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IMPORTANT! If you are logged in as a member of the administrator group, you can edit the help archive in ICE (Menu "ICE" - "ICE Settings" - Tab "Interface" - "Make help archive editable"). If necessary, you can add your own comments on the operation of ICE directly to this archive. However, we strongly advise against deleting existing content in this help archive.

Welcome to

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What is ICE?

In short, ICE is the woolmilklaying eggsour among the clipboard extension for Windows!

Because ICE turns the spartan clipboard of Windows (from Win10 onwards) into a well-thought-out and easy-to-use archive for your text, RTF, HTML and image objects copied in the Windows system and imported into ICE from your file system.

But ICE can also display PDF objects, Office objects and other formats, as well as import and manage application shortcuts and executable objects.

Brilliantly simple - simply brilliant!

Currently two built-in languages

ICE currently includes two selectable built-in languages for its GUI (Graphical User Interface):

- German
- English

Three integrated editors

ICE includes an integrated **TXT editor** for unformatted plain texts, a built-in **RTF editor** for formatted texts and a simple **image editor**. With these three editors you can make changes to any TXT, RTF and image objects directly in ICE. But of course you can also display and edit these objects with a mouse click in external applications that you can specify in ICE for each file type.

Four integrated viewers

ICE also includes an integrated **HTML viewer**, a **PDF viewer** and a **Windows viewer** for all Office documents, video, audio objects and other formats with which you can display these objects directly in ICE. Audio objects can even be played in the ICE. You can also edit or display these objects in your assigned application with a mouse click.

You can not only execute imported shortcuts (links) directly in ICE, but you can even display all the stored parameters of these shortcuts using the **shortcut viewer** integrated in ICE.

One Web browser

You can also access and display any website directly in ICE using the web browser built into ICE with a bookmark function.



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These eight included components help you to easily manage and display your objects integrated in ICE.

More options In addition, you can also manage:

Web-Addresses

E-Mail-Addresses

Folder names

Applications

and organize them as ICE objects in appropriate folders, find them easily at any time in the ICE using the integrated extensive folder/object/text search and open/execute them in the application assigned to the respective file type, without having to constantly walk through endless directories in Windows Explorer and having to click through it's tree structures.

Other uses of ICE

But you can also use ICE for completely different tasks than archiving clipboard content.

Since you can easily "use" ICE's archives, folders and objects for other purposes, there are almost no limits to your ideas for using them.

In the ICE folders you can, for example, create to-do lists, notes, address lists, web favorites lists, email (with mailto links) lists.

It is also possible to create a directory favorites list whose objects (path links) you can open with one click in the file browser of your choice.

It's up to you whether you want to use ICE to create a cookbook with recipes and pictures, manage your collection of any items (Walt Disney paperbacks, model cars, minerals, etc.) or use ICE for other purposes.

Do you want to organize your photo collection or other objects? No problem. Simply import your image folders into ICE.

Because ICE offers you a keyword for each object in its object properties. This allows you to enter/assign any tags (keywords) to any object and search specifically for these tags using the "folder and object search". All objects with the tags you are looking for are then clearly displayed in a found list.

ICE can even be used as a media player for your favorite music. In addition to the MP3, WAV and FLAC formats already entered, you can add other audio formats (see chapter: "Object types"). With ICE you can even bypass the Windows start menu by using the individual start menu shortcuts you need or import the entire desktop directory as a folder into an ICE archive.

If you wish, you can even do all of this at the same time!

In a network, you can access and share any object on all computers on which ICE - Ideal Clipboard Expander is installed and the archive in question is open.

A server application is not even required for this - the ICE application installed on the individual clients is completely sufficient.

Use of ICE

ICE makes it easy for you to create or edit any documents. No matter whether in MS-Word, VB.net, PaintShop or in whatever application you use text, HTML or images. You can have these objects archived in ICE sent to any window with a mouse click, into which the objects will then be automatically inserted.



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To do this, ICE automatically imports and archives all text, HTML and image objects that are copied to the clipboard into different folders that you can define, without you having to select the desired target folder each time.

This way you always keep track of your archived objects.

Using the Text/RTF/Image and HTML objects

All you need to do is import or copy the relevant text blocks, images or HTML objects from the clipboard or your file system into the desired folders of an ICE archive or create objects directly in ICE.

You can then view these objects in ICE at any time, edit them and, if necessary, have them inserted from ICE into another suitable open window with just one click of the mouse.

Constantly repeating writing tasks such as inserting addresses, formatted salutations and footings, text modules, right up to writing complete emails or letters, etc. are not only much faster with ICE, but also much more convenient and very easy to do.

This is the real purpose of the ICE, to relieve you of the tedious work and save valuable time.

In addition to this main task, ICE offers numerous other functions and extras that will certainly make your daily work on your PC easier.

For example, you can also have object content sent directly in ICE as an email body or, when using MS Outlook, even send objects as an email attachment.

ICE can manage three separate ICE archives simultaneously.

But of course you can also create additional archives and use them alternately by entering the paths of the desired ICE archives in the ICE settings - or (if set accordingly in the "Status bar" tab in the ICE settings) by simply clicking on the label "Archive" in the ICE status bar - select accordingly.

The ICE archives

All archives can be constantly monitored. This means that it is then continuously checked whether other users on the same PC or in the network have made changes to the contents of the currently open archive.

Changes to the folder structures of the currently open archive are immediately updated in your ICE.

In the event of an overlap in the processing of objects, ICE will show you the access collision. You can then decide whether you want to overwrite the external change with your version, save your own edit as a separate object copy next to the externally edited object, or discard your object edit.

"Local archive"

You can set up this archive on your PC and manage folders and objects in it that no other PC user in the network has access to, unless you create it in a shared folder.

This archive is intended for single users or for storing objects that you do not want to share with other users on the network.

"Network archive"



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The network archive, like the local archive, is used to store objects in different folders. This archive is usually created on a server or in a shared share folder so that various users in the network can also access the contents of this archive. You can also use this network archive as a second archive at individual workstations if you use these workstations with two people under the same user account. This way you can enable each user to have their own ICE archive.

Sharing a user account is rightly always discouraged, but it is still practiced again and again.

"Help archive"

This is already completely filled in the ICE installation package and is saved in this folder by default when ICE is installed:

<file:C:\Users\Public\Documents\ICE - Ideal Clipboard Expander\ICE Archive Help\>.

The help archive shows you, among other things, this document that you are currently reading and contains over 230 pages of detailed instructions on how to use ICE without any problems and with all of its functions (you can also download these instructions as a PDF and print them out if necessary).

Of course, the help archive, like the other two archives, can easily be searched for keywords, folders and/or objects.

With the help of the help archive you can learn the possibilities that ICE offers from a "living object", so to speak.

If you no longer need information from the help archive, you can also specify the path of another ICE archive you use in the settings instead of the help archive and open it using the "Help archive" button.

Members of the administrator group can edit this help archive and, for example, make additions to the objects stored in it. So that these administrative changes are displayed to every user, members of the administrator group can copy the help archive they have edited to the server and set the path to the help archive accordingly in the individual ICE applications. From now on, every user will always have access to the same help archive content. Alternatively, administrators can distribute the help archive to other PCs active in the network using the backup/restore function in the ICE.

Folders and objects

Folders

"Folders" are the directories known by the Windows system. As in the Windows file system, you can create any number of folders in each archive, including nested folders, in which you can store any number of objects.

You can assign concise names to all archive folders and objects in ICE so that you can easily find them in the archive.

Objects

In ICE, "object" is the collective term for files of different file types (i.e. file formats or object types) that ICE can manage. These can be saved in any folder as usual in Windows.

These objects can be displayed sorted according to different criteria in the ICE object list.



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Object types

Experienced users can do this assignment of file types by editing the corresponding entries in the "[File Types](#)" tab of the ICE settings. By the way, you can add all file extensions that are displayed in Windows Explorer with a file preview to the ICE file type "Windows Viewer" and then import objects with this file extension into ICE. These objects will then also be displayed or played in the ICE's Windows viewer.

So, for example, add the desired file extensions of the LibreOffice program package (<<https://www.filetypes.de/program/libreoffice>>) to the ICE file type "Office Objects" in order to be able to display these files in ICE as well.

By the way, you can add all file extensions that are displayed with a file preview in Windows Explorer to the ICE file type "Windows Viewer" and then import objects with this file extension into ICE. These objects are then also displayed or played in the ICE's Windows viewer.

TXT (plain text) objects

These are unformatted texts that consist exclusively of displayable characters - but without font, styles (bold, italic, strikethrough or underline), without color assignments or other formatting features.

Texts that only consist of pure characters and non-printable control characters such as line change codes etc.

You can view and edit all such plain text objects automatically imported from the clipboard or manually from your file system directly in ICE Organize. To do this, you can either work with your preferred external editor or the ASCII editor integrated in ICE.

Of course, you can also create new text-only objects in ICE at any time.

Do you have such a text object in which German umlauts are not displayed correctly? No problem - in ICE you can change the encoding of this object with just a few clicks so that the umlauts are displayed correctly.

TXTC (Plain Text) objects

These are text objects stored in encrypted form by ICE with the above-mentioned properties.

RTF (RichTextFormat = formatted text) objects

Likewise, ICE also imports and archives RTF objects from the clipboard or your file system. These are formatted texts (e.g. from MS Word or similar). ICE also lets you edit and view these objects in its integrated RTF editor or the external RTF editor of your choice.

RTF objects can also be imported from the clipboard as unformatted text objects.

You can also create new RTF objects directly in ICE at any time.

RTFC (RichTextFormat = formatted text) objects

These are RTF objects stored encrypted by ICE with the described properties of the RTF objects.

Image objects:



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If desired, ICE imports and archives images (e.g. images copied from other applications) fully automatically from the clipboard or manually from your file system in various selectable image formats.

These objects can be displayed and edited at any time directly in ICE in its integrated pic editor or with the external image editing program of your choice.

Image objects with the letter "c" after the corresponding image format ending

These are image objects stored encrypted by ICE with the above properties.

HTM and HTML objects

If desired, ICE also imports and archives HTML texts (e.g. areas copied from websites) fully automatically from the clipboard or from your file system. For HTML objects imported from web pages, the URL of the source web page is inserted as a link in the head of the object document so that you can access the source web page of your copied web excerpt at any time in ICE.

These HTML objects can be viewed in ICE's integrated web browser or in the HTML viewer or web browser you have set up.

The formatting of the HTML objects is adopted as best as possible when importing websites. Unfortunately, since many websites are now created with CSS and Java scripts, the exact transfer is not always possible.

You can therefore also have HTML objects imported into ICE as formatted RTF objects or unformatted text objects, which usually produces a more readable - and, above all, subsequently editable - result.

HTMLC and HTMLC objects

Are HTML objects stored encrypted by ICE with the aforementioned properties.

Viewer Objects

You can import all files that are displayed with a preview in Windows Explorer (e.g. Office documents) from your file system into ICE and then view them directly in ICE or have them opened from ICE in your installed Office package.

Gone are the constant searches for the location of frequently needed Office documents.

PDF objects

PDF documents imported from your file system can be viewed either in the PDF viewer integrated into ICE or in the PDF program of your choice.

PDFC objects

These are PDF documents stored encrypted by ICE with the PDF properties described above.

Shortcut objects

ICE can even import shortcuts from your file system into its archive - the applications linked therein can then be started directly from ICE.

