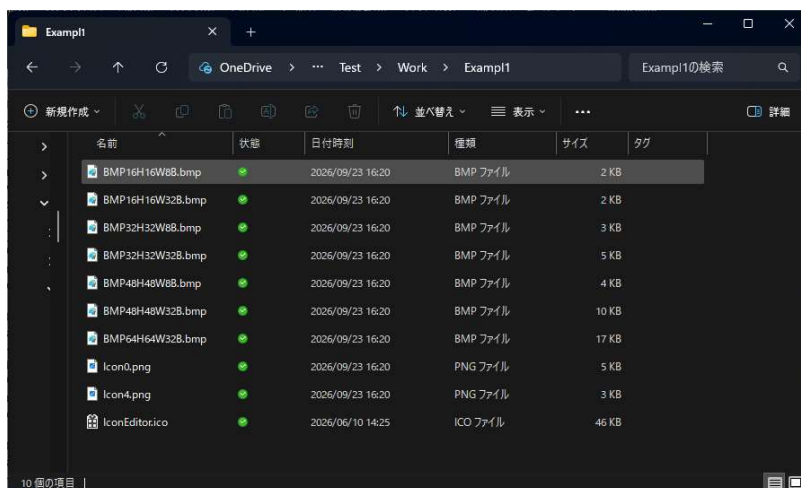


Figure 7.1.6
Image files resulting from
the decomposition of an
icon file

5) The meanings of the image file names are as follows.

BMP16H16W8B.bmp

A bitmap file with a height of 16 pixels, a width of 16 pixels, and a color depth of 8 bits (256-color palette).

BMP64H64W32B.bmp

A bitmap format with a height of 64 pixels, a width of 64 pixels, and 32-bit full-color ARGB.

Icon0.png

PNG file with a fixed height of 256 pixels and a fixed width of 256 pixels.

6) I'll try loading it into IconEditor's bitmap editor.
Select Bitmap Editor (E) from the Tool (T) menu.

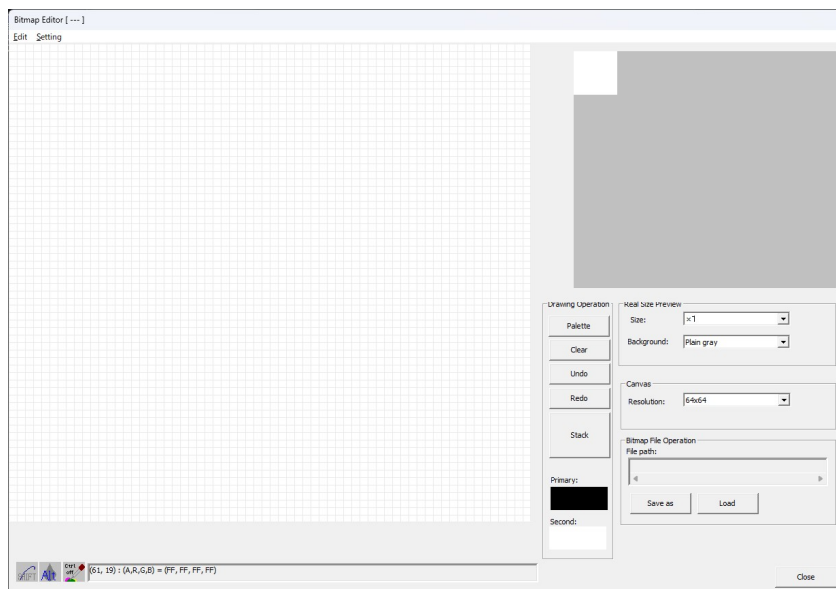


Figure 7.1.7 Launched bitmap editor

7) Click the "Load" button. File Explorer will open; select BMP16H16W32B.bmp and click the "Open" button.

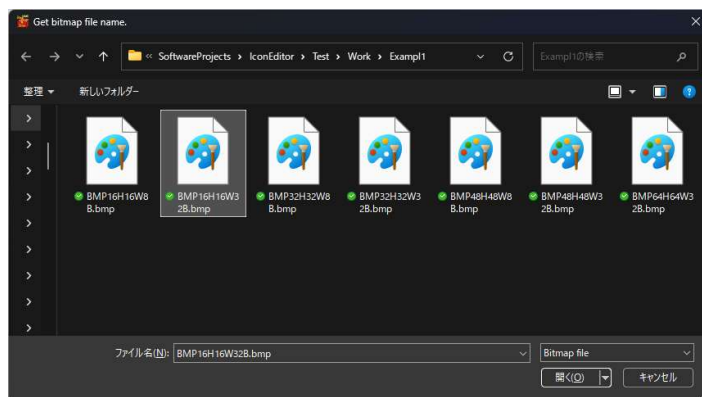


Figure 7.1.8
Open using the "Load" button
and select a bitmap file in
Explorer.

8) Then, the image is loaded.

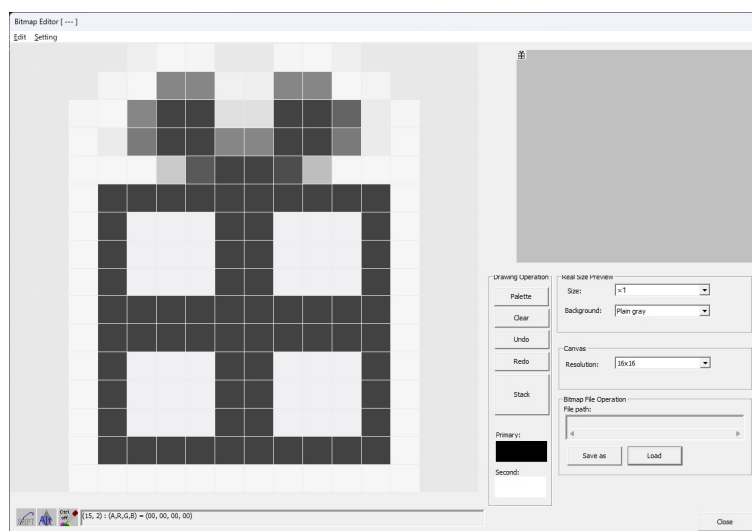


Figure 7.1.9
Displaying the bitmap data
of BMP16H16W32B.bmp

32-bit full-color bitmap data in ARGB format

9) Try sampling a color for the secondary color using the eyedropper. Select a pixel, then right-click while holding down the Ctrl key.

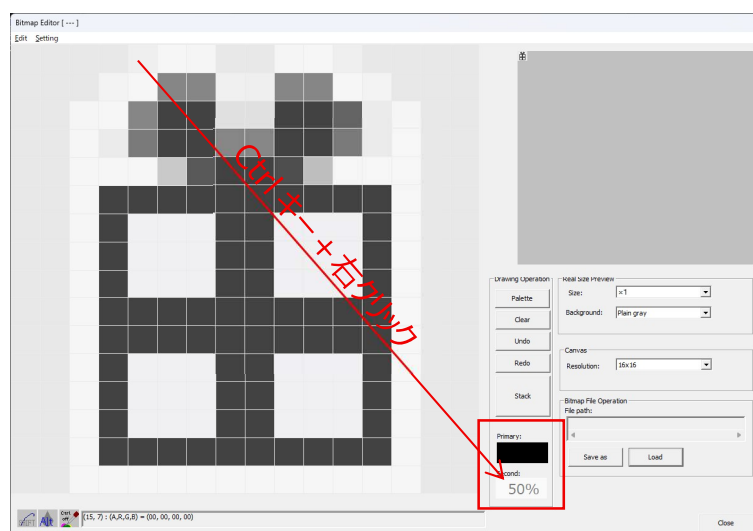
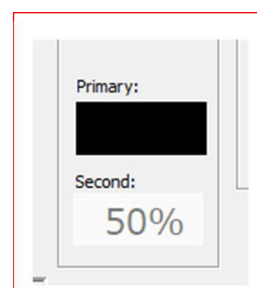


Figure 7.1.10 Let's try extracting the pixels from the loaded image.
"50%" is displayed for the secondary color, indicating the opacity level.

- 1 0) Try loading a different file.
Click the "Load" button and select BMP16H16W8B.bmp in Explorer.

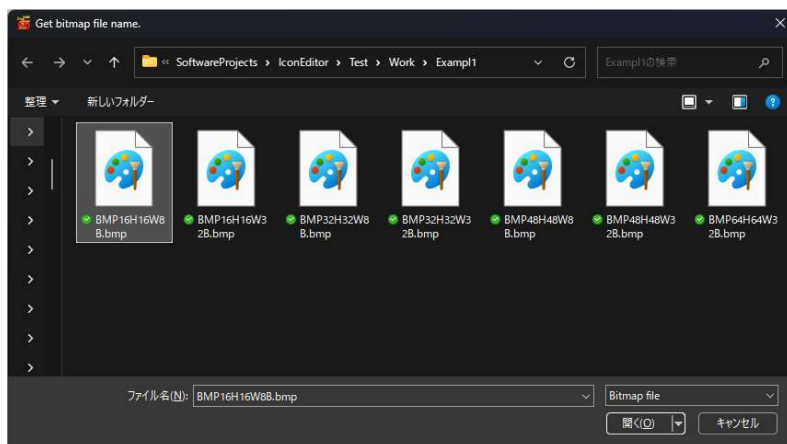


Figure 7.1.11 Select BMP16H16W8B.bmp as the bitmap file to load.

- 1 1) Press the "Open" button. But it does not load.

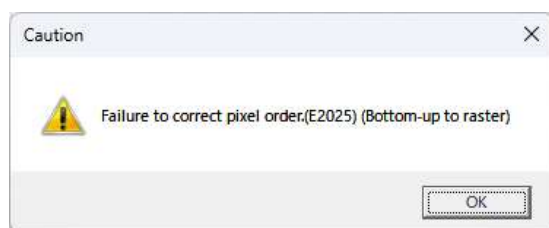


Figure 7.1.12 This is one of the messages displayed when loading fails.

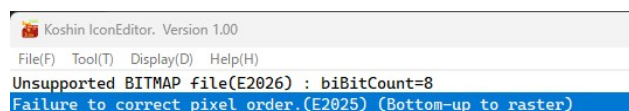


Figure 7.1.13 History displayed in the message log area

The file is a bitmap with an 8-bit color depth (using a 256-color palette), whereas the bitmap editor supports 32-bit full-color (ARGB format); consequently, the log entry "Unsupported BITMAP file (E2026)" is recorded.

- 1 2) Let's try using the function to convert a bitmap file that could not be loaded into an ARGB-format bitmap. Select "Convert to ARGB bitmap file" from the Tool (T) menu.

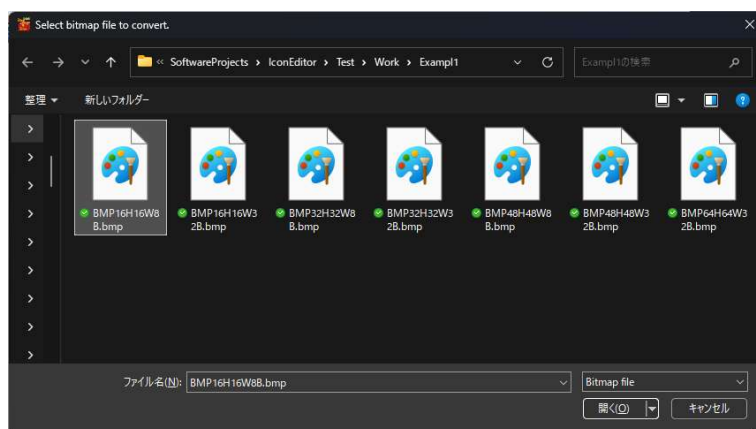


Figure 7.1.14 BMP16H16W8B.bmp selection

- 1 3) When you click the "Open" button, BMP16H16W8B_32.bmp is created in the same folder.
- 1 4) Load BMP16H16W8B_32.bmp using the "Load" button in the bitmap editor.

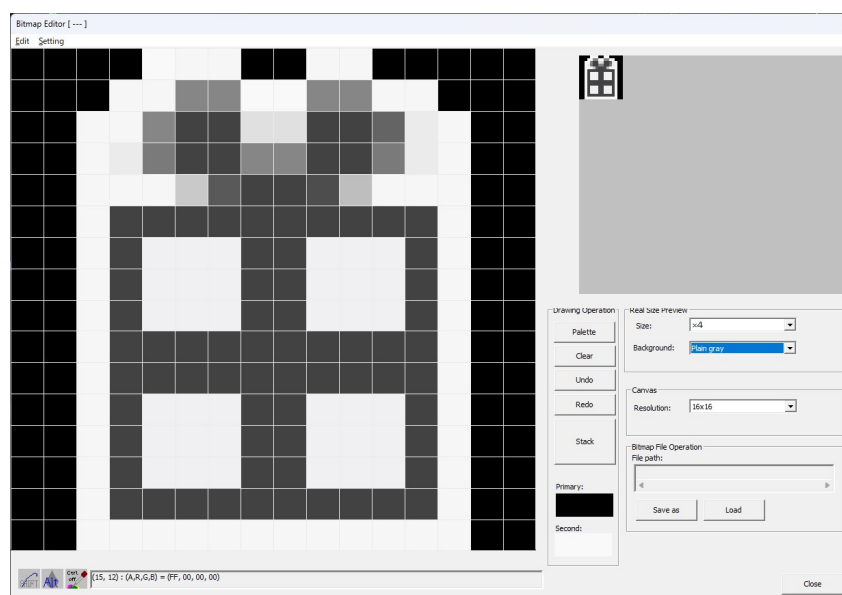


Figure 7.1.15 Screen with BMP16H16W8B_32.bmp loaded

※ When converting a bitmap file to the ARGB format, processing is performed under the assumption that transparency information is not included. It can be used to reference the shape of the bitmap image.

