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How to add icons to your E16 Desktop? by [Prodigy](#)

This is a quick reference guide that will enable you to add icons to your E16 desktop. For illustrative purposes I shall demonstrate how to add an Eterm icon. Once you know the trick for one icon, you can extend it to several icons.

First of all you should cd into your \$HOME/.enlightenment/themes/whatever_theme/ and locate the imageclasses.cfg file. Then add to it:

```
__ICLASS __BGN
    __NAME ICONBAR_MYETERM
    __NORMAL "buttons/images/Eterm.png"
    __HILITED "buttons/images/Eterm2.png"
    __CLICKED "buttons/images/Eterm3.png"
__END
```

and place your desktop icons png images (Eterm.png, Eterm2.png, etc...) in the \$HOME/.enlightenment/themes/whatever_theme/buttons/images/ directory.

The first line of code tells E to that we have a new Imageclass:

```
__ICLASS __BGN
```

and we also have to give it a name, i.e MYETERM:

```
__NAME ICONBAR_MYETERM
```

The rest of the code is pretty explicit: It tells E which icons to use when in Inactive (NORMAL), Active (HILITED) and Clicked state:

```
__NORMAL "buttons/images/Eterm.png"
```

```
__HILITED "buttons/images/Eterm2.png"
```

```
__CLICKED "buttons/images/Eterm3.png"
```

After some lines of codes, we tell E that this is the end of that piece of code:

```
__END
```

Then locate the buttons.cfg file in your \$HOME/.enlightenment/themes/whatever_theme/

directory, and add the following code:

```
__BUTTON __BGN
  __NAME ICONBAR_MYETERM
  __ICLASS ICONBAR_MYETERM
  __ACLASS ICONBAR_MYETERM
  __KEEP_ON_TOP __OFF
  __USE_SIZE_OF_IMAGE __ON
  __MAKE_STICKY __OFF
  __SHOW_BY_DEFAULT __ON
  __X_ORIGIN 0
  __Y_ORIGIN 0
  __X_PERCENTAGE 224
  __X_ABSOLUTE 0
  __Y_PERCENTAGE 1024
  __Y_ABSOLUTE -64
__END
```

In the buttons.cfg, we use the same name as before. Remember to use different names for different icons.

```
__NAME ICONBAR_MYETERM
```

We tell E the name of the Image and Action classes to which we associate our icon/button:

```
__ICLASS ICONBAR_MYETERM
```

```
__ACLASS ICONBAR_MYETERM
```

Then we give the button some properties: The names basically say what they do so we don't really need to explain!

```
__KEEP_ON_TOP __OFF
```

```
__USE_SIZE_OF_IMAGE __ON
```

```
__MAKE_STICKY __OFF
```

```
__SHOW_BY_DEFAULT __ON
```

Next we position the button to an appropriate location. This can be changed later on by dragging the button with the mouse inside Enlightenment. E will remember the new position of the button when you drag it, so you don't really have to worry about this part.

```
__X_ORIGIN 0
```

```
__Y_ORIGIN 0
```

```
__X_PERCENTAGE 224
```

```
__X_ABSOLUTE 0
```

```
__Y_PERCENTAGE 1024
```

```
__Y_ABSOLUTE -64
```

If you insert other icons, you only need to change the __X_ABSOLUTE values to 64, 128, 192, 256, etc... don't worry so much about the rest although you might want to experiment with some positioning.

Finally locate the actionclasses.cfg file in \$HOME/.enlightenment/themes/whatever_theme/ directory and add this piece of code:

```
__ACLASS __BGN
  __NAME ICONBAR_MYETERM
  __TOOLTIP_TEXT "DESKTOP ICON"
  __TYPE __TYPE_NORMAL
  __TOOLTIP_ACTION_TEXT "My dear Eterm"
```

```
__BUTTON 1
__EVENT __MOUSE_RELEASE
__ACTION __A_EXEC Eterm
__END
```

As usual we define a new Action class:

```
__AClass __BGN
```

with proper naming:

```
__NAME ICONBAR_MYETERM
```

Give some instructions to the Tooltip to display a "Desktop Icon" banner:

```
__TOOLTIP_TEXT "DESKTOP ICON"
```

We instruct E what to display in the event of an action:

```
__TOOLTIP_ACTION_TEXT "My dear Eterm"
```

We then tell E that we're dealing with a button. Event if you add multiple icons, don't change this part.

```
__BUTTON 1
```

Finally we tell E what to execute when we click the button. In this case to execute "Eterm":

```
__EVENT __MOUSE_RELEASE
```

```
__ACTION __A_EXEC Eterm
```

For several icons, we repeat the same steps but we change the NAMES everywhere, and we also change the __X_ABSOLUTE values in the buttons.cfg file.

You might also want to make it neater by writing in imageclasses.cfg the following:

```
#include <buttons/images.cfg>
```

and by writing your imageclasses code in \$THEMES/buttons/images.cfg and similarly for the actionclasses.cfg, you could insert;

```
#include <buttons/actions.cfg>
```

and write your actionclasses code in \$THEMES/buttons/actions.cfg

Good luck placing your icons on your desktops. :-)

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