If you simply import your directory "C:\Users\Public\Desktop\" and / or "C:\Users%\Username%\Desktop\" into an ICE archive in ICE, ICE will also be a



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proper program launcher or a mini-shell, which can save you the tedious detour through the start menu and the time-consuming search in it.

The Windows start menu, with shortcuts that are only accessible to the current user, is stored here:

<C:\Users\%username%\AppData\Roaming\Microsoft\Windows\Start Menu\>

The Windows start menu with the shortcuts that are displayed for all users can be found at:

<C:\ProgramData\Microsoft\Windows\Start Menu\>

You can open these two folders at any time directly via the main menu "Extras" - "Show start menu - Current user" and "Show start menu - All users" in the set file browser, in which you can then directly select the desired shortcuts from the You can drag, copy or import from the selected start menu into any folder in your ICE archive. You can also use the "List of installed apps" that can be accessed in ICE.

Executable files objects

You can also import these objects from your file system into ICE and run them there. However, you should note that executable files imported into the ICE archives often only work correctly if they are called from their working directory. Because these programs often access other files and libraries in their working directory.

Therefore, when implementing complex applications in ICE (especially applications that had to be installed), always use the shortcut objects mentioned above.

Executable standalone files that certainly do not require any additional files or libraries in their working folder, such as the "Scandisk.exe" utility or similar, can easily be imported as "EXE" directly into the folders of your ICE archive.

Links in TXT (Plain Text) and RTF (RichTextFormat formatted text) objects

All plain text and RTF objects can contain five additional link types in their text, which can then be opened or executed in the object document simply with a mouse click.

The following link types must always be enclosed by greater/less than characters.

Links to internal objects

Such as <file:%Help%\01. Common informations\03. System requirements.rtf> to navigate to another object within the three ICE archives using a link contained therein in a text or RTF object and to display this object in the ICE.

As a placeholder for the archive path, use "%Local%" to open an object in the local archive, or "%Network%" or "%Help%" to access an object in one of the other two archives.

Links to directories

For example, you can enter <file:%SystemDir%> as text in the text and RTF objects and have this folder link opened directly in your desired file browser with one click.



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Use the variable “%Username%” as a placeholder for the current user name in the link.

So if you want to create a directory link to the current user's desktop, write the link like this: <file:C:\Users\%Username%\Desktop\> or more simply <file:%MyDesktop%\>. When you click the link, the current user's desktop content is displayed in the associated file browser.

Links to executable files

(e.g. <file:C:\Windows\explorer.exe> or <file:%WinDir%\Explorer.exe>) can also be saved as text in the text and RTF objects and added by simply clicking on the file link your Windows system.

You can also use the placeholder “%username%” for these file links.

Email address

(e.g. <mailto:name@domain.de>) you can also store it as text in text and RTF objects and thus create new emails to the relevant addressees with one click from ICE.

A mailto link can also be provided with a specified subject:

<mailto:name@domain.de?subject=Pre-filled subject>

Mailto links also work without specifying the recipient and/or even with the text of the email filled in:

<mailto:?subject=Take a look&body=Here is the link to our website>

Web links

Such as <http://www.ice-clipboard.de> can be entered as normal text in the text and RTF objects of ICE and opened in the browser set by simply clicking on the web link from ICE.

You can find further email link examples for emails in the help archive at:

<file:%Help%\14. Text- and RTF-Editor\03. Links in Text-Editor.rtf>

The placeholders for system folders available in ICE can be found described in the ICE help archive:

<file:%Help%\14. Text- and RTF-Editor\04. Placeholders in the Links.rtf>

Archive new objects copied to the clipboard

You can only automatically import new objects into the local archive and the network archive, but not into the help archive.

To import objects into the help archive, you must use the manual "Import Object" function.

You can choose from four setting options as to how ICE should handle objects newly copied to the clipboard:

1. No archiving

ICE ignores all new objects copied to the clipboard and does not archive any of these objects.



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2. Archive all objects

If you select this setting, all newly copied objects to the clipboard will be automatically archived.

The new objects in the ICE are always given the standard name consisting of the current date and time in the format: "yyyy-mm-dd hh-mm-ss".

3. Ask whether to archive

If this setting is activated, ICE asks for each new object copied to the clipboard whether it should be archived in ICE.

After confirming this question, the new object will be archived in the ICE with the standard name ("yyyy-mm-dd hh-mm-ss").

4. Enter object name manually

With this setting, you must manually enter the desired object name for the newly imported object before archiving new objects copied to the clipboard.

This means that you do not need to subsequently rename these objects to a memorable object name.

This option is not available for files and folders to be imported via the clipboard. Their names are always taken from the original to ensure that these objects function correctly.

Selection of storage folders for new text / RTF / HTML / image and file objects imported from the clipboard

If the above-mentioned archiving of new objects is switched on, you also have four setting options to choose from for selecting the archiving folder for the new objects. With these options you specify in which ICE folder the objects newly copied from the clipboard should be archived.

1. In current folder

ICE archives all objects that are newly copied to the clipboard into the folder currently open in ICE.

2. In Default folder

ICE automatically archives all objects imported from the clipboard in the default folders assigned to different object types.

If "Select default folder by content" is activated, ICE can, if desired, examine the contents of plain text clipboard objects, automatically distinguish the text content between the following four object subtypes and archive the objects in the corresponding folders. In addition, ICE reformats this archived content directly during import so that the TXT-only object content created in ICE can be used directly in ICE as the following four link types:

The default folders for "Select by content":

"-PATH" - English "Path" for local directories.

"-APPS" - English "Applications" for local applications.



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"- **EMAIL**" - for email addresses).

"-**URL**" - English "Uniform Resource Locator" for "Web Address" for URLs (Internet addresses).

Additional default folders exist for:

"- **TXT**" for text objects - if "Select default folder by content" is activated - for all other text objects that are not listed as one of the four above. Text object subtypes can be classified. Or if **"Select default folder by content" is deactivated** for all plain text objects.

"-**RTF**" - English "Rich Text Format" i.e. "Formatted Text" for RTF objects.

"-**PICS**" - English "Images" for image objects.

"-**HTML**" - English "Hypertext Markup Language" i.e. "web page coded document format" for HTML objects.

"-**FILES**" - English for "files", i.e. for files imported from your file system (but only files that have a file format supported by ICE are imported).

"-**IMPORT**" - for all objects imported into ICE from your file system using the "Copy" command.

So there are a total of ten different default folders into which ICE can automatically archive the objects newly copied to the clipboard and taken over by ICE.

Of course, you can also rename these default folders or assign any other existing folders in ICE in the ICE settings.

After renaming such a default folder, don't forget to adjust the corresponding default path accordingly in the "Default folder" tab in the ICE settings.

3. In Applications folder

ICE can even independently detect from which applications the objects were imported into the ICE via the clipboard.

If desired, ICE automatically imports new objects into folders named after the respective application names or their child windows.

These folders are created automatically when necessary.

The total number of characters of the complete archiving path including the name of these folders is limited to a maximum of 150 characters. Longer folder names are truncated.

You can choose between two options for automatically naming the respective folder.

1. "Application" - The folder name is generated from the EXE name of the application only.
2. "Application and window title" - The folder name is formed from the application name and also the title of the application's child window or tab.

Example with the "Firefox" application:



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3.1 Selection: "Application"

Folder name format: folder "-APPN - %APPLICATION NAME%".
Where "APPN" stands for "app name".

With this setting, all objects copied from Firefox are saved to the same folder "- APPN - FIREFOX" in the ICE archive.

This means that not too many folders are created, which could affect the overview in the ICE.

3.2 Selection: "Application and window title"

Folder name format: Folder "-APPF - %APPLICATION NAME%" with subfolder: "%WindowTitle%".
The abbreviation "APPF" stands for "app window".

With this setting, the copied objects are saved in a folder which, in addition to the identifier "APPF", contains the name of the application and the name of the currently open child window (here the Firefox tab). So, for example, the folder is named "- APPF - FIREFOX" with a subfolder "World News" when objects are copied from the Firefox "World News" tab.

This creates different named folders in the ICE archive depending on the tab open in Firefox, all of which begin with "APPF - FIREFOX" and the objects are saved in subfolders of this folder, which are given the names of the Firefox tabs.

This gives you a more precise auto-sorting of the imported objects.

If you use this setting, you should not rename these "application folders" created by ICE.

Otherwise, the next time an object from these applications is saved, ICE would again create a new folder with the name of the window or application.

4. Select folder manually

Here, for new objects that are copied to the clipboard, ICE shows a folder selection dialog with the existing folders in the currently open archive. In this dialog you can select the desired folder in which the new objects should be archived. If point 4 "Enter object name manually" described in the previous chapter is activated, the object name can also be selected in this selection dialog (not when importing files).

Use of the application and default folders

The application or default folders described under points 2 and 3 are intended as temporary pre-sorting folders.

The automatic sorting into these folders when archiving new objects means that you do not have to constantly worry about archiving and sorting the objects you have imported into ICE while you are working.

For example, if you are researching in the web browser and archiving texts, images or URLs from various websites, all imported objects can be automatically pre-sorted into the above-mentioned folders and you can concentrate entirely on your research work without distractions.



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Once you have completed your research, you can view the objects newly imported into ICE and pre-sorted into the folders mentioned and move the objects you want to keep from these folders to any other folder in which you want to archive the individual objects that are relevant to you.

You can then clean up the AppN, AppF and the default folders in the ICE, which may still contain unusable “residual waste” from the research, with one click of the mouse. This will delete these pre-sorted folders and their contents. The next time you search, these folders will be automatically recreated by ICE and will be available to you again.

Possible Windows import formats from the clipboard for the object types

Text objects can of course only be imported as unformatted objects and are saved in the archive as ASCII text files with the ending ".txt".

RTF objects are imported in either RTF format or plain text format. RTF objects are saved in the archive with the ending ".rtf".

Meta objects contain both images and formatted text and are imported in RTF format. Meta objects are therefore also saved in the archive with the ending ".rtf".

Image objects can be imported and imported in the formats "BMP", "EMF", "GIF", "ICO", "JPE", "JPEG", "JPG", "PNG", "TIFF" and "WMF". Archive with these endings can be saved.

HTML objects can be imported either as non-editable HTML objects or as subsequently editable RTF objects or plain text objects. The HTML format is saved in the archive with the ending ".html".

File objects can only be imported as unchanged file objects and retain their original names and file endings in the archive.

Archiving of manually imported objects

You can also manually import all of the above-mentioned object types supported by ICE into ICE, copy them from your file system using a file browser and paste them into an ICE archive folder, or drag and drop them directly into the desired ICE folder.

General storage of objects

ICE stores imported and ICE-created objects in its archives for possible use in other applications in standard TXT, RTF, HTML formats, as well as various selectable standard image formats. The displayed folder and object structure of the ICE corresponds 1:1 to the folder and object structure in your file system.

This means that you are not necessarily dependent on using ICE for further use of the archived objects. So even without ICE, you can open and edit these objects with any editor/viewer that supports the respective data type, using the corresponding archive folders and maintaining the folder structure defined in ICE.

The only exceptions in the ICE are the objects you store in encrypted form. In fact, these objects can only be opened in ICE and viewed decrypted in ICE.

You are probably familiar with situations that the author of this program has experienced several times.



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You use a program to manage objects or data, but it has its own data format that is only compatible with itself.

So without this program, all your painstakingly created and organized objects will be useless and lost.