7.2 (Ex.2) Let's try creating an icon file.

We have prepared a few icon images for Example 2.

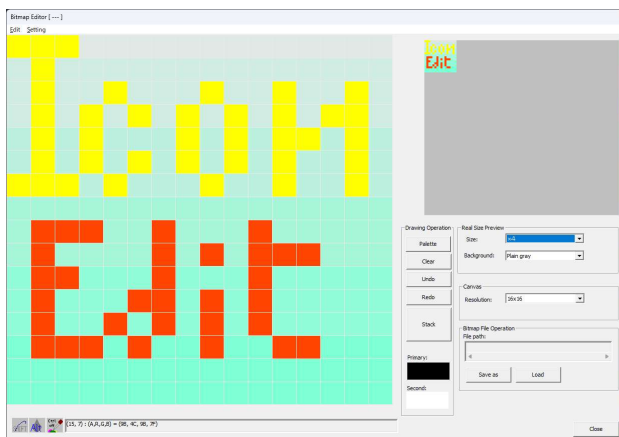


Figure 7.2.1 BMP16H16W32B.bmp

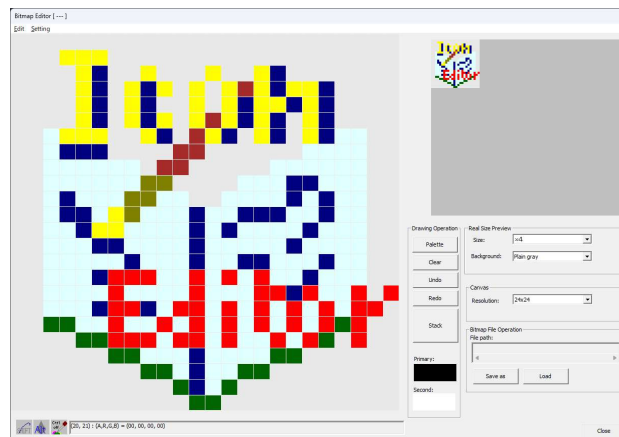


Figure 7.2.2 BMP24H24W32B.bmp

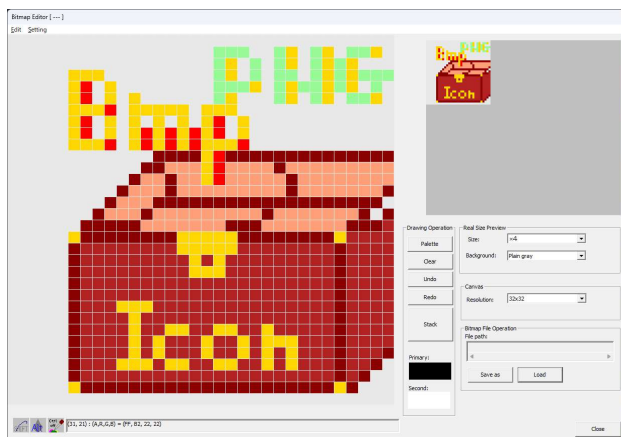


Figure 7.2.3 BMP32H32W32B.bmp

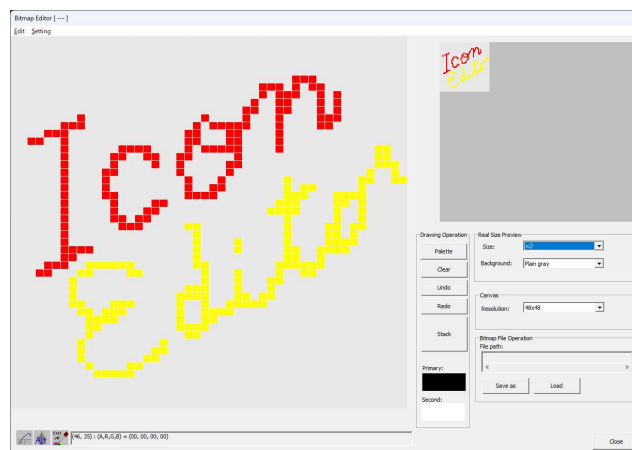


Figure 7.2.4 BMP48H48W32B.bmp



Figure 7.2.5 BMP64H64W32B.bmp

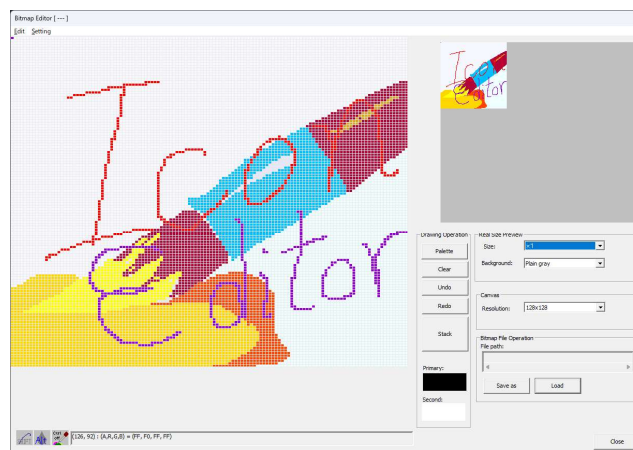


Figure 7.2.6 BMP128H128W32B.bmp

PNG files do not support image editing.

Using the Paint program included with Windows, set the pixel dimensions to 256x256, create a drawing or paste a reference image (using copy and paste), and then save the file in PNG format.

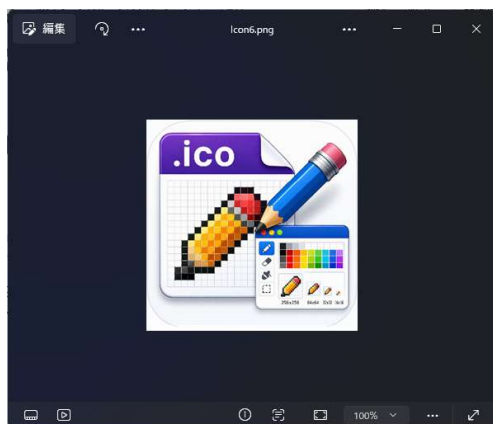


Figure 7.2.7 Icon6.png file created in Paint

1) To build an icon file, select "Assemble an icon file (B)" from the "Tool (T)" menu.



Figure 7.2.8 Menu item that builds an icon file

2) Selecting the menu displays the "File parts list and building ico file" dialog.

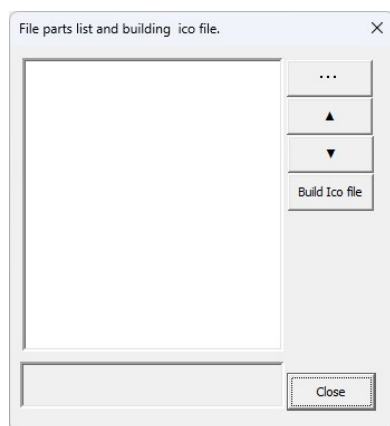


Figure 7.2.9 Dialog for building icon files

3) Click the "... " button to gather the image files that make up the icon file.

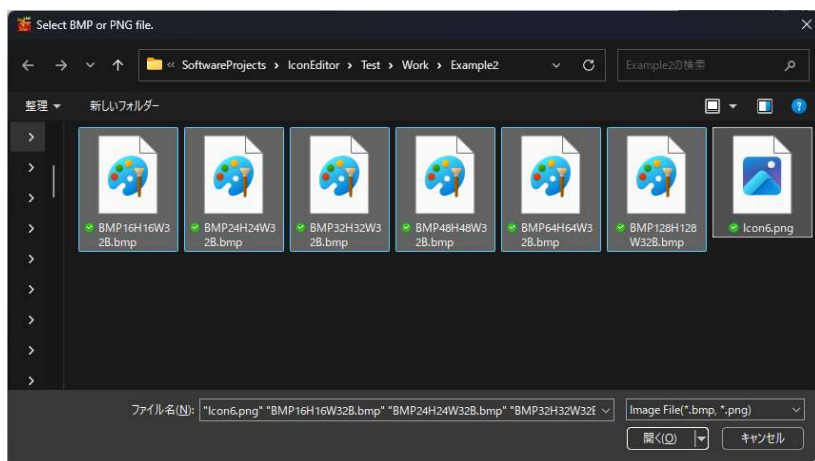


Figure 7.2.10 Select multiple image files that make up the icon file.

4) Click the "Open" button. The list of loaded files will then be displayed in the dialog. If "Show Information" is checked in the "Display (D)" menu, a partial dump of the bitmap's internal information will appear in the message log area.

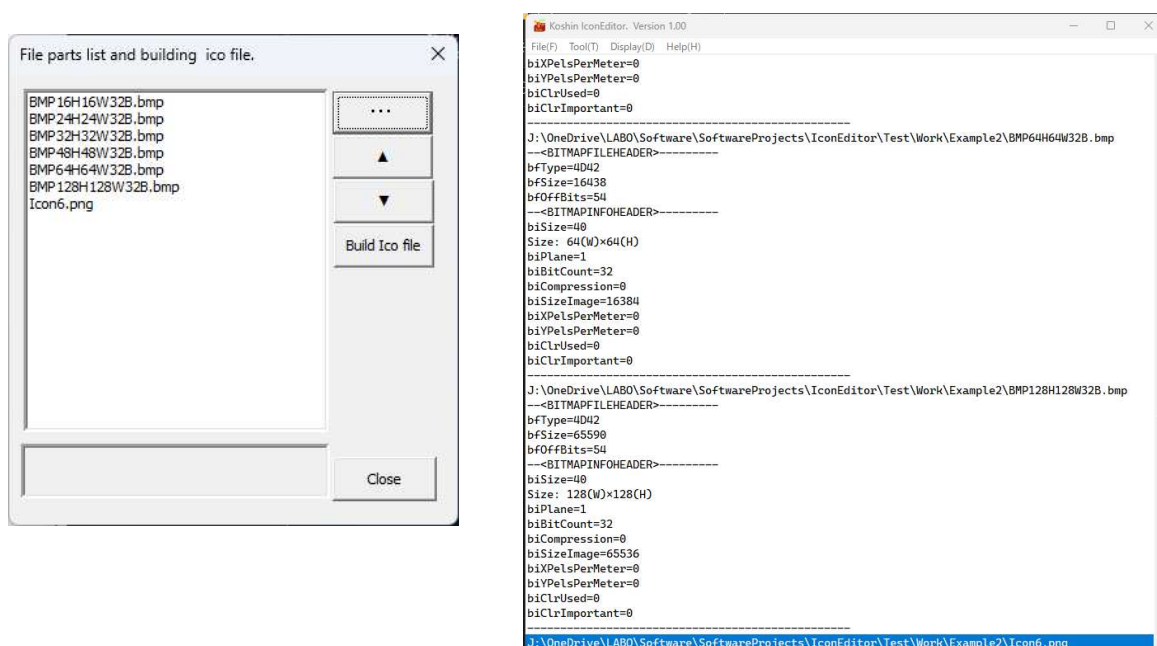


Figure 7.2.11 Display of the dialog after loading the selected image file and internal information during loading.

- 5) An icon file stores multiple sets of image data, which are embedded in the order shown in the dialog's file name list. Although Windows determines which icon to use—meaning the specific icon displayed cannot be predicted—you can rearrange the order of the image data within the icon file before creating it.

Select the file you wish to move. To shift the order by one position, click the "▲" button. The icons are arranged sequentially, starting from the top of the file name list.

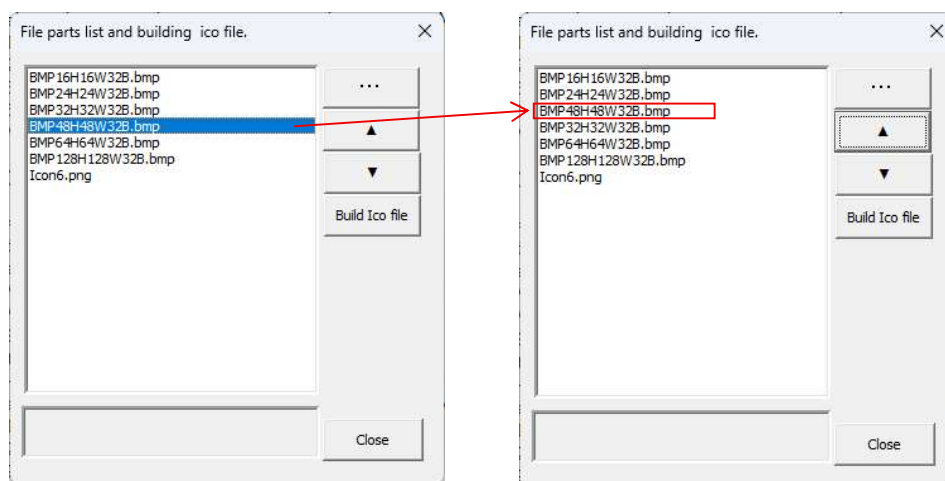


Figure 7.2.12 Changing the build order of image files

- 6) To execute the build, click the "Build Ico file" button. File Explorer will open; enter the icon file name.

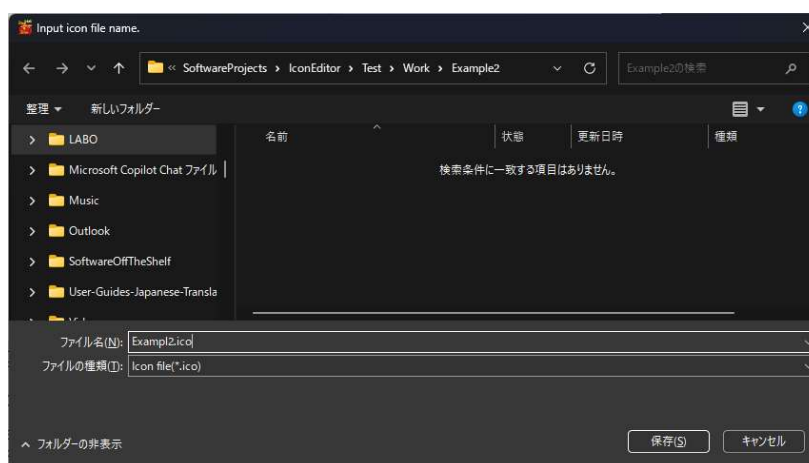


Figure 7.2.13 Enter the icon file name. "Example2.ico" was entered.

