

Fig. 1

For this example, I'm creating a custom icon for a Flash movie which I am publishing as both a Macintosh Projector and a Windows .exe file (fig. 1).

Design your icon in Photoshop, Illustrator, or any good graphics program. Make sure you are working in a perfectly square file.

Save the file in four sizes: 128x128, 48x48, 32x32, and 16x16. Make sure the image is sharp and clean at all four sizes-if it starts to get blurry or fill in, adjust the image at that particular size. Save the file with a transparent background and as a .psd file. Hit Command-U and drag the Lightness slider all the way to the left (fig. 2). Your image will appear as a silhouette. Save this file as 128_mask.psd.

This extra step is due to the fact that Iconographer does not (as far as I can tell) have the capability of extracting the alpha channel from the 32-bit image and placing it in the mask member.

Save mask files for all your icons. Create a new folder and name it whatever you want your CD to be named. Your project folder should look like fig. 3.

Open Iconographer (Shareware, \$15, <http://mscape.com/products/iconographer.html>) and go to File>New Icon. Click on the Thumbnail 32-bit Icon box in the Members palette, and select File>Import>Current Member. Navigate to your 128.psd file, and click OK (fig. 4). For thumbnail 8-bit mask, choose the 128_mask.psd file (the silhouette). Do the same for huge, large, and small members. Don't bother with tiny for this exercise. Refer to the following chart for size conversion:

Thumbnail	128x128
Huge	48x48
Large	32x32
Small	16x16

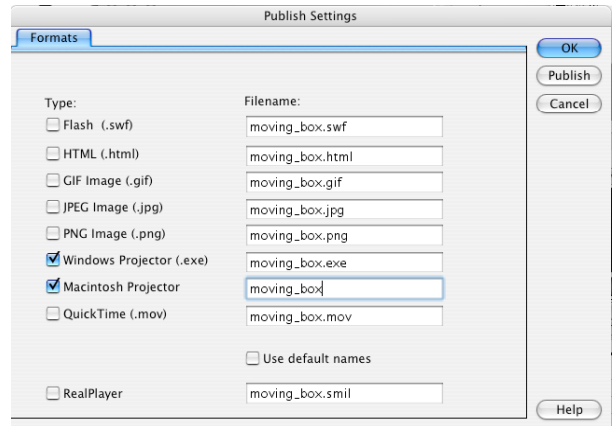


Fig. 2

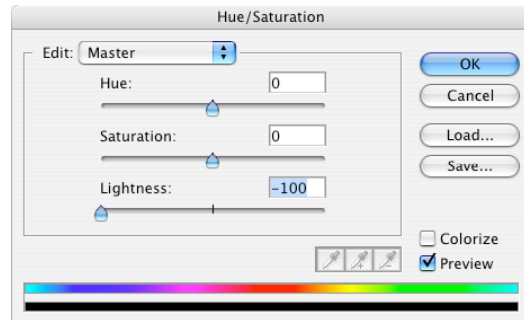


Fig. 3

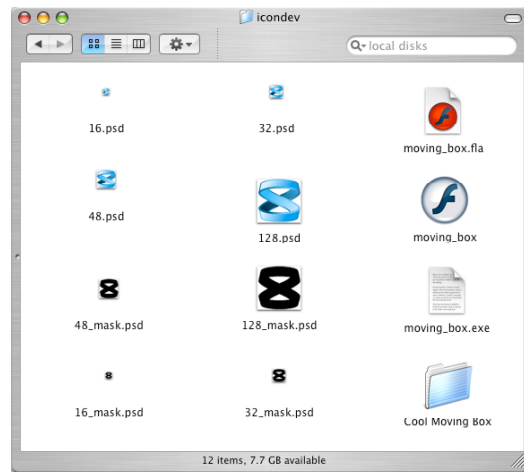
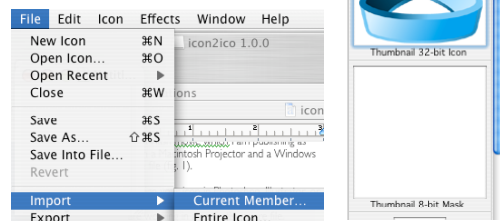


Fig. 4



Here's the fun part. Select File>Save into File (fig. 5) and choose your Flash projector file for Macintosh (fig. 6). Repeat for your CD folder. Don't repeat with the .exe file; Windows users will not be able to see these icons. We'll create the windows icon in the next step.

If you get this message (fig. 7), click no.

Cool! You now have lovely 8-bit transparency icons that expand in the dock and look good at any size. For 20 qp's, make a four-step animated icon that changes as it grows!

Making the Windows Icon

Windows looks for an ico file to display as the icon for applications (which is what Flash created when it made the .exe file). To do this, use icon2ico Icon converter (converts Mac icons to windows):

<http://versiontracker.com/redir.fcgi/lid=172591/icon2ico100.dmg>

Drag your 48.psd file onto the icon2ico app, Windows only supports 48x48 pixel icons, so that's why.

Burning the CD

Drag your projector, your .exe file, and your .ico file into the CD folder.

To make the CD autorun on windows (so that the .exe file starts up immediately when someone inserts a disk) open up bbEdit Lite and type in the following:

```
[AutoRun]
```

```
open=moving_ball.exe
```

```
icon=48.ico
```

Save the file as AutoRun.inf in your CD folder. Under Options, choose Line Breaks:Dos (fig.8) Unfortunately, there's no easy way to do AutoRun on OS X...

Your CD folder should look like fig. 9.

Burn the CD using Toast (my favorite way), or insert a blank disk into the CD-Drive, and drag the CD folder onto the CD icon. Test out the CD on a windows machine to make sure the icon is displaying properly, and the .exe file autoruns.

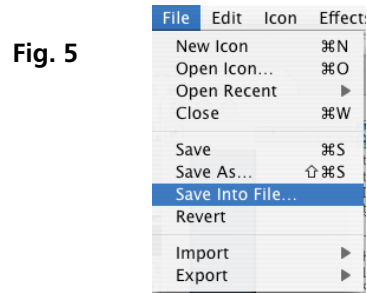


Fig. 5



Fig. 6



Fig 7

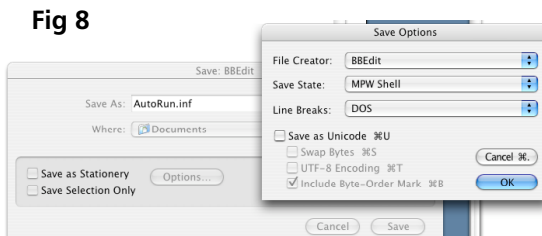


Fig 8

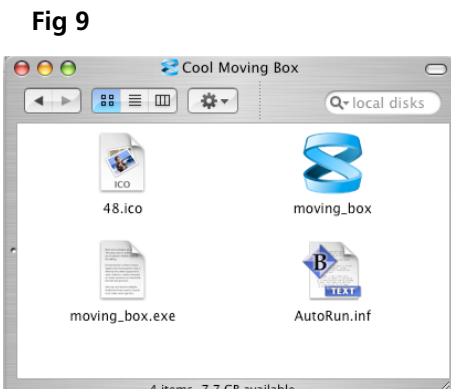


Fig 9