One day this program will be taken off the market, will no longer be compatible with your operating system, or the updates will be too expensive for you.

This inevitably means the loss of all of your objects that you have created and managed in the program.

Therefore, the program author of ICE designed this application in such a way that you are guaranteed to always be able to use your objects and their storage order. Even without ICE installed.

ICE thus offers 100% and permanent compatibility with third-party programs (with the exception of the objects you store encrypted in ICE)!

For this reason, if necessary, you can redesign the ICE archives at any time independently of the ICE using a file browser (usually Windows Explorer) - such as creating, copying, renaming, moving and deleting folders/objects. So organize freely according to your wishes. You can also use any file browser to fill the ICE archives with corresponding files from your file system via CP (Copy & Paste).

If archive monitoring is activated in the ICE, the resulting changes in the folder and object structures are updated in real time in the ICE and can therefore be used immediately.

Other functions

Depending on its settings, ICE works with a standard taskbar icon, alternatively with its icon in the information bar (i.e. in the so-called "tray") or without an icon at all, completely invisible in the background and - if desired - collects all of them automatically and without any questions copied objects.

Disclaimer: The author's attention has been drawn to the fact that with the latter option, ICE users can monitor the activities of other users without their knowledge, since with appropriate ICE settings, each copied object is "secretly" duplicated into the archive. When evaluating the stored objects, this allows certain conclusions to be drawn about the PC activities of other users!

Such a possibility never occurred to the program authors - and such user behavior is strictly rejected by the author!

Unfortunately, this "possibility of misuse" of the ICE application cannot be prevented without simultaneously depriving ICE of its essential advantage - the automatic collection and sorting of clipboard contents without necessary user interaction.

If you press the freely definable **hotkey combination** for the ICE (default is Ctrl+"Windows key"), the ICE window appears in the foreground on the desktop.

There is no other way to activate an iconless application.

If you have forgotten this hotkey, all you need to do is start ICE again. When starting, ICE detects whether it has already started and then - instead of initiating a second program instance - displays the already started window without the need for a hotkey call.

Using the handy **"SendKeys" feature**, ICE can even send any keyboard macros to any open window, command prompt (DOS window/CMD shell) or Windows desktop (or Windows Start menu). This makes ICE a "remote control with keyboard macro function" for your PC.



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In combination with the **object encryption** for text, image, HTML and PDF objects, which can be optionally activated for each object, you can, for example, even implement a secure login to web pages that is protected from prying eyes and can be carried out with a mouse click (even if this login extends across multiple websites) without needing a password manager or other program. Or simply use it to hide your Christmas shopping list from your relatives, for example.

This means that simple password management can be achieved with ICE.

In conjunction with the Sendkeys function, keyboard keylogger viruses have no chance of intercepting your passwords, as the keyboard does not have to be used when you want to log in to an application or browser.

With this SendKeys function you can generally automate many recurring processes in your work and have them carried out by ICE with a click of the mouse.

Despite the large range of functions, the idle CPU load of ICE (i.e. when ICE is not actively used, but only running in the background) is practically 0%.



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System requirements:

ICE only requires minimal system resources, even on older computers. The idle load is only 0 - 0.1%.

The RAM memory requirement of this software is around 70MB (including the required libraries around 150MB).

- **Computer at least DualCore with 2 x 2,3Ghz, at least 4MB-RAM**
- **Graphics card for office applications is usually sufficient**
- **Screen at least 1 monitor with 1440x900Px, better from 1600x1200Px, ideal from 1920x1600Px**
ICE also supports multi-monitor systems
- **Operating system: Windows 10 or higher in 64-bit. ICE cannot run on 32-bit systems.**
- **Installed current 64 bit Microsoft .NET framework (from V4.7).**
Download at
<<https://dotnet.microsoft.com/en-us/download/dotnet-framework>>
Or directly
<<https://dotnet.microsoft.com/en-us/download/dotnet-framework/thank-you/net481-web-installer>>
- **Installed current X64 Microsoft Visual C++ Redistributable package.**
Download at
<<https://learn.microsoft.com/de-de/cpp/windows/latest-supported-vc-redist?view=msvc-170>>
Or directly
<https://aka.ms/vs/17/release/vc_redist.x64.exe>

The ICE - Ideal Clipboard Expander setup program contains the .NET framework 4.8.1 required for the application as well as the VisualC runtime 2015-2022.

Both packages are automatically installed or updated through the setup if they are not available on your system or are only available in an older version.

- **If possible, an installed MS Office package (from Office 2010)**
This is required in order to be able to use all ICE email functions, such as managing MS Office objects in ICE and sending objects directly from ICE either as an email attachment or email body.



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Terms of use (Eula)



By installing and using this program (hereinafter "software") for the first time, the user of this software declares that he has read the following agreements, agrees to them and explicitly agrees to these rules.

If this is not the case, the user may not use the software and must uninstall the software immediately.

1. Use

The user may use this software free of charge with full functionality for a limited period of 30 days from the first time the software is launched on his/her computer(s). For desired use beyond the 30-day test period, the user must purchase a usage license from us.

1.1 License of use

The usage license consists of a file that contains a personalized registration key for the buyer.

This file must be copied/saved by the buyer into the user directory of this software upon receipt.

For this purpose, the software offers various integrated options for copying the purchased license file into the archive mentioned in order to unlock the software and continue to use it beyond the test period.

By using a license legally acquired from us, the buyer is granted the non-exclusive, non-transferable right to install and use the software on up to a maximum of three computers belonging to the buyer's household or company for an unlimited period of time.

To use the software on more than three computers in a household or company, the purchase of a corresponding number of additional usage licenses is required.

Minor-License

This entitles the buyer to receive all minor updates free of charge - recognizable by the ascending version information behind the first number of the version number - for the major version software from ICE that we offered at the time of purchase.

For example, if you buy such a license for major version 2.x.x.x, you will receive all of the minor updates we publish below free of charge.

This means that with this license you can install and use all updates published by us until we publish version 3.x.x.x.

The minor updates we release include bug fixes and minor improvements.



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However, the version jump to a higher major version number includes extensive changes, new functions or comparable features.

For usage license holders of minor licenses, this free minor update service of the software only expires with the publication of an update with a higher major version number - i.e. the first number of the version number. If the buyer wants to use this new major version, he must purchase a new minor or major usage license.

Of course, in the event of a published major update, the user of a minor usage license can also permanently continue to use an existing minor usage license with a program version that matches this older usage license.

We permanently offer the highest minor version of each major version for download on our website.

However, once a major update is published, no further minor updates will be developed and delivered for older program versions.

Upgrade a Minor Use License to a Major Use License

If the user is legally in possession of a minor use license purchased from us and orders the upgrade to a major use license from us, he will receive a discount of 2/3 of the purchase price of his minor use license on the purchase of the new major use license.

For such upgraded Use License order, Buyer must provide the exact same name and email address as the Purchaser's previous Minor Use License order (these details can be viewed in the About ICE window). Otherwise, we unfortunately cannot record the upgrade order automatically for technical reasons.

However, if the order is processed manually, the dispatch of the new usage license may be delayed.

This upgrade terminates the use permission for the older minor use license. This entails the obligation to no longer use the previous minor usage license after receiving the major usage license and not to pass it on to third parties or make it accessible to them.

Major License

Purchasing a major license entitles the buyer to free, lifelong download, installation and use of all subsequent ICE versions published by us, including all other major updates.

1.2 Waiver of revocation when purchasing a usage license

With the reform of the right of withdrawal in June 2014, the legislature basically granted consumers a right of withdrawal even for digital goods. However, the right of withdrawal can expire under the conditions of Section 356 Paragraph 5 of the German Civil Code (BGB) if the entrepreneur has begun to execute the contract after the consumer has expressly agreed that the entrepreneur begins to fulfill the contract before the end of the withdrawal period, as well as The consumer has confirmed his knowledge that by giving his consent he will lose his right of withdrawal from the start of the execution of the contract.



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The creation of a personalized usage license represents digital content created individually according to customer specifications and based on the respective buyer data. This entitles us to apply the above clause.

The buyer confirms his waiver of the right of cancellation and his order that we deliver the usage license to him before the cancellation period expires by explicitly acknowledging this clause when ordering the usage license in the order form on our website using a button that must be ticked in this form next to the corresponding information text.

It is not possible to send the order form without the buyer's consent to waive his right of withdrawal and his order for the immediate production and delivery of the usage license after payment of the purchase price has been received in our account.

2. Liability

The below named company is not liable for damage to software or hardware or financial losses that arise from the use of the software, unless these are due to grossly negligent or intentional actions on the part of the author. The user is responsible for a properly maintained backup in the event of data loss.

3. Property

The software and documentation are the property of the company below. developer. Changes to the supplied software and documentation (with the exception of modifying files in the help archive for personal use) are expressly prohibited and violate the developer's copyright.

The user is not authorized to rent, lease or lend the software.

4. Transfer

4.1 Software

Until revoked, the software may be passed on, reproduced and published in its original, unrestricted form (shareware CDs, Internet software archives, etc.), as long as the software remains unchanged, all copyright notices are retained, and use is limited to 30 days without purchasing a license, and no remuneration is required for the software itself.

The distribution of this software is only permitted in the form of the original, unmodified "ICE - Ideal Clipboard Expander_Setup.exe" and only with the help archive contained therein.

4.2 License of use

The resale and free distribution to third parties, otherwise reproduction and/or distribution of our usage license files is prohibited.

The usage licenses are not transferable.

Since the name and email address of the respective buyer are noted in the usage license files, the origin of the usage license files can be traced at any time.

In the case of illegally distributed usage licenses, we will take legal action against the original purchaser for the unlawful distribution. This means that we will sue for reimbursement of the economic damage caused to us by the unauthorized disclosure.



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5. Final provisions

The place of jurisdiction for all claims in connection with the business relationship is, to the extent permitted, 88069 Tett nang/Baden-Württemberg - Germany. German law applies exclusively.

The European Commission provides a platform for online dispute resolution (OS), which you can find at <https://ec.europa.eu/consumers/odr>. We are neither obliged nor willing to participate in a dispute resolution procedure before a consumer arbitration board.

Severability clause

If one of the aforementioned conditions is ineffective or void, this does not affect the effectiveness of the remaining conditions. The ineffective or void provision should be replaced by an effective and enforceable regulation whose effects come closest to the economic objective of the following. pursued the company with the ineffective or void provision.

6. Contact:

Pi.M-Software Development

Hubert Allgäuer

Gartenweg 7
88074 Meckenbeuren
Germany

Contact (times given in CET)

Tel:	+49 7542 9126 - 51	Mo. - Fr. 03:00 - 06:00 PM
Fax:	+49 7542 9126 - 20	All day
Mobil:	+49 170 9526 - 51 - 5	Mo. - Fr. 03:00 - 06:00 PM
E-Mail:	e-mail@pi-m-software.de	
WWW:	http://www.pi-m-software.de	

IMPORTANT!

We EXPRESSLY ask that you only use the telephone contact option provided here in real emergencies that do not allow for any delay. Because no software developer likes to be torn out of their deep coder concentration unless it's a matter of life or death.

If you have any questions about the program or other concerns, please always use the email contact option provided! We usually respond to emails within 24 hours.



Data protection

This software only accesses the WWW in two cases:

1. When using the browser integrated in the software

Type and extent of data transfers depend on the user's respective activities. The data transmitted corresponds to the data that are also transmitted when using any other browser.

