ZLink IconSet Specification v 0.01

Tools

If you want to create your own ZLink iconset, you should obtain the following tools before starting making iconsets:

1. Graphics editing tools on the desktop computer such as Photoshop, Paint Shop Pro, etc.
2. PRCExplorer, a PRC viewer/resource extract tool, by Regis Nicolas. It's available for download it at PalmGear:
   http://www.palmgear.com/index.cfm?fuseaction=software.showsoftware&prodID=40542.
   It's a freeware.
3. PilRC, a Palm resource compiler, by Wes Cherry & Aaron Ardiri. It's available for download it at
   http://www.ardiri.com/:
   http://www.ardiri.com/index.php?redir=palm&cat=pilrc
   It's a freeware.
4. Constructor, the resource editor of CodeWarrior. The demo version of CodeWarrior 8 for PalmOS is available for download at Metrowerks:
   http://www.metrowerks.com/MW/Secure/Eval/Palm/default.htm. The demo version is OK for editing the existent themes/iconsets.
5. If you want to edit the High-Density bitmaps, the version of Constructor must be v1.8 or higher. Constructor v1.8 can be found in the PalmOS5 SDK. PalmOS5 SDK is available for download at PalmSource:
   http://www.palmos.com/cgi-bin/sdk50.cgi. It's free for download.

The ZLink Iconset Rule

All icons in the iconset must follow the resource ID rule:
Every large icon's resource ID must be even number. Its small icon should follow a large icon. For example, if the large icon's resource ID is 5000, then the resource ID of its small icon must be 5001. So every small icon's resource ID must be odd.
The database of the iconset must have a creator of **ZLNK** and a type of **ZLIC**.

Release History

0.01 - Jan 17, 2005

First version.

If you have any question or suggestion on ZLink, please email to ZLink@zztechs.com