7) Press the "Save" button.

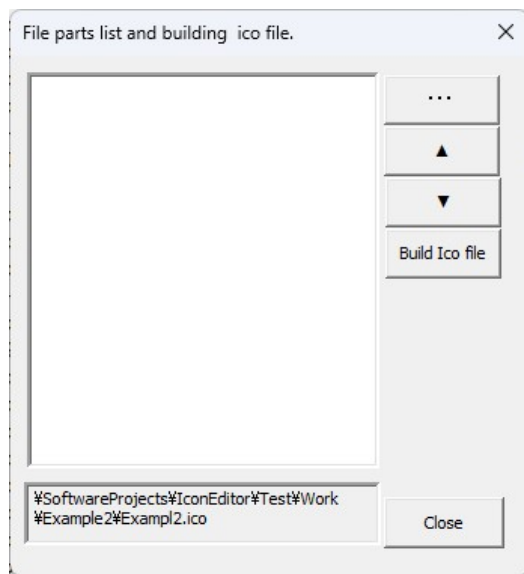


Figure 7.2.14 The full path string to the icon file is displayed at the bottom of the file list.

8) To close the dialog, press the "Close" button.

7.3 (Ex.3) Create a bitmap for an icon using Paint.

Nowadays, you can generate images using AI. You can either instruct the AI on the desired atmosphere to have it create an image, or copy and paste source imagery and resize it—using a program like Paint—to dimensions such as 16x16, 24x24, 32x32, 48x48, 64x64, or 128x128 pixels, saving the result as a bitmap file.

Subsequently, you can convert this into an ARGB-compatible 32-bit bitmap file. Once converted, you can load it into BitmapEditor to perform edits such as overwriting the icon's text title or making specific colors semi-transparent so the background shows through.

Here, I'll try using Paint's Image Creator.

1) Launch Paint on Windows 11. Click the Copilot button.

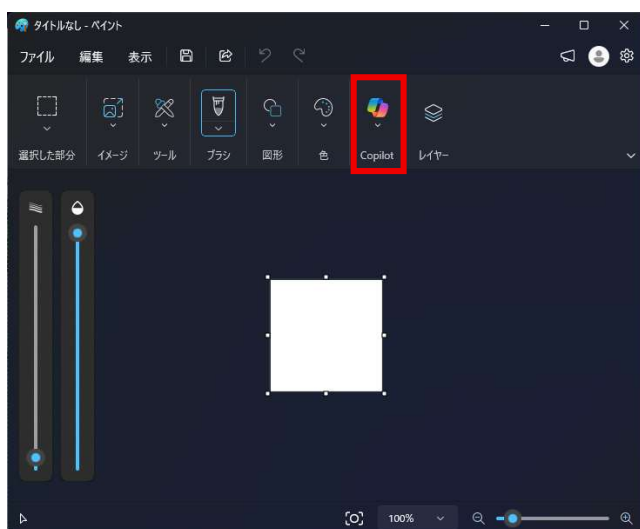


Figure 7.3.1 Paint and Copilot buttons

2) Select Image Creator.

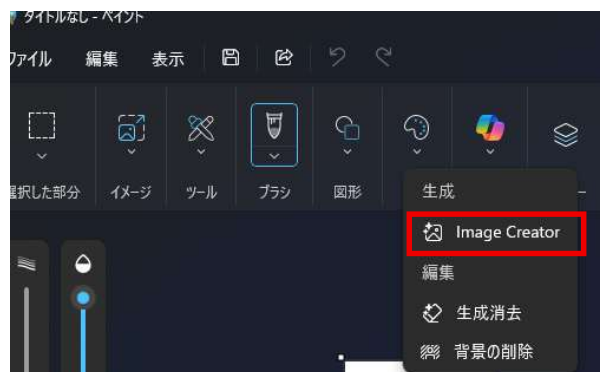
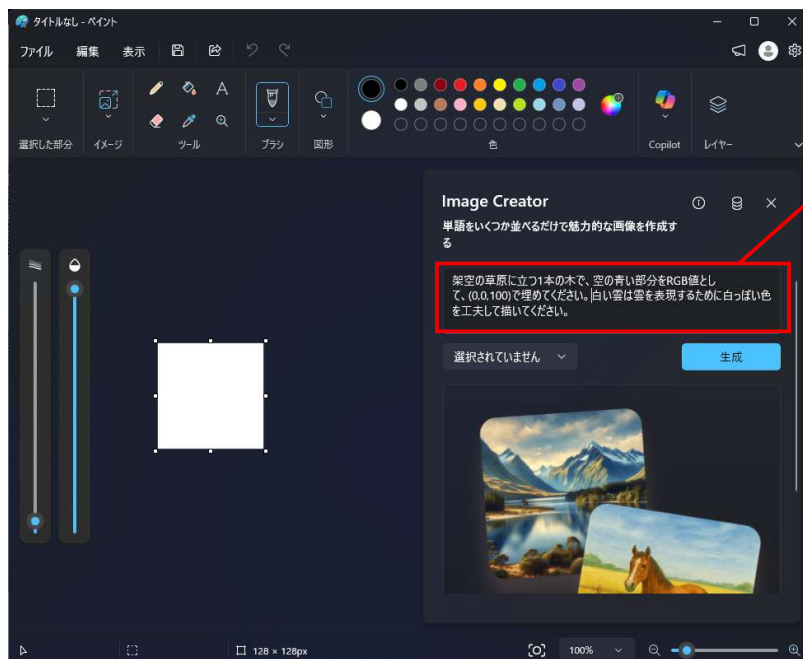


Figure 7.3.2 Launching Image Creator

3) Enter a prompt for Image Creator and click the "Generate" button. Let's try entering: "A single tree standing in an imaginary meadow; fill the blue areas of the sky with the RGB value (0, 0, 100), and render the white clouds using creative shades of off-white."



A single tree standing in an imaginary meadow; fill the blue areas of the sky with the RGB value(0,0,100), and render the white clouds using creative shades of off-white.

Figure 7.3.3 Image Creator and Instruction Prompts

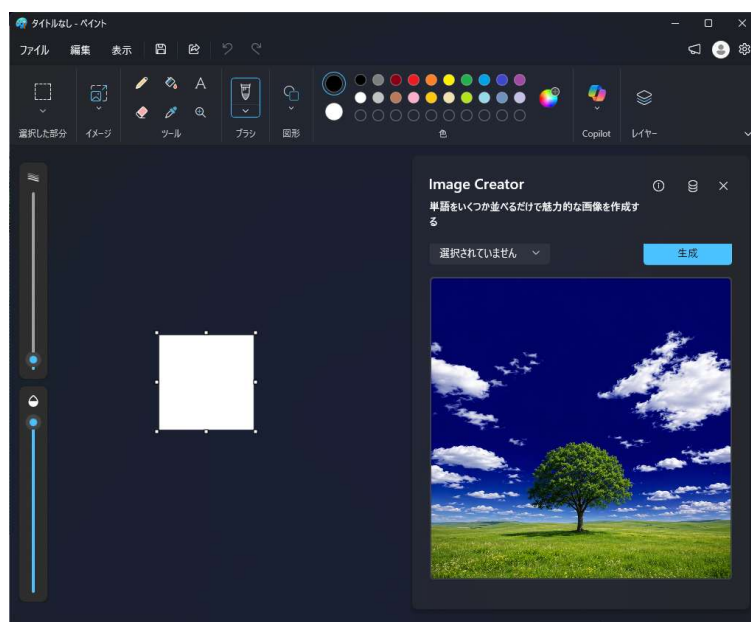


Figure7.3.4 Image generated by Image Creator

4) Take a screenshot of the generated image and paste it onto the Paint canvas.

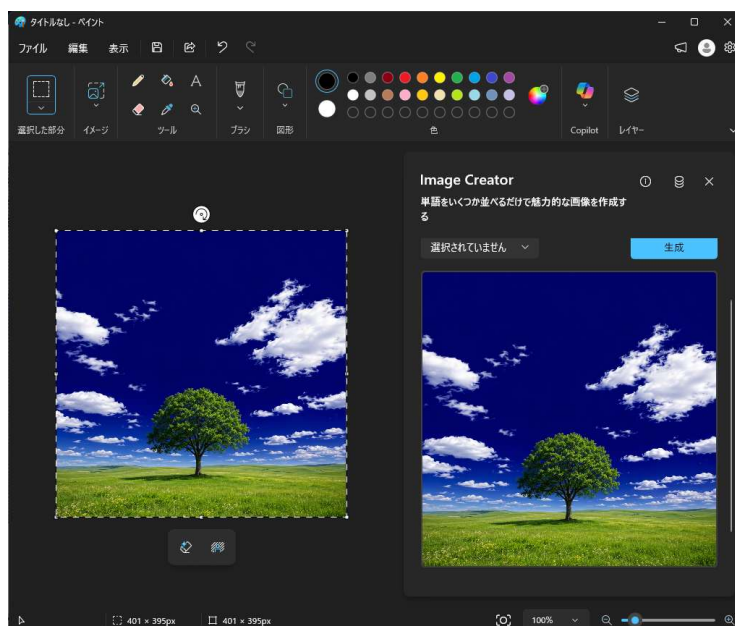


Figure 7.3.5 Appearance immediately after pasting in Paint

5) Adjust the image size. Set the horizontal and vertical dimensions to 128 using the resize and skew options, then click the "OK" button.

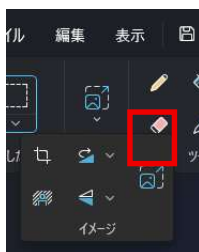


Figure 7.4.6 Paint's Resize button

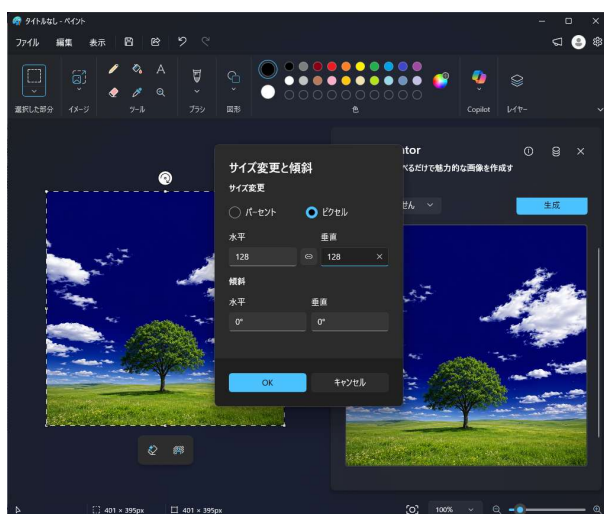


図 7.4.7 Resizing and Slanting

In the Resize and Skew dialog box, select "Pixels" and set the horizontal and vertical values.

In the example shown on the left, select 128x128 for an optimal display.

* If the horizontal and vertical values do not match, disable the chain icon between them.

* Perform the resize operation only after finalizing the paste and removing the dashed line around the pasted image.

6) The image is reduced to a size of 128x128.

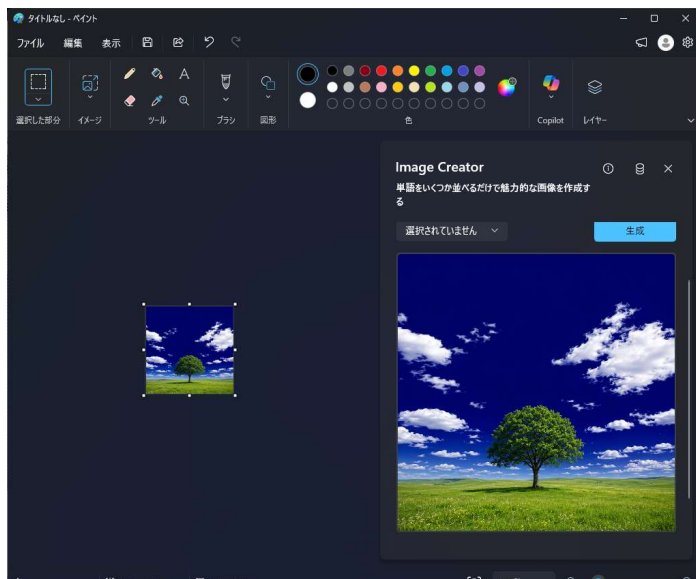


Figure 7.4.8 Downsized bitmap

7) Save as a bitmap file.



Figure 7.4.9 Paint: Save As

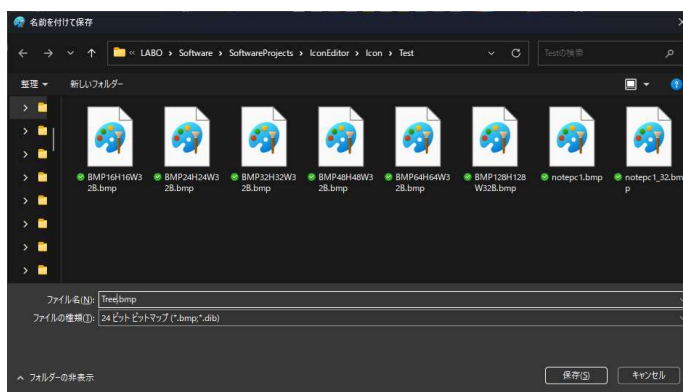


Figure 7.4.10 Save it as Tree.bmp.
(Save as a 24-bit bitmap.)