Cache data generated by using the integrated browser as well as the cookies stored with your respective consent are stored locally on the user's PC and can be deleted manually by the user in the ICE settings window of the software and optionally each time the software is closed.

We have no influence on this type of data transmission and local storage and of course we do not have access to this data, nor is it transmitted to us in any way.

2. During update check

If the optional automatic update check is enabled when the software starts, the user performs a manual update check in the software, or accesses the About ICE window in the software.

The software simply sends the required URL (web address) to our web server to download a 15-byte version file.

This version file only contains the latest version number of the software published by us. The software then compares this information offline (on the user's PC) with the version number of the software currently used by the user and informs the user in the software about the result of the version comparison.

Apart from the required URL for the purpose of retrieving this version file, the software does not transmit any data to us at any time.

Even the version number currently used by the user is not transmitted to our web server during the update check.

However, when the version file on our website is accessed, our web provider logs - as required by law - the time stamp of the page access and the user's IP address used for this purpose.

We have no influence on that.

3. Data storage

The data required by the buyer when purchasing a usage license and transmitted to us:

First and Last Name

E-mail address

Bill address

If applicable, IBAN when paying by bank transfer

are only stored by us for the legally required retention period for the purpose of processing the purchase and for invoicing in our accounting department.

The data transmitted to us by the buyer will be used exclusively to process the purchase of the usage license and will not be passed on in whole or in part to third parties or outside persons.

We also permanently store a copy of the usage licenses delivered to the buyer in an encrypted folder on our local server (not a web server) for the event that the buyer loses them and he has to request a usage license from us again.



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Deletion of the data stored by us

The buyer can refuse this data storage at any time by sending an email to [info@ice-clipboard.de?subject=Order to delete my data](mailto:info@ice-clipboard.de?subject=Order%20to%20delete%20my%20data).

If you request data deletion, we will delete all of your personal data stored by us from our accounting department as soon as the statutory retention period for your order data has expired.

In addition, upon receipt of your request for data deletion, we will immediately delete the backup of your purchased license that we hold as well as any existing data about you, such as any conversation notes about your contact with our company, etc.

Please note: If you lose your license, it will not be possible to send you a replacement license and if you lose it, you will have to purchase a new license from us.

In this case, it is also no longer possible to upgrade a minor license to a major license.



Quick start

Before using this application, please read the information contained in this help archive carefully to avoid incorrect use of the program and to familiarize yourself with all functions of ICE.

The most important functions for using the help archive

Symbol



Call

ICE menu "Help", menu item "Help archive"

Or

ICE toolbar

Description

This will close the archive currently displayed in ICE and display the help archive instead.

You can assign the path to the help archive in the [ICE settings tab 'Path'](#).

When the Help Archive is selected, the icon shown above will be surrounded by a blue frame in ICE's toolbar.

Search in opened archives

ICE function "Find folders and objects"

Symbol



Call

ICE menu "Search", menu item "Search folders/objects..."

or

ICE toolbar

Description

To find specific information in the currently open archive, use the ICE "Find Folders and Objects" function.



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With this function you can, among other things, search for object formats, as well as search folder/object names and object contents for any search terms. All folders and objects that correspond to the set and searched search criteria are listed.

In this search result list you can select the objects found and display them in the ICE.

You can find information on how to use the ICE [“Find folders and objects” function](#) in this help archive described.

Text editor function "Browse object content"

Symbol



Call

Text editor menu "Search", menu item "Search text"

or

Text editor toolbar

Description

The text editor [function "Browse object content"](#) finds any search terms in displayed text and RTF objects and displays all locations.

The "Search object" function automatically takes over the search term entered under "Content" in the "Search folders and objects" function above.

ICE-Chronicle

Symbol



and

Call

ICE menu "Object", menu items "Previous object" or "Next object"

or

ICE context menu "Object list", menu items "Previous object" or "Next object"

or

ICE toolbar

or



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Pressing Alt + “Cursor Left” and Alt + “Cursor Right” on the keyboard

or

Press the corresponding “forward” and “back” mouse buttons

Description

ICE stores all items opened during an ICE session in its history.
This allows you to browse through the objects accessed so far in this history.



Important First steps!

You should carry out the following two steps after installing (including after update installations) ICE

The Tool "PWL.exe"

After installing ICE, you should first move the file "PWL.exe" (stands for "PasswordLost"), which is located in the application's installation folder, to another safe location.

This installation folder is located in:
<file:%ProgramFiles%\ICE - Ideal Clipboard Expander\>

If you ever forget the program password, you can use this small windowless tool "PWL.exe" to delete the program password and thus start the software without a password query.

To do this, close ICE and start the "PWL.exe" tool.
You can then start ICE without a password prompt and assign a new program password in the ICE settings.

If you do not move this tool "PWL.exe", anyone who has access to your PC and discovers the purpose of this tool can start ICE without a password and view your encrypted objects in it.

Therefore, be sure to move the "PWL.exe" file to a location to which only you have access and ensure that you include this file in your data backup.

The Default-Crypt-Key

Next, you should change the "default crypt key" that ICE ships with.

With this "default crypt key" you can save individual objects in encrypted form if you wish, so that no third party can view the object contents created in the ICE and intended only for your eyes using a file browser and suitable editors.

To encrypt/decrypt objects, the default or object crypt key used is first encrypted with another key - which is permanently integrated in the ICE - and the object is then finally encrypted/decrypted with this new key generated from it.

This means that the default or object crypt key can only be used in ICE to decrypt the encrypted objects.

So without ICE, an object cannot be decrypted even if the attacker has the corresponding object crypt key.

The best way to protect your encrypted data is to secure the ICE start with a program password set up in this tab so that no one other than yourself can use your installed ICE.

If you have already created encrypted objects, you must decrypt each of these objects with the crypt key with which this object was encrypted - otherwise you will no longer be able to open the already encrypted objects.

You can easily locate, access and decrypt objects stored in encrypted form in the ["Search folders and objects" window](#).



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Create a new default crypt key

You can find the default crypt key included during installation here: <[Default Crypt Key](#)>.

To change the "Default Crypt Key" open the "ICE" - "ICE Settings" menu in the ICE settings and open the "ICE" tab in the "ICE Settings" window.

In this tab, click on the "New Key..." button to have ICE automatically generate a new key or manually delete the entire default key from the "Default Crypt Key" field and enter manually in the input field Enter a key that is as long as possible (up to 1024 characters). This key must consist of any printable characters and characters entered as randomly as possible (see <[ICE-Settings Tab 'ICE'](#)>)

Don't forget to save the newly created key in a safe storage location and include this saved text file with the default crypt key in your data backup. To save the key, use the "Save..." button under the "Default Crypt Key" input field.

Since the default crypt key in ICE is not stored in plain text, but rather encrypted again in the ICE settings (<[Saved settings](#)>). This key cannot be read from the settings and therefore cannot be restored if lost.

Without this key, all of your objects encrypted with it can no longer be opened!

You can then change the default crypt key as desired and then save your objects encrypted again with the new key.

To do this, click on the "New Key..." button or manually enter a key that is as long as possible (up to 1024 characters), which must consist of any printable characters that are entered as randomly as possible.

Save Default-Crypt-Key

To save a "default crypt key", open the "ICE" - "ICE Settings" menu in the ICE and open the "ICE" tab in the "ICE Settings" window.

In this tab, click on the "Save Key..." button and save the crypt key on a secure storage medium.

You can then change the default crypt key as you wish and then save your objects encrypted again with the new key.

Restore Default Crypt Key

If you later need to reinstall your operating system or for other reasons the ICE Settings file is lost, you only need to load the contents of this exported text file into the default crypt key field in the ICE settings of the newly installed ICE, if applicable.

To do this, click on the "Load Key..." button, select the saved crypt key file and have the key automatically inserted into the crypt key input field.

Now confirm the key exchange with the "OK" button in the ICE settings window.

This means you can access your objects stored encrypted in the archives again.

After these two steps you can create the first archive...



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Creating an archive

Once you have completed the two tasks mentioned in point "[01. IMPORTANT! First steps](#)" of this chapter, you can use your first archive in the Create ICE.

To do this, open the ICE Settings window by selecting the menu "ICE" - "ICE Settings" or by clicking on the corresponding ICE Settings icon



" " in the ICE toolbar..

In the ICE "ICE Settings" window that now opens, navigate to the "[Paths](#)" tab.

In this tab you can, among other things, create the ICE archives that you want to use.

ICE archives are normal folder structures with arbitrary subfolders and files contained within them.

An ICE archive path is the root folder of such an archive.

We recommend that you always create and select an empty folder when creating a new ICE archive.

But of course you can also, for example, set your `<file:%myDocuments%>` folder (your "My Documents" folder) as the root directory of an archive and thus manage all your documents in ICE.

Use of the "Local Archive" and "Network Archive" archives

For the intended purpose of the local archive and the network archive, please read here: [<Overview>](#).

In the system drive (usually on the C:\ drive), archive folders can only be assigned to the following directories or subdirectories of these folders:

Public folders (SysDrive:\Users\Public):

"Public Documents", "Public Music", "Public Images", "Public Videos" and "Public Downloads"

User folder (SysDrive:\Users\%username%):

"Documents", "Music", "Images", "Videos" and "Downloads"

Setting up "Local Archive"

If you now want to create a local archive, click on the "**Search**" button to the right of the archive name "Local Archive".

A "Select folder" dialog window will now open in which you can select the desired directory for your archive (e.g. `<file:%myDocuments%>`).

Once you have selected the directory in which you want to create the new archive, click on the "New Folder" button.

Now a folder will be created in the selected directory, which you can give a name (e.g. "ICE Archive Local").

By confirming the folder selection by clicking the "OK" button, ICE adopts the selected/newly created folder as the root path for the local archive.



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Setting up “Network Archive”

To create the network archive, click on the **"Search" button** to the right of the archive name "Network Archive".

As above, a "Select folder" dialog window now opens in which you can select the desired directory for your archive (e.g. "<file:X:\File-Server\Network-Share\>"). Once you have selected the directory in which you want to create the new archive, click on the "New Folder" button.

Now a folder will be created in the selected directory, which you can give a name (e.g. "ICE archive network").

By confirming the folder selection by clicking the "OK" button, ICE adopts the selected/newly created folder as the root path for the network archive.

If you want to make the objects in a newly created or selected archive editable, don't forget to go to the ICE settings in the ["User Interface" tab](#) to check whether editing permission is activated for the archive in question and, if necessary, activate the corresponding button.

Otherwise, the objects that you add to this archive remain read-only - i.e. in non-editable read-only mode.

With this basic setup, ICE is already operational.

For further setting options in the ICE, please read the information on the ["ICE Settings" window](#).



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Examples of usage ICE - Ideal Clipboard Expander

ICE can be used as an automatic archive for copied clipboard content for later use.

But ICE can also be used as a text block archive to quickly compose letters and emails thanks to the easy paste option into third-party programs.

So you can create letter templates, email templates, letter bases, text blocks in ICE and easily insert them into other applications.

In addition, you can also organize:

Web-Addresses

E-Mail-Addresses

Folder-Names

Applications

Shortcuts

as ICE objects in appropriate folders, find them easily at any time in the ICE using the integrated extensive object and text search and open/execute them in the application assigned to the respective file type, without having to constantly go through endless directories in Windows Explorer. Having to click through tree structures.

Other uses of ICE

But you can also use ICE for completely different tasks than archiving clipboard content.

