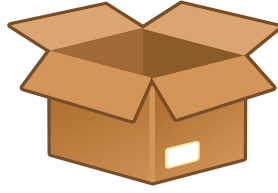


Never Icon Pack With Brief And Frustrating Tutorial For Beginners

Ver 2.0 – December 2016



I assembled this package because there were quite a few users who expressed the need for such a resource; one that contained stock illustrations to be used to create new custom icon buttons, and not flattened buttons that are styled to the specs of an already existing theme. Another reason for this pkg is that I have had problems in the past myself with understanding the way all of this works, and the best way to go about getting a good set, tuned to my needs.

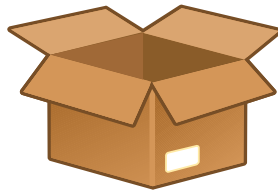
This pkg contains every uncomposed icon illustration that I can find, except for the track icon sets. This pkg is for toolbar sets. I also included some new icons which I made myself for dev use, some with help from other resources from HOWT, Hopi, Evan, Breeder, Nick Moritz, and others.

This pkg also contains all of the icons, cursors, and 'shapes' as HOWT calls them -- from the REAPER.EXE file dump.

Experienced Themers: please disregard any of my (Un)helpful doubletalk in the foregoing pkg and hopefully you can run the contents thru a strainer and retain something of use.

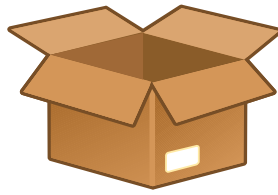
Best,
Never

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--Putting together your icon set--

****This so called tutorial assumes that you know the locations of the REAPER resource folders, a knowledge of unpacking and/or packing themes, a knowledge of how to use an image editing program, such as Photoshop or Paint.Net, and a working knowledge of the terminology and component function of such software.**



--Explanation And Conventions--

The entire set of toolbar icons for your REAPER theme may consist of many icons, most of which are 'uncomposited', meaning just the descriptive or illustrative element of the icon, and about 38 'composite' icons.

These icons are referred to as 'composited' because they consist of an image that visually illustrates the function, overlaid onto an image of a button face, overlaid with possibly even another layer, used to show lighting effects, shadow, etc. Since these elements are stacked onto a sliced canvas, it is now a 'Composite'.

I like to call the 38 composite icons the 'CORE' icons, because they populate the main toolbar and control basic functions within REAPER.

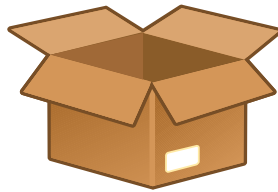
I took to calling the uncomposited icons the 'secondary' icons for the purpose of this document because they serve functions which maybe not as frequently used, but more importantly, because you can add as few or many of these icons into your theme as you like, and REAPER will deal with them in it's own way, whereas the 'core' icons are needed by REAPER to complete your theme's graphical continuity.

If you do not have versions of these icons in your theme dependency folder, REAPER will retrieve copies of it's own from its install data payload and use those instead, ruining the continuity of your amazing artistry, which is why we need to make an entire matching, coordinated set for our theme that will contribute to it's flow and charm.

So, REAPER is going to be looking in the dependency folder for the following:

1. The core or primary icons – an example of which are located in the '01-- Default V5 Composited Example Set' folder.
2. The two special icon images which are located in the '00-- Core Set Templates' folder.
3. The secondary icons - Any number of uncomposited icons, which you place into the root of the folder yourself to make a nice complete set of icons for the user to choose from when creating his/her own toolbar shortcuts.

Note that the icons described in #3 do not have to be uncomposited – REAPER will still use them.



--Tayloring the uncomposited 'Secondary' icons to your liking--

You can use an image editing app, such as Adobe Photoshop, to batch process the contents of these folders to tailor the icons to better suit your theme. If you were to use the contents of the '827_Uncomposited_GRY_Toolbar_Icons', as I have for my 'ION v3' theme, You can use an action similar to the one below to do this. You can see the resulting icon images in the 'View Of Common REAPER Theme Dependency Folder Icon Payload With Explanation' image included in this pkg.

If you were to use any of the Color icon images provided here, you could use an action like the one shown below with an added step - between step 1 & 2, simply convert the image to grayscale.

Optionally, you may want to keep the colorized icons as they are, and add color to other icons included in this pkg as you see fit.

This prospect to me seems a bit daunting, as it would take a tremendous amount of time, but there would be a lot of grateful out there for now we would have a resource of all the great icons with full color – mmm tasty.

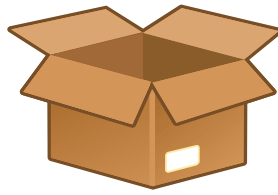
At any rate, the process below shows you how to wash the grayscale icons and wash them with a single color to fit your theme. You can see how they turned out in my new ION v3 theme.

To execute the process, I simply loaded all the images, recorded an action or macro while I edited the first image, then ran that action on all of the remaining images.

The action consisted of the following:

1. Select All
2. Image> Adjust> Invert
3. Select leftmost 2/3 of image
4. Hue/Sat> Lighten - Till white
5. Select All
6. Hue/Sat> Colorize, Hue, Lighten - Till light cyan
7. Select rightmost 1/3 of image
8. Hue/Sat> Colorize, Hue - Till cyan (Rightmost slice is already darker)
9. Save
10. Close

Your secondary icons are ready to be put into your dependency folder where REAPER will composite them with the 'blank' image underneath, and the 'overlay' image on top, and then populate your toolbars with them, as you choose.