8) Launch IconEditor and select "Convert to ARGB bitmap file (C)" from the Tool (T) menu.

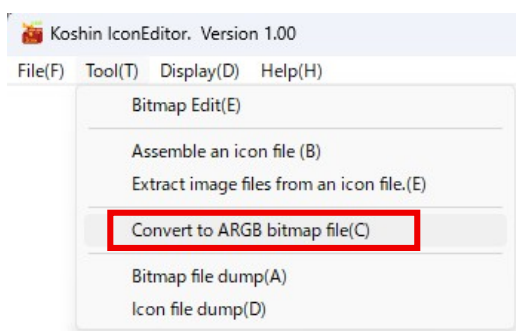


Figure 7.4.11 "Convert to ARGB bitmap file(C)" menu item

9) Select "Tree.bmp" (saved in step 7) and click the "Open" button.

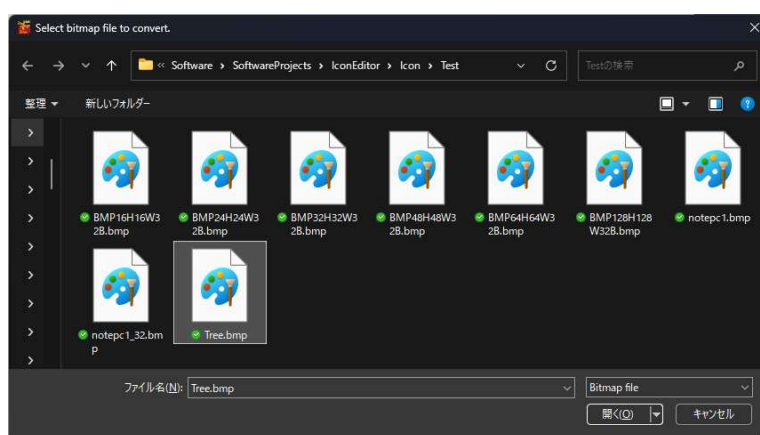


Figure 7.4.12 Select the bitmap file to convert.

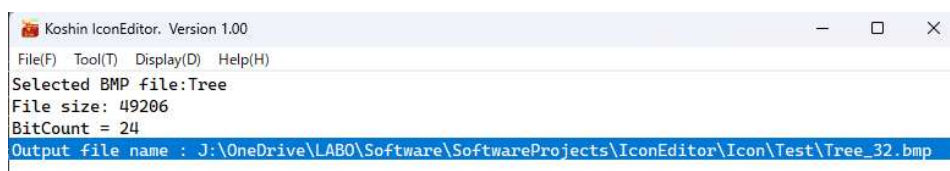


Figure 7.4.13 The conversion results are displayed in the IconEditor's message log area.

- 1 0) Let's load the converted file into the Bitmap Editor.
Select "Bitmap Edit (E)" from the Tool (T) menu. Click the "Load" button, select "Tree_32.bmp," and load it.

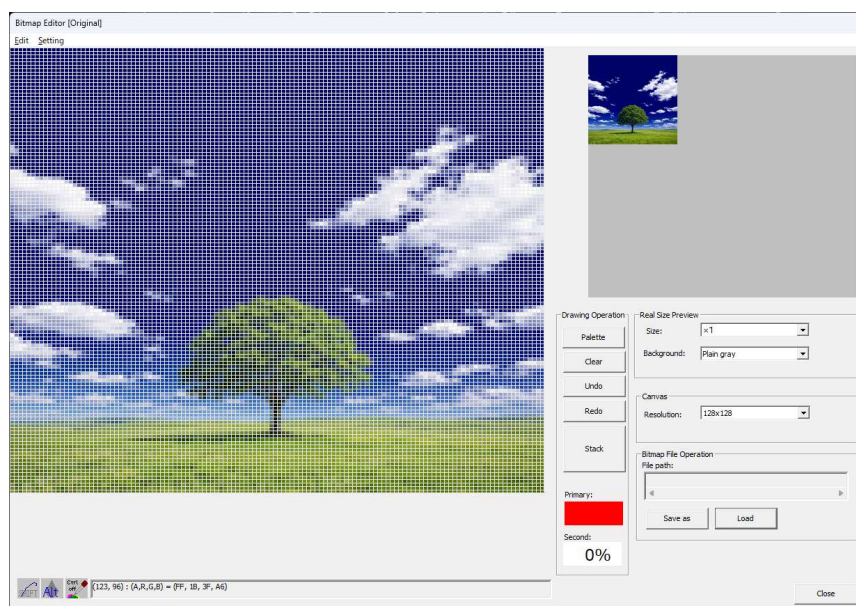


Figure 7.4.14 Loaded image.

- 1 1) Overlay the software name onto this image, fill it with a color set to a specific transparency level (alpha channel opacity) so that the background remains visible, and then save the result as an icon bitmap.
- ※ While this software does not support image editing, you can create a 256x256-pixel PNG file using Paint and embed it into an icon file (.ico).

7.4 (Ex.4) Let's try making a transparent icon.

Create a bitmap for an icon that allows the desktop background to show through.
Let's try drawing something—perhaps a fried egg with a transparent background.

- 1) Launch IconEditor and select "Bitmap Edit(E)" from the Tool(T) menu.

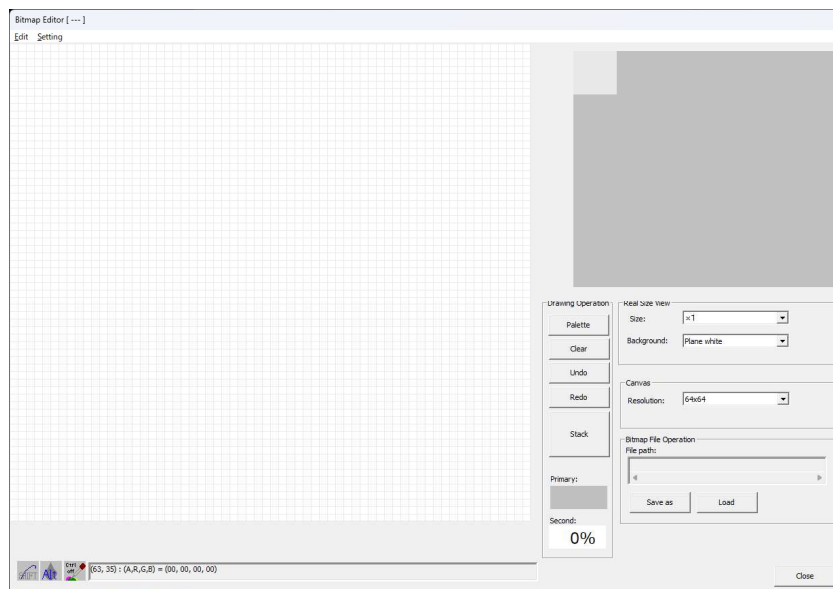


Figure 7.4.1 Bitmap Editor

- 2) Prepare the colors for drawing the bitmap. Open the color palette by clicking the "Palette" button or pressing Ctrl+Shift+P.

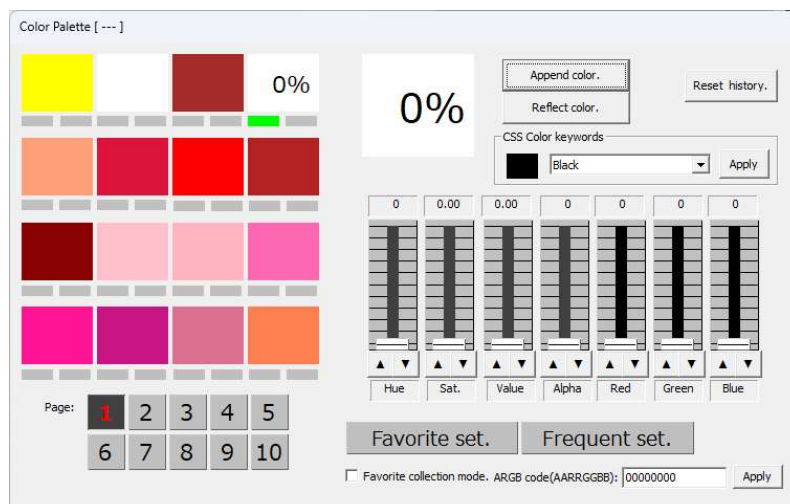


Figure 7.4.2 Prepare the colors for the first four shades.

- 2 – 1) Type "Yellow" into the CSS color keywords combo box, or locate and select "Yellow" from the combo box.

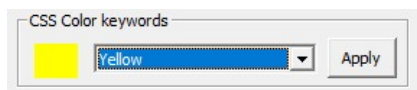


Figure 7.4.3 Color samples for CSS color keywords.

- 2 – 2) Click the "Apply" button.

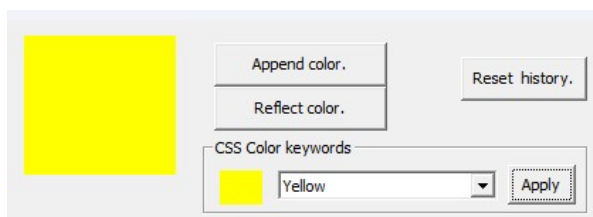


Figure 7.4.4 Applying color changes via the Apply button

- 2 – 3) Select the palette well (small dish) for setting the color yellow.

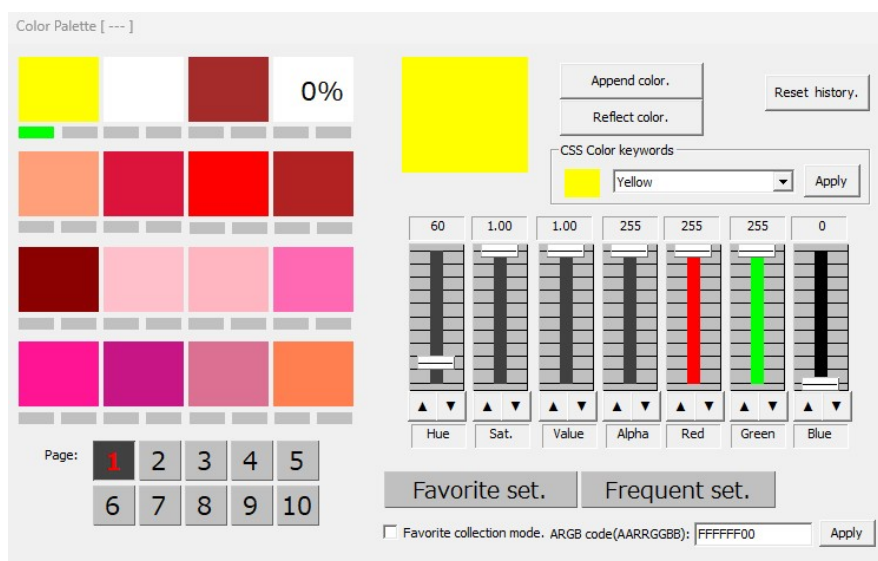


Figure 7.4.5 Left-click the first well (small dish) on the palette.

- 2 – 4) Click the "Append color." button. Yellow will then be added, as shown in Figure 7.4.5. Similarly, set "White" for the second well and "Brown" for the third well.

2 – 5) Set the Alpha fader to 0. The adjusted color will display as "0%".

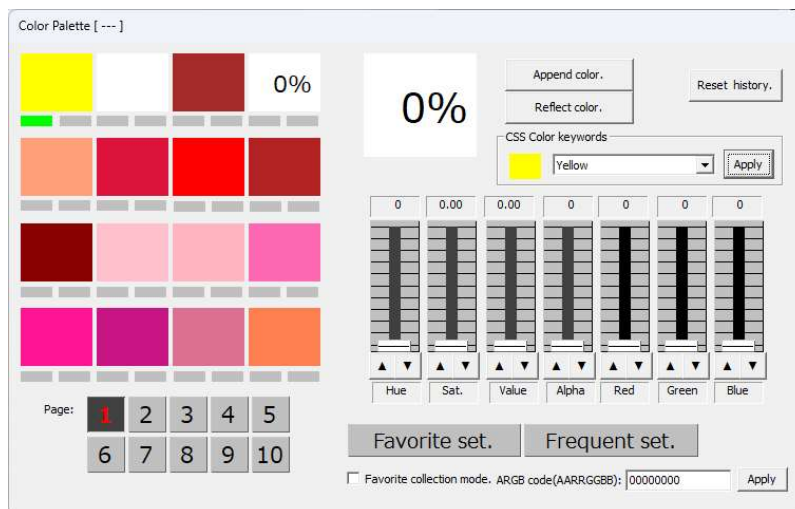


Figure 7.4.6 Screen with Alpha set to 0

2 – 6) Set the color for the fourth well to "0%".

3) Right-click the fourth well in the color palette to set it as the secondary color.