Since you can easily "use" ICE's archives, folders and objects for other purposes, there are almost no limits to your ideas for using them.

In the ICE folders you can, for example, create to-do lists, notes, address lists, web favorites lists, email (with mailto links) lists.

It is also possible to create a directory favorites list whose objects (path links) you can open with one click in the file browser of your choice.

It's up to you whether you want to use ICE to create a cookbook with recipes and pictures, manage your collection of any items (Walt Disney paperbacks, model cars, minerals, etc.) or use ICE for other purposes.

Do you want to organize your photo collection or other objects? No problem. Simply import your image folders into ICE.

Because ICE offers you a keyword for each object in its object properties. This allows you to enter/assign any tags (keywords) to any object and search specifically for these tags using the "folder and object search". All objects with the tags you are looking for are then clearly displayed in a found list.

With ICE you can even bypass the Windows start menu by importing the individual start menu shortcuts you need or the entire desktop directory as a folder into an ICE archive.

If you wish, you can even do all of this at the same time!

In a network, you can access and share any object on all computers on which ICE - Ideal Clipboard Expander is installed and the archive in question is open.

A server application is not even required for this - the ICE application installed on the individual clients is completely sufficient.

And there are certainly many other ways to use ICE sensibly.

Use of ICE

ICE makes it easy for you to create or edit any documents. No matter whether in MS-Word, VB.net, PaintShop or in whatever application you use text, HTML or images.



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You can have these objects archived in ICE sent to any window with a mouse click, into which the objects will then be automatically inserted.

To do this, ICE automatically imports and archives all text, HTML and image objects that are copied to the clipboard into different folders that you can define, without you having to select the desired target folder each time.

This way you always keep track of your archived objects.



The program ICE

Miscellaneous

Default Crypt-Key

```
43d:X.5_n*Fhba2seKMf1_RQAsl'€-FqtS{JBy?}xviKkR6(.*;~-
+c?mN:]Z={?:8=Jysq(jj!GgH]S%5GU>O[*?&#/$²w9*7p?cxaSc/0c~W1eh
%@;)1{z%NT.{3³n/Rg+.Ezhe/~L6u§-dlz>C§!S&?\Pd7q+~Mo+\§-
df4i€99µje0ijD<lEjN&}NjD#qRTuFJ{u+W.qu/1V³z%}ZG_€*ki{³\p²1.x
sqrdU[/,)e€3v5,(7yaqjvZ*;?Ax§G#?!jI[yV9>lp=8())&QfJ1paUN<R#8t
[j!*7F?Mw&b1=bE€69€/=$R+ya77VL6!5QUC7OB*G*-
t!P1|QTj1{{4€RIUhqm~lYs}'GBfs8T(OQ#~j+7rB?FG$4a$z@-
d@§aUik$µ0=~µ1³q}uQ%8!:?9Tm²M(R(y²\|e\|v2|=_cN$Mx/OxjiIEuX@,B
²o'M<Hl<,JL/>6%*Mm{]H=H<c)qp\p8lYu73Q2fFrO/[C9l{Weh%R%Gg*$P
,²Gut*7w|a23G_gµBc².p:T5I}Tm10Xq+QovI.dcC?{²?[ ]uxBFD]R*²{tM#
zV²rDM$|b%$i>.90µX%d>'=zvT.1qs*7y6{(@eµ8@=T-
R_EM1SDy8!+)go³$uct!KV$1\§67fVkJyUi(Oy|XoU>_€syhHO,ok1²&-
W'5pTnr8cMFP_²cVm\WNw²jIZXH*;N.n€uca,|B4YY,gsRkShS<.'PaixP²
f'²Pt.VU-
C3n=.YdD8H/?luPA:VeBµN$GZ0dv/(³Qzf83}G$~³f=HIqftAs<|\,Jq3!m
h€!P!L#iG&4W8lnF6Y{>§U$un§³Z=VSA²;v<OPF³lHY7oWi7w5wR)$3NKg{|
Oqu%;3b²\p\qS(5?²VFQui}c+ATLKi/)nG)²6n@%²m'G:F>BX!R=a4y(-RM-
kQ%02JDM>,01cUVH9#6-CR/bR|z!1Aboaat]1Qx5B%C5-
85GirQ³3s,Sc2j32V4>j+aB?qytTB,QPb71mtsJ$f%!9aw|(@C(aEW€h3eµµ
_)1)tDB
```



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Saved settings

The ICE settings you specify are stored in the "user.config" file in a subfolder "ICE_-_Ideal_Clipboard_Exp_Url_%Letters-Numbers-Tangle%\X.x.x.x\" ("X.x.x.x" is a placeholder for the version number of you are using ICE) are saved in the folder:

<file:C:\Users\%Username%\AppData\Roaming\Pi.M-Software\>

If problems persist, you can:

1. Delete this "user.config" file when ICE is closed. This will cause the default user settings to be used the next time you start the application.

or

2. Exit ICE and then run the "ICE - Ideal Clipboard Expander - Set Default User Settings.exe" file in the ICE program directory. This also allows you to reset the user settings to the default settings.

The next time you perform a clean start, ICE will behave as it did when you first started it after installation - without your custom ICE settings.

In this case, it is highly recommended that you have created a backup of your user settings in the ICE settings in the ["Backup/Restore" tab](#). You can restore this backup in the same tab after resetting the user settings and restarting ICE.

Before this step, make sure that you have your personal default crypt key secured and ready for access.

If you do not copy this key back in the ICE settings in the ["ICE" tab](#) after resetting the configuration, you can no longer use your encrypted objects!

However, by deleting the ICE settings file "user.config", the program password that may have been assigned remains intact for security reasons even during such a "clean start" of ICE and must still be entered to start the ICE.

If you have forgotten the program password, you can delete it in another way - see: [<Important! First steps>](#)



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The clipboard formats

Windows can handle seven different clipboard formats.
ICE can import all of these formats as corresponding [object types](#).

ASCII (plain text) objects

Standard ASCII (American Standard Information Interchange Code) uses a 7-bit range to encode 128 different characters.

ASCII's 7-bit range means that each character is stored in a single 8-bit byte. The replacement bit is not used in standard ASCII. This makes size calculations easy: the length of the text in characters is the size of the file in bytes.

For backward compatibility, the first 128 Unicode code points represent the corresponding ASCII characters. Because UTF-8 encodes each of these characters with a single byte, each ASCII text is also equivalent to UTF-8 Unicode text. So Unicode is a superset of ASCII.

For most purposes, ASCII is largely considered a legacy standard. Even in situations where only the Latin script is supported, i.e. where full support of Unicode's complexity is not needed, it is usually easier to use UTF-8 and take advantage of ASCII compatibility.

Unicode Text-Objects

Due to its size, Unicode represents far more characters than ASCII. Because Unicode offers space for 1,111,998 addressable code points. A code point is roughly equivalent to a space reserved for a character.

ASCII served its purpose for many decades, but Unicode has now replaced ASCII for almost all practical purposes.

Unicode is more versatile, has many more symbols that can be displayed and is therefore better suited to today's requirements. It represents global collaboration and offers far greater flexibility.

UTF-8 is a variable-width encoding, meaning it uses different amounts of memory for different code points. Each code point occupies between one and four bytes, with the intent that more common characters require less storage space and provide some form of built-in compression. The downside is that determining the length or size requirements of a particular section of text is much more complicated.

Unlike ASCII (last updated in 1986), Unicode is updated annually. New scripts, characters and especially new emoji are added regularly.

RTF-Objects

The **Rich Text Format** – RTF for short – is a file format that was introduced by Microsoft in 1987 to save documents in a universal exchange format. The goal was for this format to be openable by various word processing programs. RTF allows texts to be exchanged between programs from different manufacturers and operating systems. RTF is also used to display formatted text in database fields.



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A particular advantage of this format is that an RTF file can also contain formatting such as font sizes, colors and styles as well as graphics and images without being tied to a special program.

This distinguishes RTF from plain text formats, which only transport pure text characters but no formatting. However, depending on the word processing system, RTF files may have changed page breaks or other changes in the layout.

Another feature of the Rich Text Format is its forward compatibility. This allows an old version of a word processing program to view and edit RTF documents even if they were created by a newer version. New functions that did not have a counterpart in the old version cannot be processed. However, all other, older functions are not affected by this.

HTML-Objects

HTML is short for “**H**yper **T**ext **M**arkup **L**anguage” and is a standard programming language for websites. HTML offers a variety of options for designing websites.

By definition, HTML is a uniform, text-based markup language. It consists of simple markup elements, the so-called “tags” as well as empty elements such as `
`. Only HTML makes it possible for browsers to interpret, display and link websites

HTML is also a platform independent language. This means that HTML files can be viewed on any computer with a web browser. No matter which operating system or browser is used.

Image-Objects

When you copy one or more images in an application, Windows places them in an array, i.e. a list, on the clipboard.

Meta-Objects

These consist of formatted RTF text with additional image content (i.e. if you select and copy text and images together in a document). Such objects are a special case of RTF objects and are therefore treated as such in ICE.

Folder-/File-Objects

If you copy one or more folders or files in a file browser, Windows creates an array for this selection, i.e. a list, which contains the individual file names including their paths.



Object-Types

TXT (plain text) or Unicode text objects:

These are unformatted texts that consist exclusively of displayable characters - but without font, styles (bold, italic, strikethrough or underline), without color assignments or other formatting features.

Texts that only consist of pure characters, the symbols contained in the corresponding character set and non-printable control characters such as line change codes, etc.

You can view and edit all such text objects imported automatically from the clipboard or manually from your file system directly in ICE Organize. To do this, you can either work with your preferred external editor or the text editor integrated into ICE.

Of course, you can also create new text objects in ICE at any time.

Do you have such a text object in which German umlauts are not displayed correctly?

No problem - in ICE you can change the encoding of this object with just a few clicks so that the umlauts are displayed correctly.

<[Encoding of text objects](#)>

Object-Type: Text = Text objects with ".txt", ".asc", ".ini", ".lst", ".log", ".bat" endings

TXTC (plain text) or Unicode text objects:

These are text objects stored in encrypted form by ICE with the above-mentioned properties.

Object-Type: TextC = Text objects encrypted in ICE with ".txtc", ".ascc", ".inic", ".lstc", ".logc", ".batc" endings

RTF (RichTextFormat = formatted Text) Objects:

This also includes meta objects - i.e. RTF with additional images (<[The Clipboard formats](#)>)

Likewise, ICE also imports and archives RTF objects from the clipboard or your file system. These are formatted texts (e.g. from MS Word or similar). ICE also lets you edit and view these objects in its integrated RTF editor or the external RTF editor of your choice.

RTF objects can also be imported from the clipboard as unformatted text objects.

You can also create new RTF objects directly in ICE at any time.

Object-Type: RTF = Richtext-Objects with ".rtf"-Endings

RTFC (RichTextFormat = formatted Text) Objects:

This also includes meta objects (RTF with additional images)

These are RTF objects stored encrypted by ICE with the above. Characteristics.

Object-Type: RTFC = These are rich text objects encrypted in ICE with a ".rtfc" ending

Image Objects:

If desired, ICE imports and archives images (e.g. images copied from other applications) fully automatically from the clipboard or manually from your file system in various selectable image formats.

These objects can be displayed and edited at any time directly in ICE in its integrated pic editor or with the external image editing program of your choice.



