

INSTALLING AN ICON ON THE DESKTOP/PANEL BAR FOR DEBIAN LINUX WITH DECODERPRO AND LOCOBUFFER-USB

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(Revised 03 March 2010 for Debian 5.04)

PART 5 – INSTALLING AN ICON

The following leads you through installing an Icon for your Desktop. All references were noted in Part 1 of DebianDecoderPro.pdf downloaded from this website.

Step 5.1- General

The icons that you will probably want to use for your application came with JMRI DecoderPro. Those Icons were extracted to the “/JMRI/resources” directory/folder on your Debian Linux computer.

To make these icons usable we have to change the permissions for your icon(s) of choice. In addition we will need to save the icon(s) to the “.png” format to be 100% compatible with the system. (The desktop icon can use a “.jif” format but the Panel Icon needs to be “.png”).

It is your choice as to which start icon you want and so this instruction gives you the process for both the Desktop Icon and the Panel Icon. The Desktop Icon takes a double left click to start DecoderPro where the Panel Icon takes one left click to start DecoderPro.

Step 5.1.1 - Permissions Change:

Open a File Browser window by left clicking Application, then System Tools then File Browser. Then double left click on JMRI folder. Then double left click on resources folder.

Now right click on the icon “decoderpro.gif” (or the one you like; remember which one you pick). Next left click Properties and then left click on the Permissions tab. Ensure 'read and write' is selected in all 'access' boxes.

Close the Properties window by a left click on Close and then close the File Browser box.

Step 5.1.2 - File Extension Change to “.png”:

The icon you want to use, particularly for the Panel Icon, has to be changed to a “.png” file by doing the following: Double left click on your home folder. Double left click on the JMRI folder that shows in the new window. Double left click on the resources folder that shows in the next new window. You now see some icons. Right click on the icon that you want to use

Now select “Open with 'GNU Image Manipulation Program' (GIMP) Image Editor”. It may take a few seconds for GIMP to open if you have not used GIMP before. Close the 'Tip Of The Day' window.

In the window where the icon appears left click on “File” then left click “Save As”.

Now left click on “Select File Type (by Extension)”. Scroll down and left click on “.png” file type.

Then left click on “Save”. Now you have an icon that has a “.png” file extension

Close all windows and GIMP.

Step 5.2 – Desktop Icon Install:

The Desktop Icon is installed using the following process:

Right click on desktop icon. Left click properties. Under the basic tab – left click on the icon symbol and then double left click on JMRI folder.

Double left click on the resources folder. Double left click on the icon name that you wanted to use; decoderpro.png or the one you liked.

Left click close. Close all open windows.

Step 5.3 - Panel Icon Install:

The Panel icon if you installed it is at bottom of the desktop.

Copy the icon graphic with the “.png” file extension from 'JMRI/resources' folder to the “usr/share/pixmaps” folder with the following commands:

Open a Root Terminal by doing the following. Left click on Applications then on Accessories then on Root Terminal. Now change to the directory that currently holds the icons, the 'JMRI/Resources' directory, by typing in the command “cd JMRI/resources”.

Copy the icon(s) using the following commands:

Type in the command “cp decoderpro.png /usr/share/pixmaps/decoderpro.png” where 'decoderpro.png' is the name of the icon that you want to copy to the pixmaps folder.

Close the Root Terminal window.

The next step is to select the graphic for the Panel Icon with the following process:

Right click on the panel icon at the bottom of your GUI interface then left click properties. Left click on the icon button. A window opens in the 'usr/share/icons/hicolor/scalable/apps' folder where the current icon is located. This is the wrong folder for our purpose. We need to change to the '/usr/share/pixmaps' folder where a copy of your selected icon is located. Ensure the wrong folder is replaced by '/usr/share/pixmaps'. When this done the correct folder shows and the icons in that folder are available.

If needed page down using the side slider.

Next double left click on your “.png” icon and then left click on the close button. Close all windows

Conclusion

Your icons are now installed.