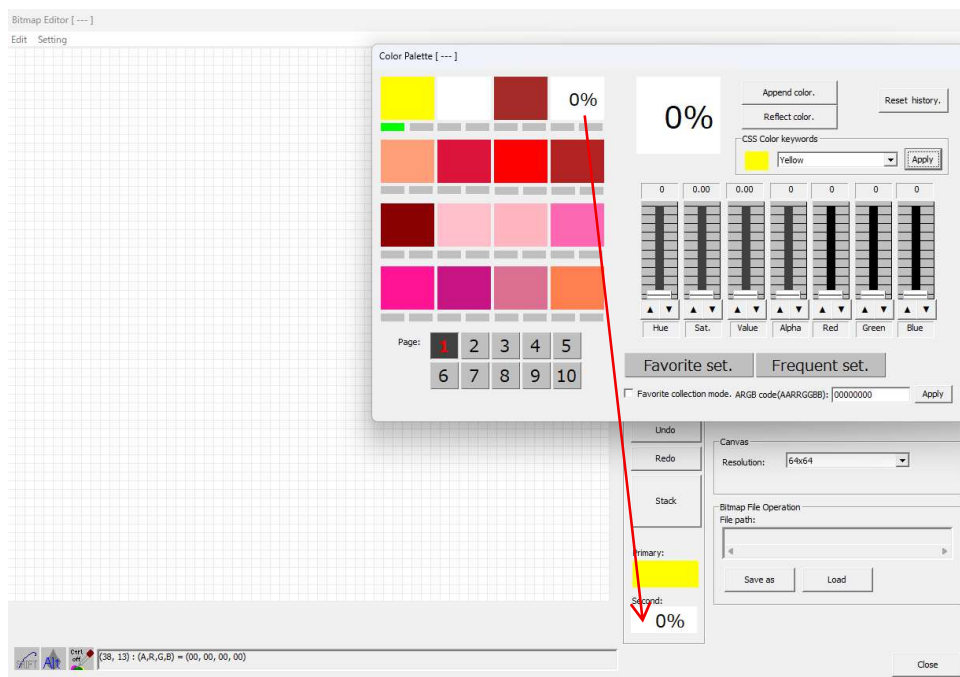


Figure 7.4.7 Right-click to set as the secondary color.

4) Press the "Clear" button or press Ctrl+Shift+C. This fills the entire canvas with the secondary color at 0% opacity. Although the background is transparent, it is difficult to see, so I will try changing the background setting in the "Real Size View."

- 5) How the transparent canvas appears against different backgrounds. Since it is transparent, the background shows through. If used as an icon, it becomes the background.

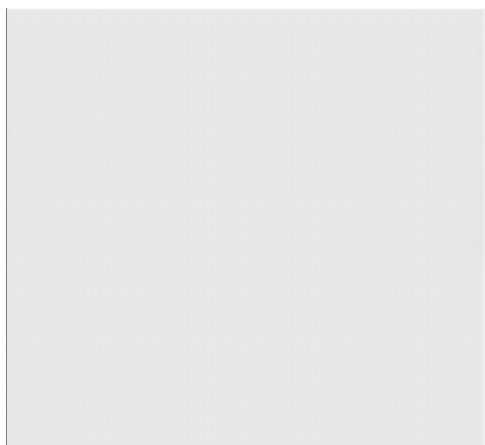


Figure 7.4.8 In the case of "Plain gray"



Figure 7.4.9 In the case of "Plain white"

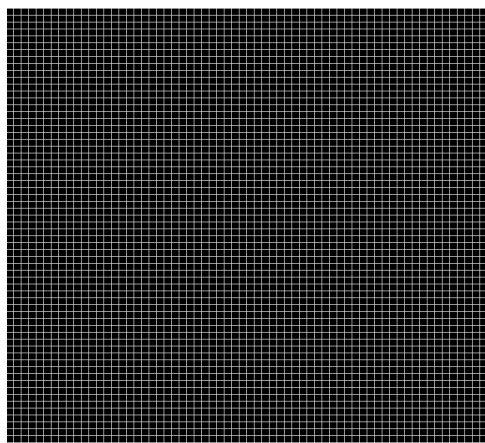


Figure 7.4.10 In the case of "Plane black"

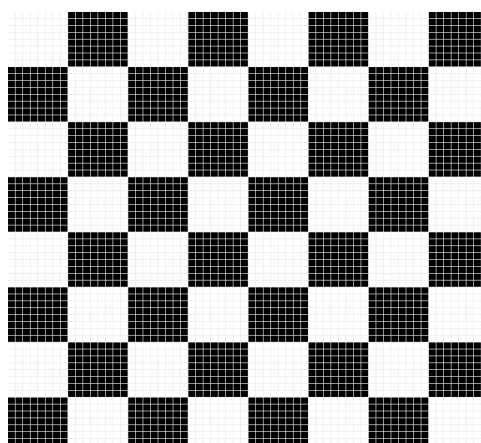


Figure 7.4.11 In the case of "Check pattern"

- 6) Let's draw a picture—perhaps a fried egg. We'll set the background to "Plain black."
Left-click on the "Brown" in the third well to select it as the primary color, then draw the outline of the fried egg.

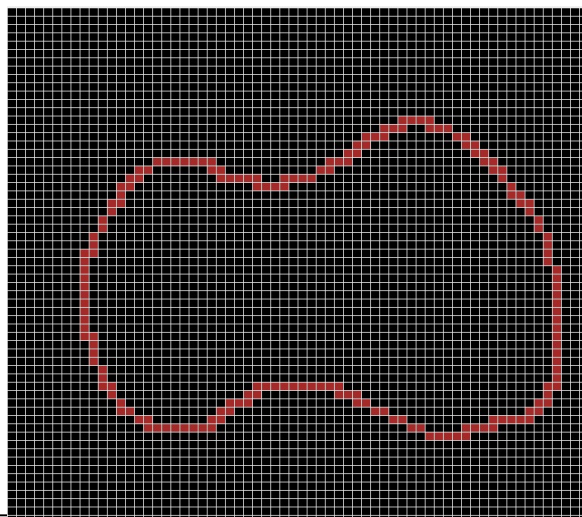


Figure 7.4.12

The outline of a fried egg

Hold down the Shift key and drag the left mouse button to draw the outline.

- 7) Left-click to select "White" from the second well of the color palette, then hold down the Alt key and left-click inside the "Brown" outline.

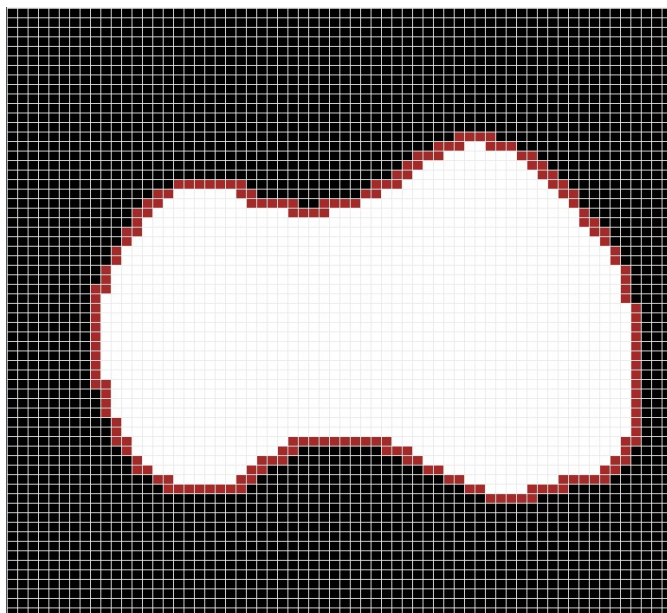


Figure 7.4.13 Fill result

- 8) Draw a round egg yolk. Left-click to select the first well of the color palette. Draw by holding down the Shift key while dragging with the left mouse button.

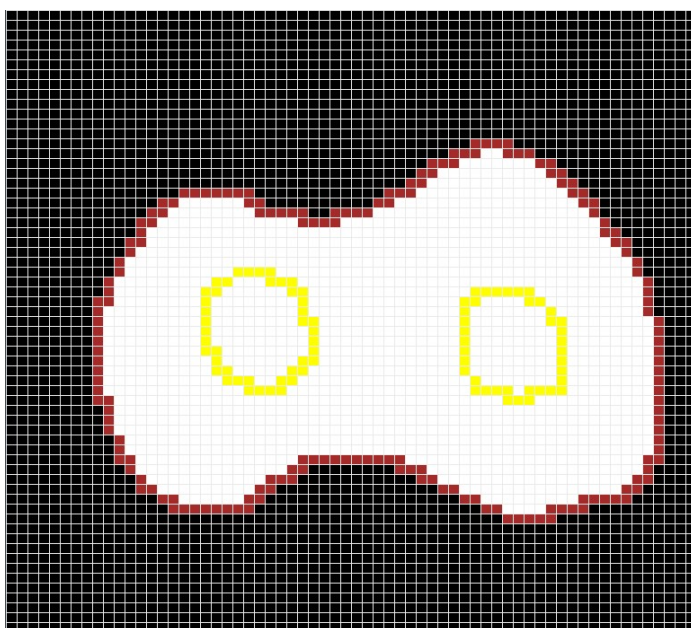


Figure 7.4.14
The result of drawing it round and yellow

9) Inside the yellow circle, hold down the Alt key and left-click.

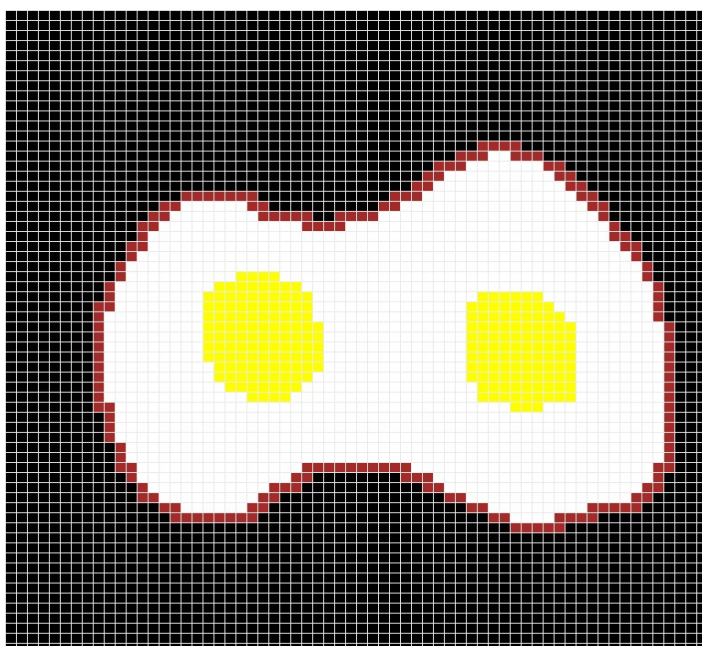


Figure 7.4.15

The result of filling it in with yellow

10) Save the file. Click the "Save as" button and name the file "tamagoyaki.bmp". Then, click the "Save" button.

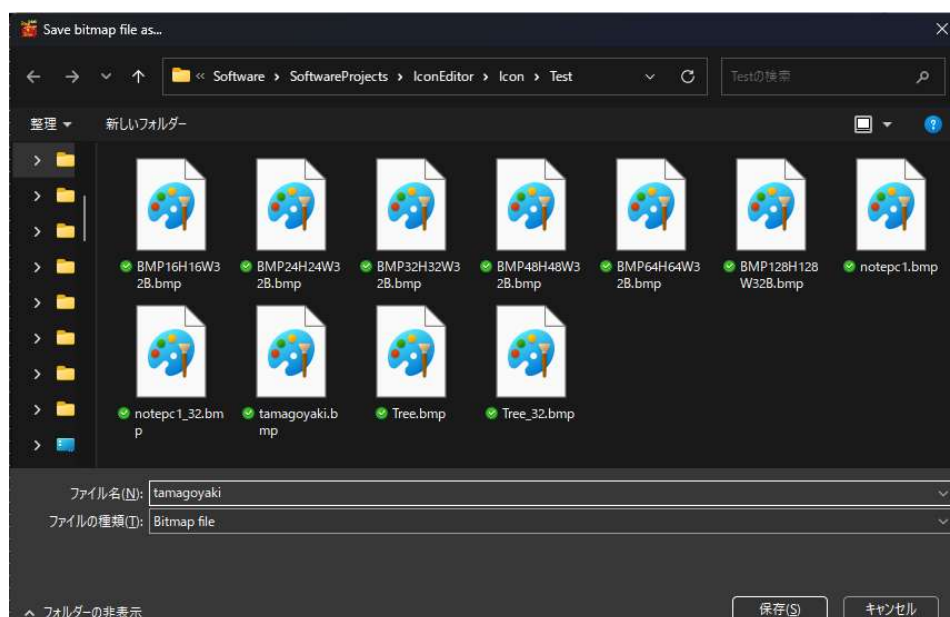


Figure 7.4.16 Setting the save file name.

- 1 1) Create an icon file (.ico) using tamagoyaki.bmp.
Select "Assemble icon file (B)" from the Tool (T) menu.
A dialog box for creating the icon file will then appear.

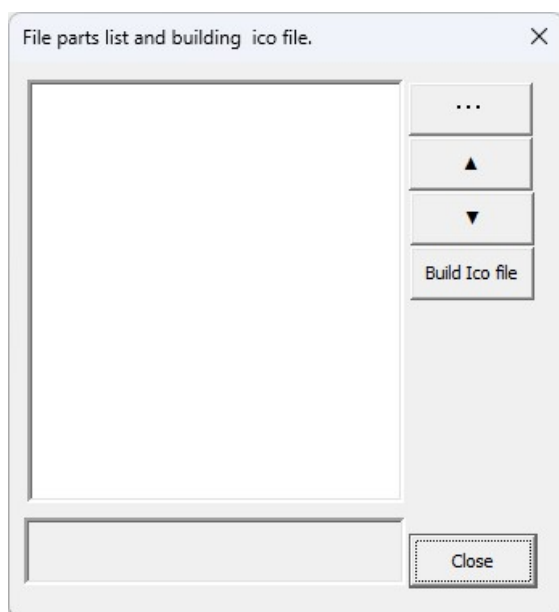


Figure 7.4.17 Dialog for creating an icon file

- 1 2) Click the "..." button and select the bitmap to embed in the icon file.
Click the "Open" button.