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Object-Type: Image = Image objects in the format ".bmp", ".dib", ".emf", ".gif", ".ico", ".jpe", ".jpg", ".jpeg", ".pcd", ".png", ".tif", ".tiff", ".wmf" extension

Image objects with the letter "c" after the corresponding image format ending:

These are image objects stored encrypted by ICE with the above properties.

Object-Type: ImageC = Image objects encrypted in ICE in the format ".bmpc", ".dibc", ".emfc", ".gifc", ".icoc", ".jpegc", ".jpgc", ".jpegc", ".pcdc", ".pngc", ".tifc", ".tiffc", ".wmfc" extension

HTM and HTML Objects:

If desired, ICE also imports and archives HTML texts (e.g. areas copied from websites) fully automatically from the clipboard or from your file system. For HTML objects imported from web pages, the URL of the source web page is inserted as a link in the head of the object document so that you can access the source web page of your copied web excerpt at any time in ICE.

These HTML objects can be viewed in ICE's integrated web browser or in the HTML viewer or web browser you have set up.

The formatting of the HTML objects is adopted as best as possible when importing websites. Unfortunately, since many websites are now created with CSS and Java scripts, the exact transfer is not always possible.

You can therefore also import HTML objects into ICE as formatted RTF objects or unformatted text objects, which usually produces a more readable - and, above all, subsequently editable - result.

Object-Type: HTML = HTML objects with ".htm" or ".html" ending

HTMC and HTMLC Objects:

Are HTML objects stored encrypted by ICE with the aforementioned properties.

Object-Type: HTMLC = HTML objects encrypted in ICE with ".htmc" or ".htmlc" ending

Viewer Objects:

You can import all files that are displayed with a preview in Windows Explorer (e.g. MS Office documents) from your file system into ICE and then view them in ICE or directly from ICE in the application assigned to the corresponding file extension (e.g. in MS Office).

Gone are the constant searches for the storage location of frequently needed MS Office documents.

Object-Type: Viewer = default: Office document objects with ".doc", ".xls", ".ppt", ".docx", ".xlsx", ".pptx", ".mdb", ".accdb", ".accdt" ending
(List editable <[File types](#)>)

PDF Objects:

PDF documents imported from your file system can be viewed either in the PDF viewer integrated into ICE or in the PDF program of your choice.

Object-Type: PDF = PDF objects with ".pdf" ending

PDFC Objects:



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These are PDF objects stored encrypted by ICE with the above properties.

Object-Type: PDFC = PDF objects encrypted in ICE with a “.pdfc” ending

Shortcut Objects:

ICE can even import shortcuts from your file system into its archive - the applications linked therein can then be started directly from ICE.

This also turns ICE into a proper program launcher or mini-shell, which can save you the tedious detour through the start menu and the time-consuming search in it.

The Windows start menu, with shortcuts that are only accessible to the current user, is stored here:

“C:\Users\%username%\AppData\Roaming\Microsoft\Windows\Start Menu”

The Windows start menu with the shortcuts that are displayed for all users can be found at:

“C:\ProgramData\Microsoft\Windows\Start Menu”

Information about the placeholders in links shown here:

(<[Links in Text Editor](#)>)

You can access these two folders in ICE at any time directly via the main menu

"Extras" - "Show start menu - Current user"

(<[Show startmenu – Actual user](#)>)

and

"Tools" - "Show Start Menu - All Users"

(<[Show startmenu – All users](#)>)

open in the file browser you have set up, in which you can then directly drag, copy or import the desired shortcuts from the selected start menu into any folder in your ICE archive.

To import shortcuts, you can also use the function that can be accessed in the main menu of the ICE:

"Tools" - "List of installed apps"

(<[Show list of installed Apps](#)>)

serve.

Object-Type: Shortcut = Link objects with ".lnk" ending

Executable files objects:

You can also import these objects from your file system into ICE and run them there.

However, you should note that executable files imported into the ICE archives often only work correctly if they are called from their working directory. Because these programs often access other files and libraries in their working directory.

Therefore, when implementing complex applications in ICE (especially applications that had to be installed), always use the shortcut objects mentioned above.

Executable standalone files that certainly do not require any additional files or libraries in their working folder, such as the "Scandisk.exe" utility or similar, can easily be imported as "EXE" directly into the folders of your ICE archive.

Object-Type: EXE = EXE objects with ".exe", ".com", ".hlp" endings

Experienced users can do this assignment of file types by editing the corresponding entries in the "File Types" tab of the ICE settings (<[File types](#)>).

By the way, you can add all file extensions that are displayed in Windows Explorer with a file preview to the ICE file type "Windows Viewer" and then import objects with this file extension into ICE. These objects will then also be displayed or played in the ICE's Windows viewer.



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Standard object types

Unencrypted object types:

Text	= Text objects with ".txt", ".asc", ".ini", ".lst", ".log", ".bat" endings
RTF	= Richtext objects with ".rtf" ending
Image	= Image objects in the format ".bmp", ".dib", ".emf", ".gif", ".ico", ".jpe", ".jpg", ".jpeg", ".pcd", ".png", ".tif", ".tiff", ".wmf" extension
HTML	= HTML objects with ".htm" or ".html" ending
Viewer	= Viewer objects with ".doc", ".xls", ".ppt", ".docx", ".xlsx", ".pptx", ".mdb", ".accdb", ".accdt" extension
Shortcut	= Link objects with ".lnk" ending
PDF	= PDF objects with ".pdf" ending
EXE	= EXE objects with ".exe", ".com", ".hlp" endings

Encrypted object types:

TextC	= Text objects encrypted in ICE with ".txtc", ".asc", ".inic", ".lstc", ".logc", ".batc" endings
RTFC	= Rich text objects encrypted in ICE with a ".rtfc" ending
ImageC	= Image objects encrypted in ICE in the format ".bmpc", ".dibc", ".emfc", ".gifc", ".icoc", ".jpec", ".jpgc", ".jpegc", ".pcdc", ".pngc", ".tifc", ".tiffc", ".wmfc" extension
HTMLC	= HTML objects encrypted in ICE with ".htmc" or ".htmlc" ending
PDFC	= PDF objects encrypted in ICE with a ".pdfc" ending

Experienced users can do this assignment of file types by editing the corresponding entries in the "File Types" tab of the ICE settings (<[File types](#)>). By the way, you can add all file extensions that are displayed in Windows Explorer with a file preview to the ICE file type "Windows Viewer" and then import objects with this file extension into ICE. These objects will then also be displayed or played in the ICE's Windows viewer.



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Key shortcuts in ICE

Default shortcuts / hotkeys in ICE - Ideal Clipboard Expander

Function	Shortcut/Hotkey
Global - Hotkey - Application - Call ICE up	Ctrl+Left Windows
Global - Hotkey - Screenshot - Act. Window	Ctrl+Alt+NumPad0
Global - Hotkey - Screenshot - Clipping	Ctrl+Alt+NumPad5
Global - Hotkey - Screenshot - Screen #1	Ctrl+Alt+NumPad1
Global - Hotkey - Screenshot - Screen #2	Ctrl+Alt+NumPad2
Global - Hotkey - Screenshot - Screen #3	Ctrl+Alt+NumPad3
ICE - Backup/Restore - Help Archive	Ctrl+Alt+F3
ICE - Backup/Restore - Local Archive	Ctrl+Alt+F1
ICE - Backup/Restore - Network Archive	Ctrl+Alt+F2
ICE - Backup/Restore - Perform Restore ...	Alt+U
ICE - Backup/Restore - Run backup ...	Alt+Q
ICE - Edit - Copy	Ctrl+C
ICE - Edit - Cut	Ctrl+X
ICE - Edit - Paste	Ctrl+V
ICE - Encryption - Change object crypt key ...	Ctrl+Alt+V
ICE - Encryption - Encrypt/Decrypt object	Ctrl+Alt+C
ICE - Folder - Clean Default Folders	Alt+Z
ICE - Folder - Clean Folders APPF ande APPN	Alt+Y
ICE - Folder - Close all Nodes	Alt+Up
ICE - Folder - Delete folder	Alt+Delete
ICE - Folder - Enlarge all Nodes	Alt+Down
ICE - Folder - Folder information ...	Alt+D
ICE - Folder - Folder settings ...	Ctrl+H
ICE - Folder - Import Folder	Ctrl+Alt+O
ICE - Folder - New folder	Ctrl+Alt+N
ICE - Folder - Open folder in file browser...	Ctrl+F3
ICE - Folder - Rename Folder	Ctrl+F2
ICE - Folder - Update Folder-List	F6
ICE - Help - About ICE ...	Ctrl+Alt+T
ICE - Help - Add License-File ...	Ctrl+Alt+S
ICE - Help - Check for Updates ...	Ctrl+Alt+R
ICE - Help - Help Archive	F1
ICE - Help - Open PDF-Manual ...	Ctrl+F1
ICE - Help - Submit Errors to us ...	Ctrl+Alt+I
ICE - ICE - Close ICE	Alt+F4
ICE - ICE - Edit Object internal On/Off	F10
ICE - ICE - FileSystemWatcher On/Off	F9
ICE - ICE - ICE-Settings ...	Ctrl+P
ICE - ICE - Import objects automatically On/Off	F11
ICE - ICE - Local Archive	Ctrl+O
ICE - ICE - Network Archive	Ctrl+N
ICE - Object - Copy object to clipboard	Alt+C
ICE - Object - Copy object to clipboard and send	Alt+S
ICE - Object - Delete Object(s)	Ctrl+Delete
ICE - Object - Import Object ...	Alt+O
ICE - Object - Import Object from Clipboard	Alt+V
ICE - Object - Next Object	Alt+Right
ICE - Object - Object Information ...	Alt+L
ICE - Object - Object Settings ...	Alt+E