--Compositing your own 'Core Icons'--

First, create your toolbar icon button blank image (See Example).

Save it, overwriting the 'toolbar_blank' image.

Now, create your overlay, if you would like one, and save it,

overwriting the 'composite_toolbar_overlay' image.

If you do not want an overlay, save a blank image here.

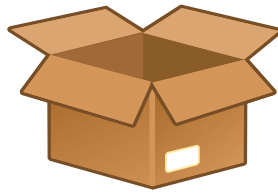
Use the same process described in the above batch process on the uncomposed 'Core Icon' images, of course, that is, once you have put together all 38 or so of them, and then paste each of them on top of a copy of your taylor-made 'toolbar blank' image. These images are now composited, and ready to put into your dependency folder, where REAPER will see them and then populate the main toolbar with them. Note: REAPER may actually take these icons and composite them itself if it sees that they are not composited, saving a little work for you, but I am not sure, I have not tried. If you try, and see that it is using it's own primitives, or the icon 'shapes' have no buttons, then you know you will have to go back and do the work. For the sake of this document, I should try this process – but alas, I won't. AAAHAHAHA!! (Evil laugh).

Use the 'Composite Overlay' and 'Toolbar Blank' images in the '00-- Core Set Templates' folder as guidelines for your own, however, remember to make sure that you have the dimensions set correctly to match your icon dimension size.

(Should be the same if you haven't changed the dimensions of the images provided.) (90wx30h)

After your icon set is assembled and placed into the root of your theme's dependency folder, you should be ready to go! Pack the theme and try it out.

Note: Adding any icons to the REAPER install folder in the 'InstallData\Data\toolbar_icons\' subfolder will ensure that these icons will be found and loaded for use with ALL REAPER color themes.



--Disclaimer--

If you are modding or editing a previously installed theme, you may want to make a copy of the .Reaperthemezip file, changing it's name a bit so that you do not accidentally overwrite anything or confuse themes in REAPER's theme selection menu.

I have taken steps to make sure all due credit is given for the effort and time and creativity of everyone involved in the creation of the content here. Please do the same when theming or modding, as it takes tons of time, energy, patience, and love to provide anything given on the REAPER stash or in the forums.

If you have created, in whole, or part, anything in this package, and do not find your online handle, or do not wish your work to be included in future versions of this package, please PM me at the REAPER forum, or email me and notify me of your issue(s).

Thanx to all who have created, and to all who will create content for the REAPER DAW.

-NEVER
neversystems@gmail.com

Toolbar images:

- **toolbar_add** (sliced-button):
 - **toolbar_bg** (bg):
 - **toolbar_blank**:
 - **toolbar_delete** (sliced-button):
 - **toolbar_dock_off** (sliced-button):
 - **toolbar_dock_on** (sliced-button):
 - **toolbar_envitem_off** (sliced-button):
 - **toolbar_envitem_on** (sliced-button):
 - **toolbar_filter_off** (sliced-button):
 - **toolbar_filter_on** (sliced-button):
 - **toolbar_filter_solo** (sliced-button):
 - **toolbar_grid_off** (sliced-button):
 - **toolbar_grid_on** (sliced-button):
 - **toolbar_group_on** (sliced-button):
 - **toolbar_group_off** (sliced-button):
 - **toolbar_lock_on** (sliced-button):
 - **toolbar_lock_off** (sliced-button):
 - **toolbar_metro_off** (sliced-button):
 - **toolbar_metro_on** (sliced-button):
 - **toolbar_midi_itemsel_off** (sliced-button):
 - **toolbar_midi_itemsel_on** (sliced-button):
 - **toolbar_midi_tracksel_off** (sliced-button):
 - **toolbar_midi_tracksel_on** (sliced-button):
 - **toolbar_new** (sliced-button):
 - **toolbar_load** (sliced-button):
 - **toolbar_projprop** (sliced-button):
 - **toolbar_quant_off** (sliced-button):
 - **toolbar_quant_on** (sliced-button):
 - **toolbar_redo** (sliced-button):
 - **toolbar_relsnap_off** (sliced-button):
If not found, falls back to [toolbar_snap_off](#).
 - **toolbar_relsnap_on** (sliced-button):
If not found, falls back to [toolbar_snap_on](#).
 - **toolbar_revert** (sliced-button):
 - **toolbar_ripple_off** (sliced-button):
 - **toolbar_ripple_one** (sliced-button):
 - **toolbar_ripple_all** (sliced-button):
 - **toolbar_save** (sliced-button):
 - **toolbar_snap_off** (sliced-button):
 - **toolbar_snap_on** (sliced-button):
 - **toolbar_sync_on** (sliced-button):
 - **toolbar_sync_off** (sliced-button):
 - **toolbar_undo** (sliced-button):
 - **toolbar_xfade_off** (sliced-button):
 - **toolbar_xfade_on** (sliced-button):
- An updated version of this list can always be found at: <http://www.reaper.fm/sdk/walter/images.php#images>