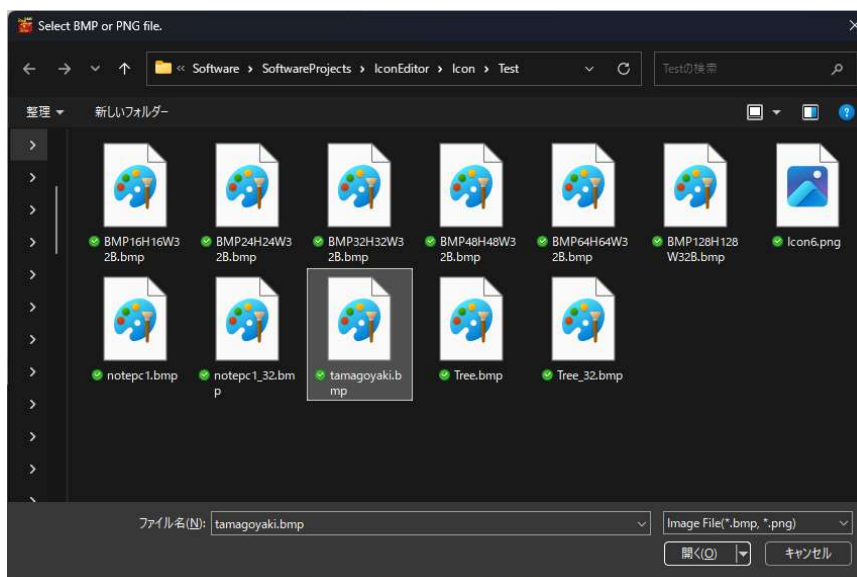
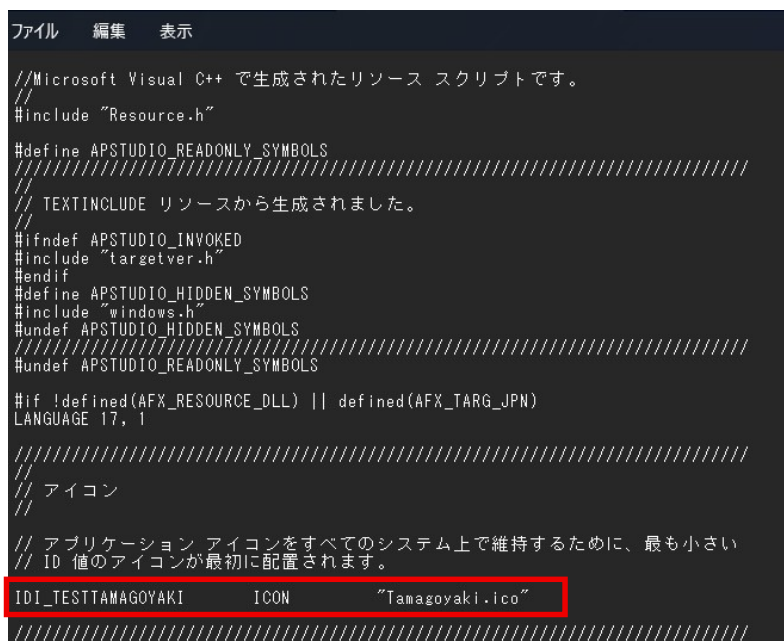


Figure 7.4.18 Select tamagoyaki.bmp.

1 3) Click the "Build Ico file" button. Then, click the "Close" button.
tamagoyaki.ico will be created.

1 4) Create a sample project named "TestTamagoyaki."
Then, open the resource file "resource.rc" in Notepad.

Caution: The Visual Studio Icon Editor may change the contents of an ICO file. To avoid unintended modifications, use the Import function or edit the .rc file directly when registering icons.



```

//Microsoft Visual C++ で生成されたリソース スクリプトです。
//
#include "Resource.h"

#define APSTUDIO_READONLY_SYMBOLS
//
// TEXTINCLUDE リソースから生成されました。
//
#ifdef APSTUDIO_INVOKED
#include "targetver.h"
#endif
#define APSTUDIO_HIDDEN_SYMBOLS
#include "windows.h"
#undef APSTUDIO_HIDDEN_SYMBOLS
#undef APSTUDIO_READONLY_SYMBOLS

#if !defined(AFX_RESOURCE_DLL) || defined(AFX_TARG_JPN)
LANGUAGE 17, 1

//
// アイコン
//

// アプリケーション アイコンをすべてのシステム上で維持するために、最も小さい
// ID 値のアイコンが最初に配置されます。
IDI_TESTTAMAGOYAKI ICON "Tamagoyaki.ico"
//

```

Figure 7.4.19 Modify the resource.rc file.

1 5) Change `IDI\_TESTTAMAGOYAKI ICON "TestTamagoyaki.ico"` to `"Tamagoyaki.ico"`.
Delete `IDI\_SMALL`. The icon will be displayed when you compile the project.

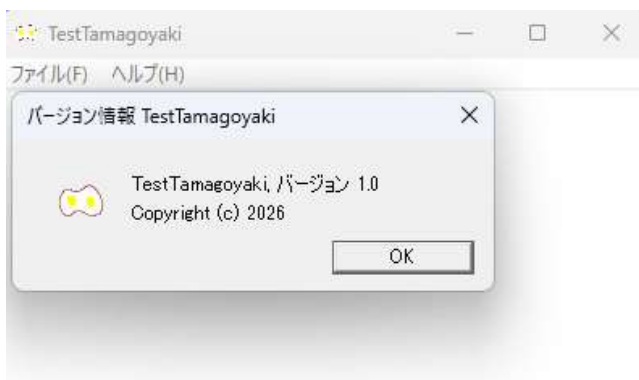


Figure 7.4.20 A Japanese rolled omelet appeared as the icon.

1 6) TestTamagoyaki.exe is created in the Debug directory.

Once you compile the application in Visual Studio, Explorer caches the icon, so it remains displayed as a gift box; however, if you copy the file to a different folder, the .exe icon changes to a rolled omelet.



Figure 7.4.21 The icon for the TestTamagoyaki.exe shortcut displayed on the desktop.

As shown in Figure 7.4.21, the rectangular area outside the outline of the rolled omelet has a transparent background.

* * * * * Another way to do 14)

Caution: The Visual Studio Icon Editor may change the contents of an ICO file. To avoid unintended modifications, use the Import function or edit the .rc file directly when registering icons.

1 4 – 1) Try opening the Icon in the Visual Studio Resource View.

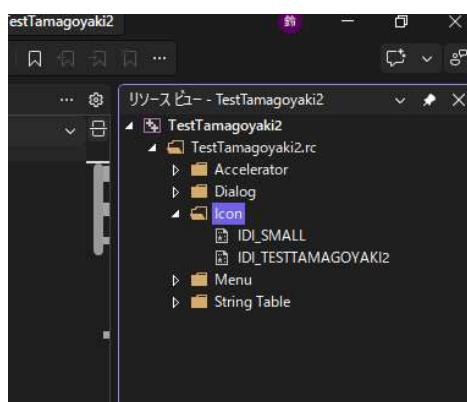


Figure 7.4.22 Icon リソース

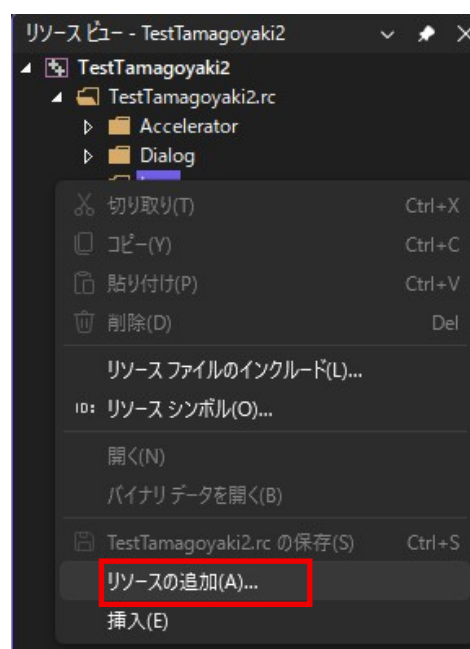
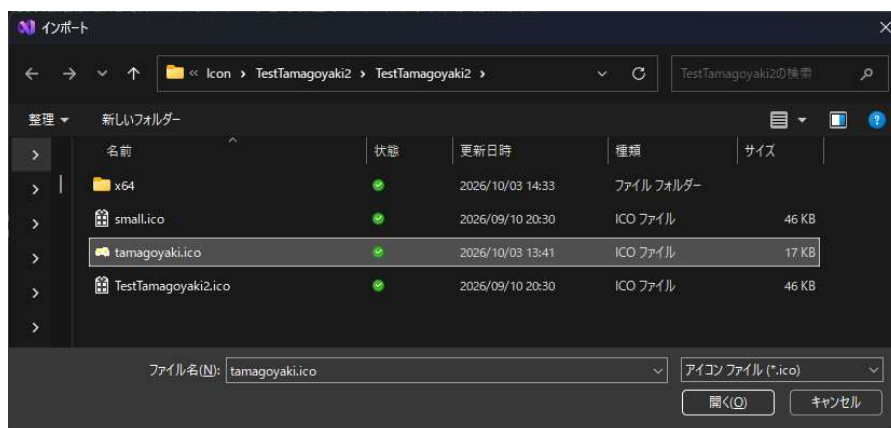


Figure 7.4.23 Adding resources

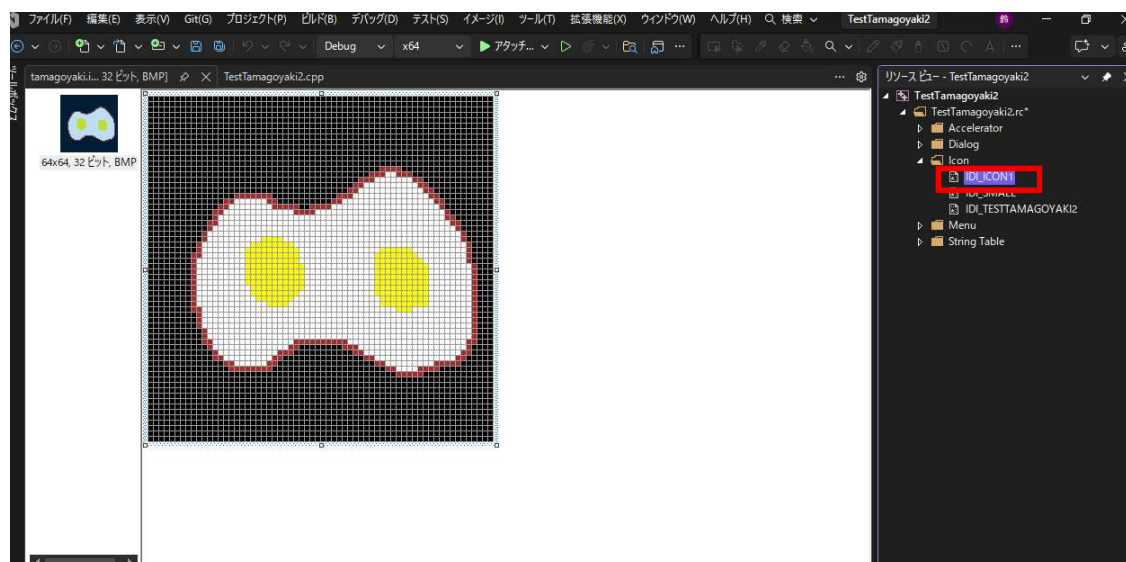


Figure 7.4.24 Press "Import" button

1 4 – 2) Select the "Tamagoyaki.ico" file and click the "Open" button.



1 4 – 3) `IDI_ICON1` is added to the resources.
Delete `IDI_SMALL` and `IDI_TESTTAMAGOYAKI2`.



1 4 – 4) Change the LoadIcon ID in the application's class registration to `IDI_ICON1`.
Also, change `IDI_SMALL` to `IDI_ICON1`.

7.5 (Ex.5) Let's create a set of your favorite colors.

It is convenient to set your frequently used colors in a color palette.
Let's gather some colors you are likely to use often.

- 1) Launch IconEditor and select "Bitmap Edit(E)" from the Tool(T) menu.
Click the "Palette" button to open the color palette.
- 2) Try gathering seven colors that contain semi-transparent information.
2 – 1) Retrieve color samples from CSS color keywords.
Let's try typing "Brown" into the combo box.

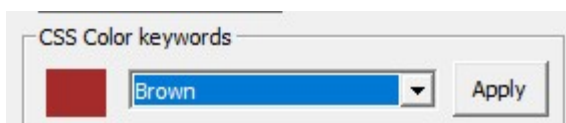


Figure 7.5.1 Select "brown" from the CSS color keywords.

- 2 – 2) Click the "Apply" button.

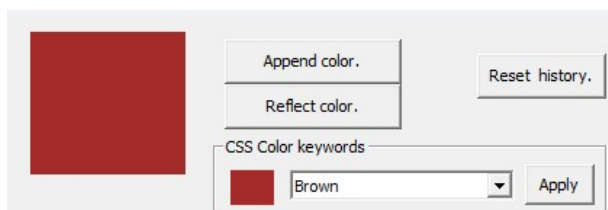


Figure 7.5.2 Result of clicking the "Apply" button

- 2 – 3) Left-click to select the first well (small dish) of the color palette, then click the "Append color." button.

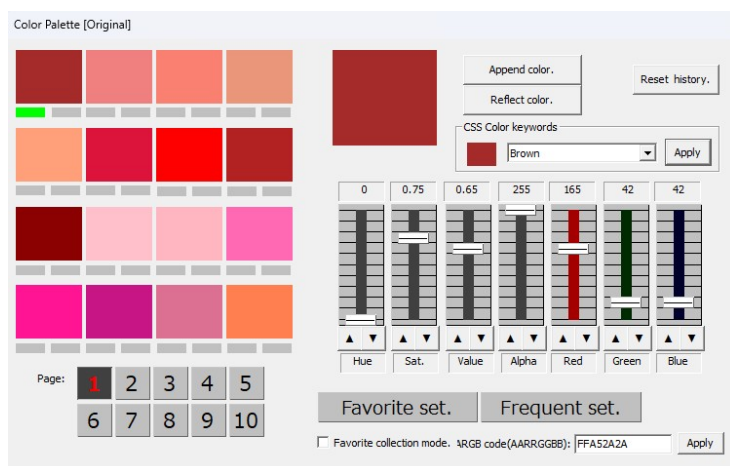


Figure 7.5.3 "Brown" has been reflected in the first well.