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ICE - Object - Open/Execute Object external	Alt+A
ICE - Object - Previous Object	Alt+Left
ICE - Object - Rename Object	F2
ICE - Object - Send Object by EMail ...	Ctrl+M
ICE - Object - Update Object-List	F5
ICE - Search - Search Folders/Objects ...	Alt+F
ICE - Tools - EXCEL	Alt+8
ICE - Tools - I_view64	Alt+3
ICE - Tools - ICE history ...	Alt+H
ICE - Tools - Notepad++	Alt+1
ICE - Tools - ONENOTE	Alt+0
ICE - Tools - Open Windows-List ...	Alt+N
ICE - Tools - OUTLOOK	Alt+6
ICE - Tools - Paintdotnet	Alt+5
ICE - Tools - POWERPNT	Alt+9
ICE - Tools - Psp	Alt+4
ICE - Tools - Show Desktop - Actual User ...	F4
ICE - Tools - Show Desktop - All Users ...	Ctrl+F4
ICE - Tools - Show List of installed Apps ...	Ctrl+Alt+L
ICE - Tools - Show Startmenu - Actual User ...	Ctrl+Alt+B
ICE - Tools - Show Startmenu - All Users ...	Ctrl+Alt+A
ICE - Tools - SnippingTool	Alt+J
ICE - Tools - WINWORD	Alt+7
ICE - Tools - Wordpad	Alt+2
ICE - Viewer/Editors - Pic-Editor	Alt+P
ICE - Viewer/Editors - RTF-Editor	Alt+R
ICE - Viewer/Editors - Text-Editor	Alt+T
ICE - Viewer/Editors - Viewer Area Browser	Alt+I
ICE - Viewer/Editors - Viewer Area Manually	Ctrl+Alt+U
ICE - Viewer/Editors - Viewer Area Maximized	Ctrl+Alt+W
ICE - Viewer/Editors - Viewer Area Minimized	Ctrl+Alt+P
ICE - Viewer/Editors - Webbrowser	Alt+W
Pic-Editor - Edit - Flip horizontally	Ctrl+F8
Pic-Editor - Edit - Flip vertically	Ctrl+F7
Pic-Editor - Edit - Trimming	Ctrl+F9
Pic-Editor - Edit - Turn left	Ctrl+F5
Pic-Editor - Edit - Turn right	Ctrl+F6
Pic-Editor - File - Import Object ...	Alt+O
Pic-Editor - File - Save	Ctrl+S
Pic-Editor - File - Save as ...	F12
Pic-Editor - Image - Display size (ignore ratio)	Alt+F8
Pic-Editor - Image - Display size (maintain ratio)	Alt+F7
Pic-Editor - Image - Original size	Alt+F5
Pic-Editor - Image - Original size (centering)	Alt+F6
Text-Editor - Edit - Copy	Ctrl+C
Text-Editor - Edit - Cut	Ctrl+X
Text-Editor - Edit - Insert Date/Time	Ctrl+G
Text-Editor - Edit - Insert Hotlink ...	Ctrl+Alt+F
Text-Editor - Edit - Insert Picture ...	Ctrl+Q
Text-Editor - Edit - Mark all	Ctrl+A
Text-Editor - Edit - Open Character table ...	Ctrl+Alt+Z
Text-Editor - Edit - Paste	Ctrl+V
Text-Editor - Edit - Redo	Ctrl+Y
Text-Editor - Edit - Undo	Ctrl+Z
Text-Editor - File - Import Text-Object ...	Alt+O
Text-Editor - File - New RTF-Object	Ctrl+J



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Text-Editor - File - New TXT-Object	Ctrl+T
Text-Editor - File - Save object	Ctrl+S
Text-Editor - File - Save object as ...	F12
Text-Editor - Format - Bold	Ctrl+B
Text-Editor - Format - Centered	Ctrl+E
Text-Editor - Format - Decrease indentation	Ctrl+Alt+Y
Text-Editor - Format - Enlarge font size	Alt+G
Text-Editor - Format - Font ...	Ctrl+W
Text-Editor - Format - Font Color ...	Ctrl+K
Text-Editor - Format - Increase indentation	Ctrl+Alt+X
Text-Editor - Format - Italic	Ctrl+I
Text-Editor - Format - Large Font	Ctrl+Alt+G
Text-Editor - Format - Left aligned	Ctrl+L
Text-Editor - Format - Paragraph ...	Alt+X
Text-Editor - Format - Reduce font size	Alt+K
Text-Editor - Format - Right aligned	Ctrl+R
Text-Editor - Format - Small font	Ctrl+Alt+K
Text-Editor - Format - Strikeout	Ctrl+D
Text-Editor - Format - Underline	Ctrl+U
Text-Editor - Search - Mit DuckDuckGo Suchen ...	Ctrl+1
Text-Editor - Search - Mit Google übersetzen De-En ...	Ctrl+3
Text-Editor - Search - Mit Google übersetzen En-De ...	Ctrl+2
Text-Editor - Search - Search next	F3
Text-Editor - Search - Search Text ...	Ctrl+F
Text-Editor - Zoom - Zoom in	Ctrl+Up
Text-Editor - Zoom - Zoom out	Ctrl+Down
Webbrowser - Bookmarks - Add to bookmarks	Ctrl+Alt+H
Webbrowser - File - Import Object ...	Alt+O
Webbrowser - File - Save as ...	F12
Webbrowser - Tools - Developer-Tools ...	Ctrl+Alt+D
Webbrowser - Tools - Page source code...	Ctrl+Alt+J
Webbrowser - Zoom - Zoom in	Ctrl+Up
Webbrowser - Zoom - Zoom out	Ctrl+Down



Text-Encoding

Encoding of text objects

Text objects or text files can be adapted to country-specific special characters by using different code pages.

Under Windows operating systems, the code page "Windows-1252" is common for German-speaking countries, as this code page, in addition to the German umlauts and in contrast to, for example, the very similar code page "ISO-8859-1", also contains the Euro- can display characters.

However, if you receive a text file from another country in the world, the special characters such as "ä", "ö", "ü" and others are often not displayed correctly. You can easily reformat such text objects in the ICE into the desired code page that applies to our country.

Directions:

01. Import the object in question into ICE.
02. Open the imported object in the ICE text editor.
03. Open the ["Encoding" drop-down box](#) in the top right of the text editor menu
04. Select the most likely code pages from the list one by one.
05. As soon as the correct special characters are displayed in the text object, select the entire text object contents with "Ctrl+A".
06. Copy this text content to the clipboard using "Ctrl+C".
07. In the "Encoding" drop-down box for German-language text, change the entry "Windows-1252".
08. Select the entire contents of the text object again with "Ctrl+A".
09. Use "Ctrl+V" to paste the previously copied text from the clipboard into the text object and thus overwrite the original code page setting of the text object.
10. Save the text object.

Now the text object should be displayed correctly with all special characters displayed every time it is opened.

On the following five pages you will find some examples of different encodings with different code pages.

Using the example of the file "Umlaute_UTF8.txt" attached below, you can see that in the code page "Windows-1252" the umlauts are not displayed correctly in this text object.

However, if you change the code page to "UTF-8" in this text object, its text content will be displayed correctly.

You can edit the code pages available for selection by editing the file ["CodePages.ini"](#) in the ICE installation directory.



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Encoding of RTF objects

Note that most Word processors (RTF editors such as Word, WordPad, ABIWord, etc.) can only process and display RTF documents with a 7-bit ASCII encoding such as "Windows-1252".

RTF objects with other encodings such as "utf-8" are displayed correctly in ICE, but are then only displayed as RTF source code in Word processors.

(<https://en.wikipedia.org/wiki/Rich_Text_Format>).

Therefore, if possible, do not change the RTF encoding, but leave it at "Windows-1252"



The user interface

As with most Windows applications, the user interface (program interface) of ICE is made up of various components, which are often comparable in structure and arrangement.

1. Title bar

This represents the top line of most Windows applications.

In the title bar of ICE, the currently used ICE version is displayed next to the ICE application name.

On the right in the title bar there are the usual three buttons for minimizing, maximizing and closing the application.

2. Menu bar

In the menu bar of ICE, as in many Windows applications, all available functions of the application are divided into groups and can be executed by selecting the various menu titles and the menu items contained in their menu lists.

3. Toolbar

The ICE toolbar, like in other Windows applications, provides one-click quick access to the application's frequently used functions.

4. Workspace

This is divided into three vertically divided areas, the width of which can be changed by dragging the two vertical dividing strips.

5. Status bar

The status bar is divided into four output labels (information), which are displayed separated from each other by a " - "-char.



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Title bar

This represents the top line of most Windows applications. In the title bar of ICE, the currently used ICE version is displayed next to the ICE application name. On the right in the title bar there are the usual three buttons for minimizing, maximizing and closing the application.

However, in ICE you can also configure the function of the **"Close" button** in the [ICE settings Tab "ICE"](#) so that ICE is only minimized when you click this button, but not closed.

This can prevent the ICE application from being accidentally closed.

Menu bar

In the menu bar of ICE, as in many Windows applications, all available functions of the application are divided into groups and can be executed by selecting the various menu titles and the menu items contained in their menu lists.

The functions of the individual menu groups can be found in this help archive, described in the following topics:

['ICE' functions](#)

['Edit' functions](#)

['Folder' functions](#)

['Object' functions](#)

['Viewer' functions](#)

['Search' functions](#)

['Backup' functions](#)

['Tools' functions](#)

['Help' functions](#)

Textbox with 'Display application and title of last active window'

Displays the name of the last active application and its window title.

<[Last active window](#)>

Object contents of text, RTF, image and HTML objects can be sent to this window if "Send to" - "Last active window" is set in the object settings of the object.

<['Folder/Object Settings' window](#)>



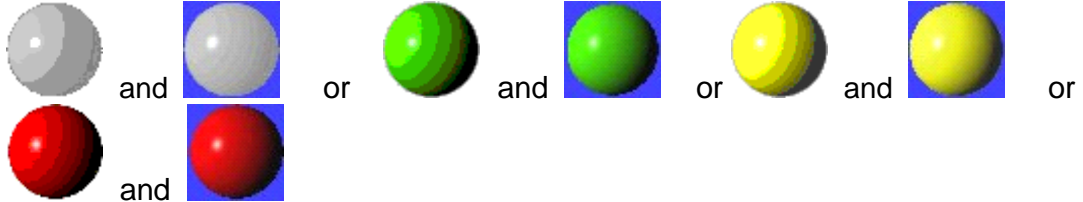
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Toolbar

The ICE toolbar, like in other Windows applications, provides one-click quick access to the application's frequently used functions.

'FileSystem-Watcher'-Functions



'Object internal editing on/off' function



'Import Objects automatically on/off' function



Toggles automatic import of objects on/off.

This function works in parallel to the function of the same name in the ICE settings in the "Import" tab.

'Local archive' function



'Network archive' function



'ICE Settings' function



'Cut' function



'Copy' function





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'Paste' function



'Expand all nodes' function



'Collapse all nodes' function



'Import folder' function



'New Folder' function



'Rename folder' function



'Delete folder' function



'Delete folder and object settings' function



'Clean APPN and APPF folder' function



'Clean Default Folder' function



'Folder Information' function





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'Folder Settings' function



'Update folder list' function



'Import object from clipboard' function



'Paste object to clipboard' function



'Paste object to clipboard and send' function



'Send object with email' function



'Object External Open/Execute' function



'Previous Object' function



'Next Object' function



'Import object' function



'Delete object' function





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'Rename object' function



'Object Information' function



'Object Settings' function



'Update object list' function



Viewer Slider-Position



'New TXT Document' function



'New RTF Object' function



'Pic Editor' function



'Web browser'-Function



'Search folders and objects' function





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'Window List' function



'ICE-History'-Function



'SnippingTool'-Function



'External Apps' functions

Up to ten application icons are displayed here, which you can integrate in the ICE settings in the "External Apps" tab.

'Help Archive' function





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Workspace


This is divided into three vertically divided fields, the width of which can be adjusted by pulling the two vertical dividing strips.


A. Folder list

The folder list, which is displayed in the left of the three main areas on the ICE user interface, shows the folder structure contained in the currently open archive. These folders can also have any nested subfolders.

To open a folder and display its folder contents, click on the "+" symbol in front of the respective folder name.

If you want to close an open folder and thus hide the subfolders contained in this folder, click on the "-" symbol that appears in front of this folder name.

To open all folders, click on the "" symbol in the ICE toolbar, the corresponding entry in the ICE "Folders" menu or the identical menu item in the context menu of the folder list.

If you want to close all open folders, click on the "" symbol in the ICE toolbar, or the corresponding entry in the "Folders" menu of ICE, or the identical menu item in the context menu of the folder list. This will close all folders except the folder in which the currently displayed object is located.

<[Folder list](#)>

To view all folder settings of the selected folder, use the 'Folder Information' window <[Folder Information](#)>

B. Object list

The object list in the middle main area of the user interface shows you the objects in the currently selected folder that correspond to the file types that can be used by ICE.