- 3) Move the Alpha fader to adjust the transparency. As you do so, the color adjustment well changes, and a percentage value appears within the watermark, indicating the opacity level.

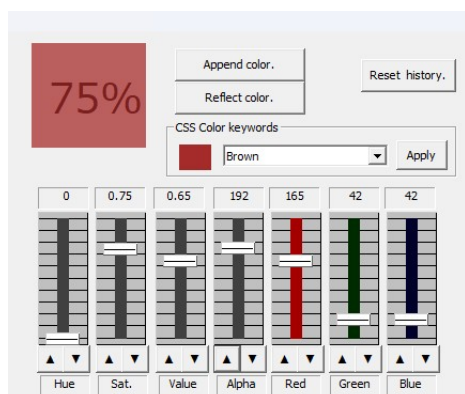


Figure 7.5.4 Screen showing the edited alpha channel

- 4) Click the "Append color." button to apply the color to the second well of the color palette.

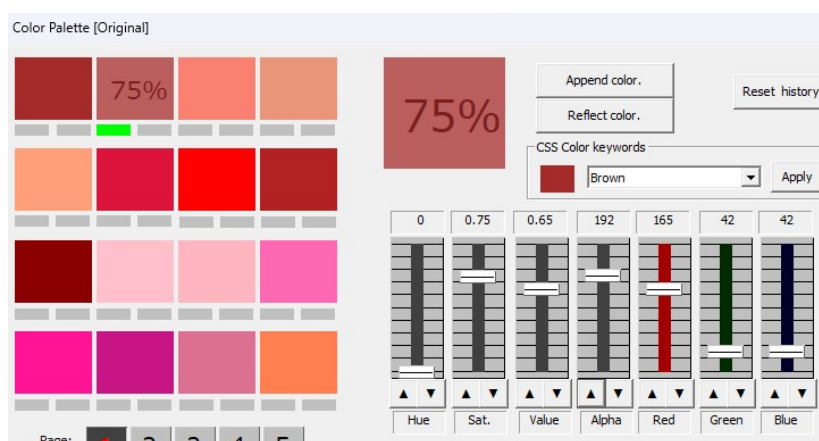


Figure 7.5.5 The result of left-clicking the second well to select it and pressing the "Append color." button.

5) Repeat the steps up to 4) to collect the colors.

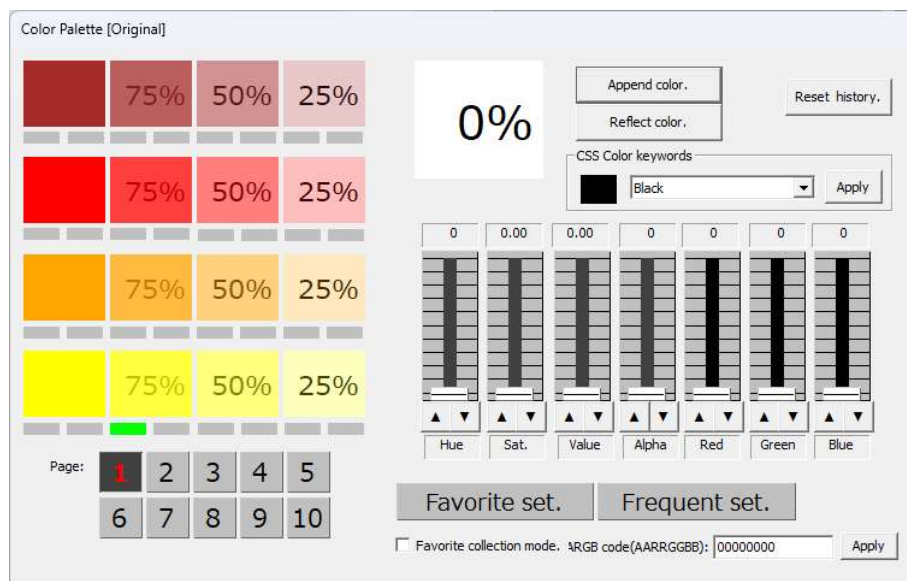


Figure 7.5.6 Edited color palette

6) Set and save a color theme. Select "Color theme" from the "Setting" menu in the Bitmap Editor (or use the shortcut Ctrl+Shift+T to open the settings screen).

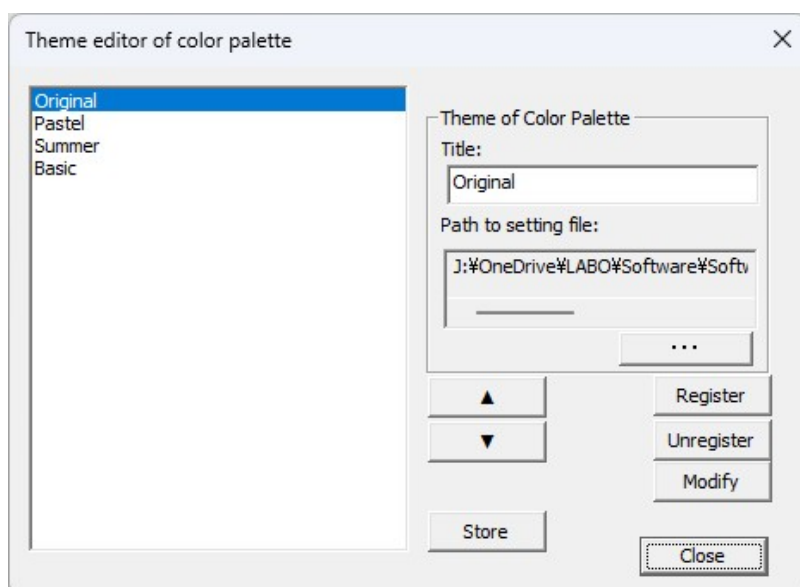


Figure 7.5.7 Color theme settings screen

- 7) Enter the title name, click the "... " button, and specify the .inf filename for the color theme's color palette.

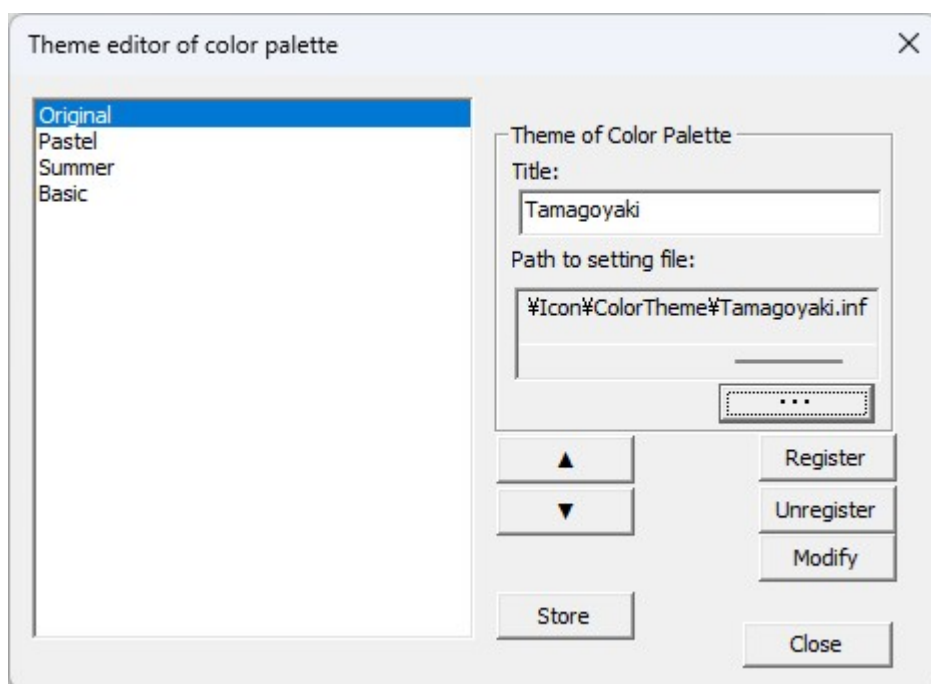


Figure 7.5.8 Screen where the title name and .inf file name have been set.

- 8) Click the "Register" button.

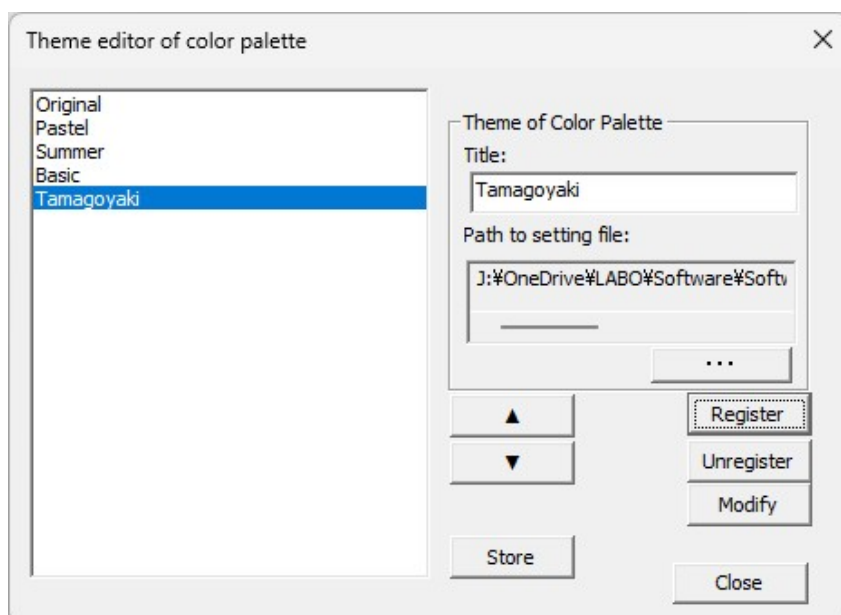


Figure 7.5.9 A "Tamagoyaki" entry has been created.

- 9) Press the "Store" button. If you do not hold down this button

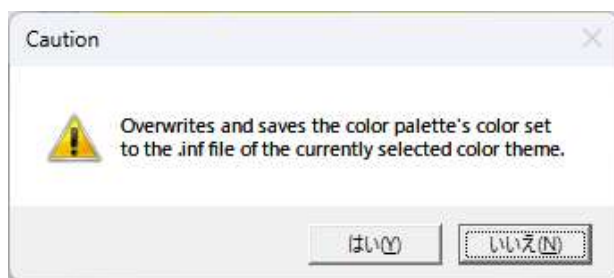


Figure 7.5.10 Please note that this will overwrite the currently selected color theme.

- 1 0) Switching the color theme changes the contents of the color palette.
When you switch themes, the following message appears.

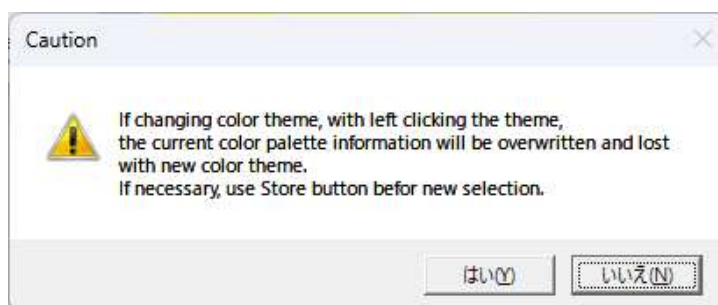


Figure 7.5.11 Please note that the color set in the color palette will switch.
Be careful to avoid accidentally overwriting the color you are currently editing.

- 1 1) You can collect your favorite color sets in "Favorite set."

Check the "Favorite collection mode" box.
Checking this box will deselect the current "Favorite set" selection.

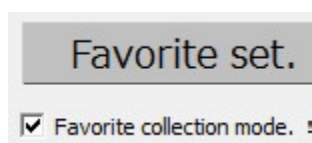


Figure 7.5.12 "Favorite collection mode" switch

- 1 2) Let's gather the colors used to draw the rolled omelet.
Select the necessary color, then left-click while holding down the Ctrl key.

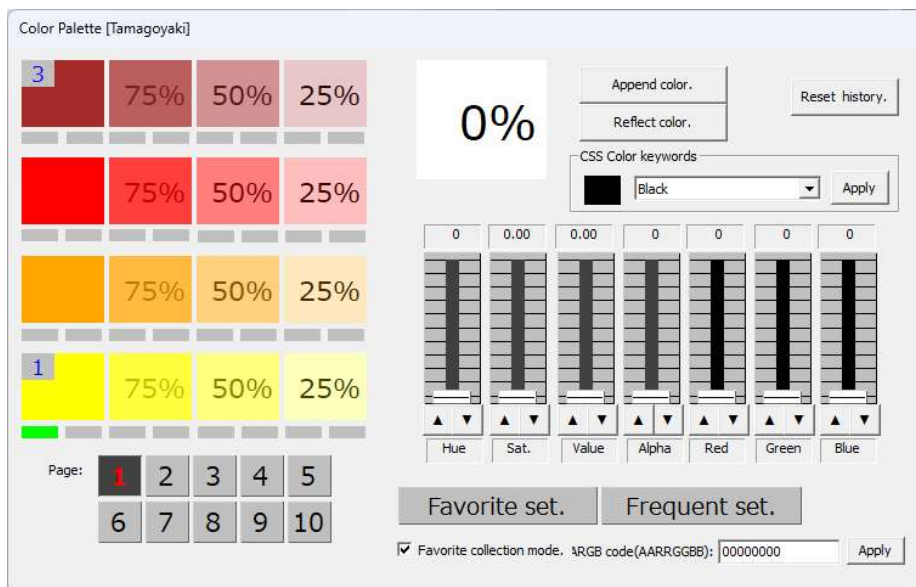


Figure 7.5.13 Hold down the Ctrl key and left-click to add a number to the colored rectangle.

- 1 3) Uncheck "Favorite collection mode" and press the "Favorite set." button.

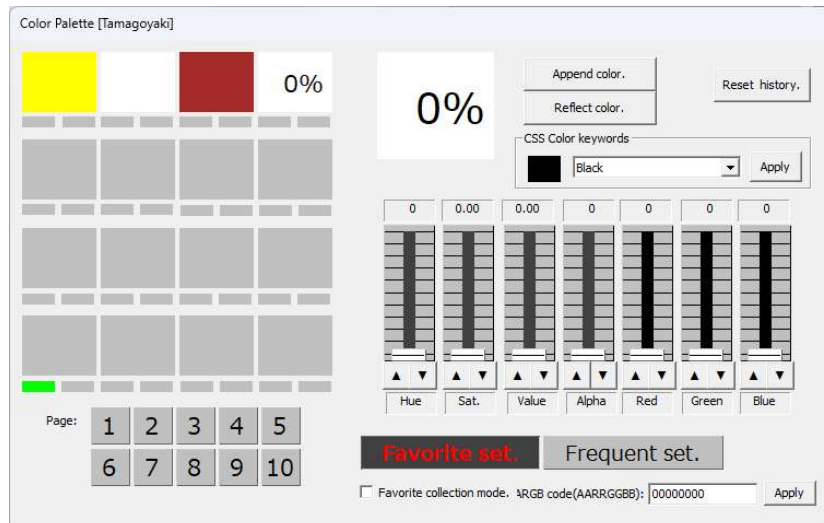


Figure 7.5.14 They are gathered in the "Favorite set" color palette, arranged according to their registered numbers.

- 1 4) To save the settings for this "Favorite set.," simply exit the application while the current color theme, "Tamagoyaki," is active. To save the settings immediately, click the "Store" button in the Color theme dialog.

- 1 5) To set the primary color, left-click the desired color.
To set the secondary color, right-click the desired color.

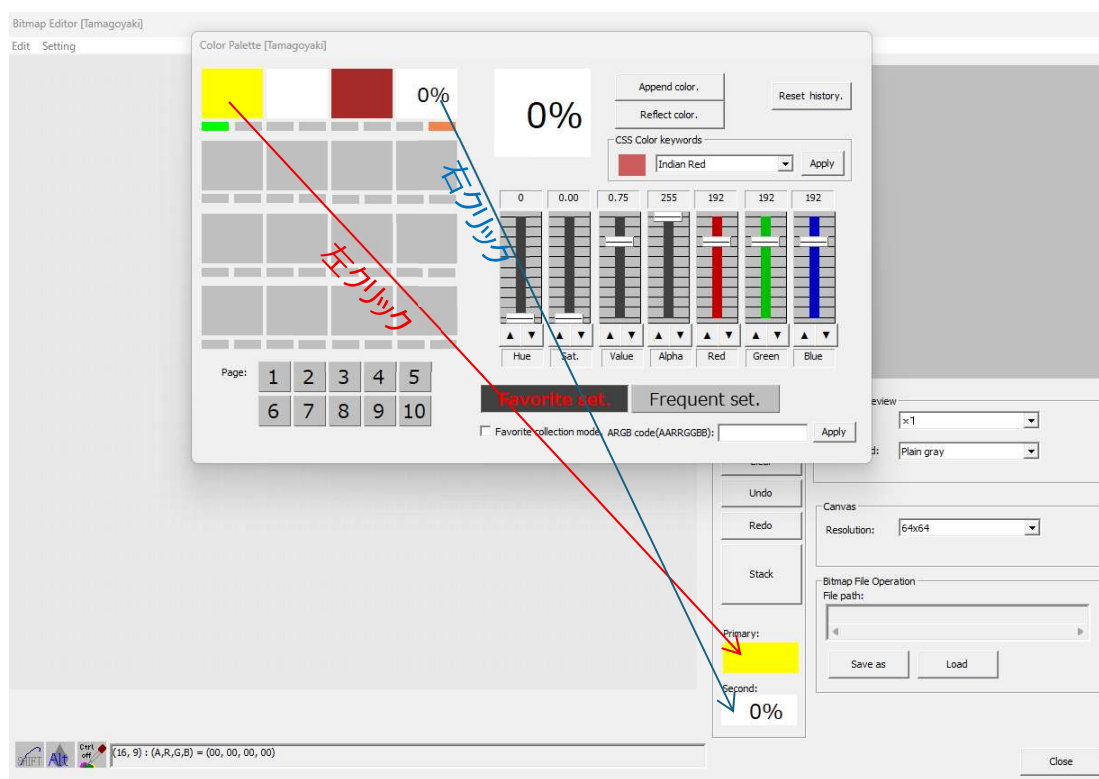


Figure 7.5.15 Set the color for the primary color/secondary color.

7.6 (Ex. 6) Editing using Undo/Redo

Although manual, the Bitmap Editor includes Undo and Redo functions.
Please refer to "6.5.3 Stack (Temporary Save) / Undo / Redo."

7.7 (Ex. 7) Select a color from CSS color names

Please refer to "6.4.9 CSS Color Keywords (standard color names used on the Web)."

Appendix Error code, message and their description

Error messages with MessageBox

Error code	Title	Message	Description
E0001	Input error [FullColorPalette]	ARGB code shall be 8 digits in hexadecimal. (E0001)	The ARGB code must be entered as an 8-digit hexadecimal value. The number of input digits exceeds 8.
E0002	Input error [FullColorPalette]	ARGB code shall be 8 digits in hexadecimal. (E0002)	The input contains characters other than 0-9, a-f, or A-F.
E0003	Caution message [FullColorPalette]	Color site to append color has not been chosen yet. Click the site with left button of mouse. (E0003)	No destination color slot has been selected yet. Please left click the destination slot before adding a color.
E0004	Caution message [FullColorPalette]	Target palette has not been directed. Select palette in page 1 to 10. (E0004)	Select a destination palette from pages 1 to 10. Favorite Set and Frequent Set cannot be selected.
E1001	IconEdit.inf creation failure. [IconEditor]	File path of IconEditor.exe could be too long. (E1001)	The file name is too long. Use a shorter file name or select a folder closer to the root directory.
E1002	Caution [IconEditor:ColorTheme]	No more theme can be appended. (E1002)	The maximum number of registered themes is 12. Remove an existing theme before adding a new one.
E1003	Caution [IconEditor:ColorTheme]	No theme to modify. (E1003)	There is no theme available to modify. Set the title and INF file path, then click Register.
E1004	Caution [IconEditor:ColorTheme]	Select Theme to modify. (E1004)	Please select a theme to modify.
E1005	Error [IconEditor]	Failure to create message list box. (E1005)	Failed to create the message area.

Error message on message area

Error code	Message	Description
E2001	This file is the type which cannot embed to ICON file. (E2001)	This file type cannot be embedded into an icon file.
E2002	Failed opening file. %lu(E2002:0x%08lX)	Failed to open the file. The displayed code is the value returned by GetLastError.
E2003	Could not allocate working memory. %lu(E2003:0x%08lX)	Failed to allocate working memory. The displayed code is the value returned by GetLastError.
E2004	Could not operate working memory. %lu(E2004:0x%08lX)	Failed to access or operate on working memory. The displayed code is the value returned by GetLastError.
E2005	Failed reading file. %lu(E2005:0x%08lX)	Failed to read the specified file. The displayed code is the value returned by GetLastError.
E2006	This file is not bitmap file. (E2006)	The selected file is not a valid bitmap file although it has a .bmp extension.
E2007	Failed to allocate BMP memory for ICON. %lu(E2007:0x%08lX)	Failed to allocate bitmap memory for the icon image. The displayed code is the value returned by GetLastError.
E2008	Failed to lock BMP memory for ICON. %lu(E2008:0x%08lX)	Failed to obtain the bitmap memory pointer for the icon image. The displayed code is the value returned by GetLastError.
E2009	Unsupported file : ~ (E2009)	The selected file type is not supported for embedding into an icon file.
E2010	Reading failed. ~ (E2010:0x%08lX)	Failed to read the icon file to be analyzed.
E2011	Selected file is not an icon file (E2011) : ~	The selected file is not an icon file.
E2012	Failure for BMP creation. (E2012)	Failed to create a bitmap file extracted from the icon.
E2013	Failure for PNG creation. (E2013)	Failed to create a PNG file extracted from the icon.
E2014	Selected file could not be opened. (E2014)	Failed to open the file specified for bitmap analysis.
E2015	File size of selected file could not be gotten. (E2015)	Failed to obtain the file size of the selected bitmap file.
E2016	Memory for loading file image could not be locked. (E2016)	Failed to obtain a memory pointer for the bitmap analysis file image.
E2017	Failure to read selected file. Error(E2017):%08lX	Failed to read the bitmap analysis file. The displayed code was obtained from GetLastError.
E2018	IconFile name(E2018):~ could not be opened.	Failed to open the selected icon file for analysis.
E2019	File size could not be gotten. (E2019)	Failed to obtain the file size of the selected icon analysis file.
E2020	Failure to get internal information handle. (E2020)	Failed to obtain internal working memory.
E2021	Failure to get pointer of internal	Failed to obtain a pointer to the internal working memory.

Error code	Message	Description
	information.(E2021)	
E2022	Failure to get working memory to analyze icon file.(E2022)	Failed to allocate working memory for storing the icon file image.
E2023	Failure to lock working memory to analyze icon file.(E2023)	Failed to obtain a pointer to the working memory used to store the icon file image.
E2024	Image size is 256x256, but it's not PNG data.(E2024)	The image size is 256x256, but the file does not contain a valid PNG signature.
E2025	Failure to correct pixel order.(E2025) (Bottom-up to raster)	Failed to reorder pixels while loading the bitmap image.
E2026	Unsupported BITMAP file(E2026) : biBitCount=%u	This bitmap format is not supported by the Bitmap Editor. Try converting the bitmap format.
E2027	Failure to get file name for saving icon file.(E2027)	Failed to obtain the output icon file name.
E2028	Supporting just 32-bit BGRA bitmap only.(E2028)	Only 32-bit BGRA bitmap images are supported.
E2029	Couldn't allocate enough memory for sorting data. (E2029)	Failed to allocate sufficient memory required to rearrange pixels into bottom-up format.
E2030	Couldn't get memory pointer of allocated buffer.(E2030)	Failed to obtain a memory pointer for the allocated buffer.
E2031	Unsupported PNG file.(E2031)	The file extension is .png, but the PNG signature does not match.
E2032	Unsupported size for PNG file.(E2032)	Unsupported PNG image size. Only 256x256 PNG files are supported.
E2033	Failed memory operation for embedding image data.%lu(E2033:0x%08lX)	Failed to create the icon image in memory. The number shown is the GetLastError code.
E2034	Failure to open file (E2034) : ~	Failed to open the source file for conversion.
E2035	File size of ~ was unavailable.(E2035)	Failed to obtain the file size of the source file for conversion.
E2036	Failure to allocate memory.(E2036)	Failed to allocate working memory required to load the source file.
E2037	Failure to lock memory for source file image.(E2037)	Failed to obtain a pointer to the memory used to store the source file image.
E2038	Failure to read source bitmap file.(E2038)	Failed to read the source file.
E2039	This file is not a bitmap file (E2039) :~	The source file is not a bitmap file.
E2040	16bit color bitmap is not supported.(E2040)	16-bit color bitmaps are not supported because multiple incompatible formats exist and cannot be reliably identified.
E2041	Failure to construct ARGB bitmap.(E2041)	Failed to create an ARGB bitmap image.
E2042	Failure to create output file.(E2042)	Failed to create the output file.
E2043	Failure to lock converted bitmap image memory.(E2043)	Failed to obtain a pointer to the memory storing the output file image.
E2044	Failure to write converted bitmap image to file.(E2044)	Failed to write the converted bitmap image to the output file.
E2045	Failure to allocate necessary memory.(E2045) Size=%lu	Failed to allocate the required destination memory (conversion from BitCount=1).
E2046	Failure to lock memory for converted bitmap image.(E2046)	Failed to obtain a pointer to the converted bitmap image memory (conversion from BitCount=1).
E2047	Failure to allocate necessary memory.(E2047) Size=%lu	Failed to allocate the required destination memory (conversion from BitCount=4).
E2048	Failure to lock memory for converted bitmap image.(E2048)	Failed to obtain a pointer to the converted bitmap image memory (conversion from BitCount=4).
E2049	Failure to allocate necessary memory.(E2049) Size=%lu	Failed to allocate the required destination memory (conversion from BitCount=8).
E2050	Failure to lock memory for converted bitmap image.(E2050)	Failed to obtain a pointer to the converted bitmap image memory (conversion from BitCount=8).
E2053	Failure to allocate necessary memory.(E2053) Size=%lu	Failed to allocate the required destination memory (conversion from BitCount=24).
E2054	Failure to lock memory for converted bitmap image.(E2054)	Failed to obtain a pointer to the converted bitmap image memory (conversion from BitCount=24).
E2055	Failure to allocate necessary memory.(E2055) Size=%lu	Failed to allocate the required destination memory (conversion from BitCount=32).
E2056	Failure to lock memory for converted bitmap image.(E2056)	Failed to obtain a pointer to the converted bitmap image memory (conversion from BitCount=32).
E2057	Can't create log file.(E2057)	Failed to create the log file for the message area.

Conclusion

Thank you for reading this far.

I hope this software proves useful for your work and creative activities.

Edit History

First Edition	Oct. 2026
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