<[Object list](#)>

By clicking on the desired column header, the listed objects can be displayed sorted up and down according to the respective column entry.

Since the object list is usually set too narrow to be able to see all columns and the information they contain, ICE includes the "Object Information" function. With this window you can display the column contents of the currently displayed object regardless of the width of the object list <[Object Information](#)>.

The object list also has a context menu, which can be opened with a right mouse click on an object and offers you functions for influencing the object in question.

The object list includes the following six columns:

Object

Shows the object name (file name) of the object including the file extension.



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Type

Shows the type of object as a description, including the application associated with this file type.

Size

Specifies the file size of the object.

Modification date

The date and time the object was last modified.

Access date

Date and time when the object was last opened or accessed.

Creation Date

Displays the date and time the object was created.

C. Viewer area

The viewer/editor area in the main right area of the user interface shows you the object contents of the object currently selected in the folder list.

Depending on the object type, the “text editor”, the “pic editor” or the “web browser” is used here.

<[Viewer area](#)>



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Folder list

The folder list, which is displayed in the left of the three main areas on the ICE user interface, shows the folder structure contained in the currently open archive. These folders can also have any nested subfolders.

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If you want to close all open folders, click on the "" symbol in the ICE toolbar, or the corresponding entry in the "Folders" menu of ICE, or the identical menu item in the context menu of the folder list.

This will close all folders except the folder in which the currently displayed object is located.



Object list

The object list in the middle main area of the user interface shows you the objects in the currently selected folder that correspond to the file types that can be used by ICE.

By clicking on the desired column header, the listed objects can be displayed sorted up and down according to the respective column entry.

Since the object list is usually set too narrow to be able to see all columns and the information they contain, ICE includes the "Object Information" function. With this window you can display the column contents of the currently displayed object regardless of the width of the object list.

<[Object Information](#)>

The object list also has a context menu, which can be opened with a right mouse click on an object and offers you functions for influencing the object in question.

The object list includes the following six columns:

Object

Shows the object name (file name) of the object including the file extension.

Type

Shows the type of object as a description, including the application associated with this file type.

Size

Specifies the file size of the object.

Modification date

The date and time the object was last modified.

Access date

Date and time when the object was last opened or accessed.

Creation Date

Displays the date and time the object was created.



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Viewer area

The viewer/editor area in the main right area of the user interface shows you the object contents of the object currently selected in the folder list.

Depending on the object type, the “text editor”, the “pic editor” or the “web browser” is used here.

Text-Editor:

The Text Editor is used to display and edit Text (.txt), RTF (.rtf) objects and output information.

[<Text Editor>](#)

Pic-Editor:

The Pic Editor opens when you click on an image object and displays the image object in it.

[<Pic Editor>](#)

Web browser:

The web browser is used to display web documents, access web URLs and display PDF files.

[<Web browser>](#)

These editors integrated into the ICE do not claim to be able to keep up with other professional text and image editors or web browsers in terms of their range of functions - that is not the goal at all.

Rather, these editors should only contain the basic and frequently required functions to display the text, image, HTML and PDF objects, as well as to be able to make minor changes to the existing text and image objects directly in the ICE, without having to do so having to start an external editor.

If you are missing special functions in one of the integrated editors, you can open the object in the external editor you have assigned with a mouse click and edit it there.



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Status bar

The status bar is divided into four output labels (information), which are displayed separated from each other by " - ".

You can specify the functions that ICE carries out when you click on the individual labels with the left or right mouse button in the [Tab 'Status bar' in the ICE settings](#).

Archive:

This label displays the name of the currently open archive, i.e. "Local", "Network" or Help.

Folder:

The total number of folders contained in the currently open archive is displayed here in brackets.

To the right of this, ICE displays the folder structure within the current archive.

Object:

In this label, ICE shows the number of selected objects and the total number of all objects in the object list in brackets.

In addition, ICE outputs the name and ending of the currently displayed object.

Send:

This label displays the "Send As" and "Send To" settings applicable to the currently displayed object.

<[Object Settings](#)>

<[Paste Object to clipboard and send](#)>



Child windows in ICE

ICE contains twelve different **sub-windows (so-called "child" windows)**. These are windows that are displayed within the application to request input from the user, provide them with relevant information or are used for other user interactions.

General operation of the child windows

"X" button in the respective title bar

Closes the window

"?" button in the title bar

In all child windows (except the waiting window) you can open the corresponding help document, which describes the functions of the window in question, by clicking on the "?" button on the right in their title bars.

Bound (modal) windows

These are windows that, once opened, are always displayed in front of the main ICE window. As long as these windows are open, the main ICE window is locked. This includes all of the following child windows except the "Search Folders and Objects" window and the "Search Object Contents" window.

Unbound (non-modal) windows

In the ICE these are just the two windows "Search for folders and objects" and the "Search object contents" window. These windows can fall into the background by activating the ICE main window and be brought back to the foreground by simply clicking on their icons. These windows can also be reactivated and brought to the foreground by clicking on the ICE symbol in the taskbar of your Windows. This has the advantage that you can continue working in ICE without losing your entries and search results.



The different windows

01. ["ICE Settings" window](#)

In this window you make all ICE settings that affect the program and its functions. Call up this window if you want to change or control program-specific settings in the ICE.

02. ["Question and Input" window](#)

These windows can display questions, input and selection prompts for various upcoming actions or even point out errors.

03. ["Information" window](#)

For certain tasks, this window shows you comprehensive information about the planned process to inform you about the detailed execution of the actions.

04. ["Search Folders and Objects" window](#)

This window with extensive selection options allows you to search for folders and objects in the currently open archive according to specific criteria that you select.

05. ["Search Object Contents" window](#)

In this small window you can enter a search text and have it searched for in the currently displayed text object.
Use this window to search for texts in the displayed text object.

06. ["Folder and Object Settings" window](#) and

This window allows you to define settings with which all objects in the relevant folder - or individual objects with their own settings - should be sent to other applications.

07. ["Folder Selection" window](#)

If you have new objects copied to ICE from the clipboard and have selected the "Select folder manually" drop-down item in the "ICE Settings" window for the object type to be imported, this window will appear when you import an object of the relevant object type from the clipboard. In this window you must select the destination folder for the object to be imported in which the object should be saved.

08. ["Paragraph Settings" window](#)

To format paragraphs in the text editor, use the "Paragraph Settings" window.



09. ["Window List" window](#)



If you click the "Window" symbol in the toolbar in ICE, this window shows information about the currently running applications. When an object content is to be sent to a window defined in its object settings but does not exist, ICE opens this "Window List" window and you can send the object content to another listed window if necessary.

10. ["Change Object Crypt Key" window](#)



This window is used to change the object crypt key for individual objects. This applies if you want to encrypt or decrypt an object with a different crypt key than your private object crypt key stored in the settings. E.g. to exchange the encrypted object with other ICE users via email and to use your own crypt key.

11. ["Waiting" window](#)

This window is the only window in the ICE that can close itself, as it only provides temporary information. The "Waiting" window always closes itself after the respective task has been completed.

12. ["About ICE" window](#)



In this window, ICE shows you information about the publisher and programmer of ICE, as well as how to contact them. This window also shows whether and to which user this application is registered. ICE also displays the remaining trial days for using ICE in this window if you have not yet purchased a license for permanent use of ICE.



'ICE Settings' window

Symbol:



Call:

ICE menu "ICE", menu item "ICE settings"

or

ICE toolbar

Description

In this window you can specify the many settings with which you can adapt ICE to your personal needs.

Depending on the task you have to do, you can set ICE in this window before your upcoming work so that the program is set up as best as possible for this activity.

This "ICE Settings" window contains 16 different tab pages for the respective setting groups, after which the individual tab pages are named:

Groups

01. [Tab "ICE"](#)

In the 'ICE' tab you can specify the program-specific settings.

02. [Tab "Paths"](#)

Here you specify all directory and application assignments with which ICE works.

03. [Tab "User interface"](#)

This tab is used to define the overall design of ICE's user interface.

04. [Tab "Status bar"](#)

In this tab you can define how the four labels of the status bar should react to a left or right mouse click.

05. [Tab "Import"](#)

In this tab you specify whether and into which folder new objects from the clipboard are imported. You can also define in this tab which object name the new objects should be given and in which file format the new objects will be saved in the archive.



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06. [Tab "Default folders"](#)

Here you can set the folders for the automatic differentiation of storage folders for imported objects.

07. [Tab "Lists"](#)

In this tab you can set the handling of the three lists in ICE.

08. [Tab "View Edit Open"](#)

In this tab you can set the handling of the three lists in ICE.

09. [Tab "Viewer Editors"](#)

In this tab you can set the handling of the three lists in ICE.

10. [Tab "Text-Editor"](#)

This tab shows the selection of setting options that are required for the text editor.

11. [Tab "Text-Editor Links"](#)

This tab shows the selection of setting options that are required for the links in the text editor.

12. [Tab "Pic-Editor"](#)

The 'Pic Editor' tab shows all the setting options with which you can change the functions of the Pic Editor.

13. [Tab "Web browser"](#)

The ICE settings are defined here, which affect the web browser integrated in the ICE.

14. [Tab "E-Mail"](#)

Use the 'Email' tab to set the parameters that ICE should use when you send an object via email.

15. [Tab "Backup/Restore"](#)

In this tab you can specify where you want to save the backup of your archives and how the folder structure should be designed in the backup path.

16. [Tab "Reminder"](#)

In this tab you can display the objects that have an object alarm (<["Folder- and Object settings" window tab,Reminder](#)>).

Here you can also delete such objects from the object alarm list.



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17. [Tab "History"](#)

The "History" tab of the ICE settings window shows the history of the objects you have opened internally in ICE.
In this list, you can call up the listed objects and delete individual entries or all entries.

18. [Tab "Security questions"](#)

For all non-essential ICE demand windows, this tab lets you decide whether or not you want to receive these notifications. This does not apply to inquiries which, if not answered, could lead to unwanted data loss.

19. [Tab "External Apps"](#)

In the "External Apps" tab of the ICE settings window, you can enter up to 10 applications, which you can then simply run by clicking on the automatically added icon in the ICE toolbar or by clicking on the corresponding menu item in the "Tools" menu of the ICE menu bar.

20. [Tab "Shortcuts"](#)

This tab "Shortcuts" of the ICE settings window allows you to customize the keyboard shortcuts for calling up the ICE menu functions according to your needs.

21. [Tab "File types"](#)

This tab in the ICE Settings window is used to assign file types to the ICE-integrated editors/viewers and the file browser.
Here you can assign any file types to the respective display and editing options in the ICE.

22. [Tab "Statistics"](#)

The last tab in the ICE Settings window is for your information about your use of ICE - Ideal Clipboard Expander.
In this tab you can view your various activities in the program.
With this information, you will soon realize that ICE actually does a lot of the work for you.

Usage

Button "OK"

If you click the "OK" button in the "ICE Settings" window, all of the settings changes you made in this window will be applied as new ICE settings and the "ICE Settings" window will be closed. You can now work with the changed ICE settings.

Button "Cancel"

If you click on the "Cancel" button, the changes you have made to the ICE settings will be discarded, the "ICE Settings" window will be closed and ICE will continue to work with the existing ICE settings.



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Button "?" in the Title bar

Clicking on the "?" button Opens - depending on the tab page currently displayed - one of the 13 help documents listed above with explanations on how to use the ICE settings possible on the respective tab page and closes the "ICE Settings" window.



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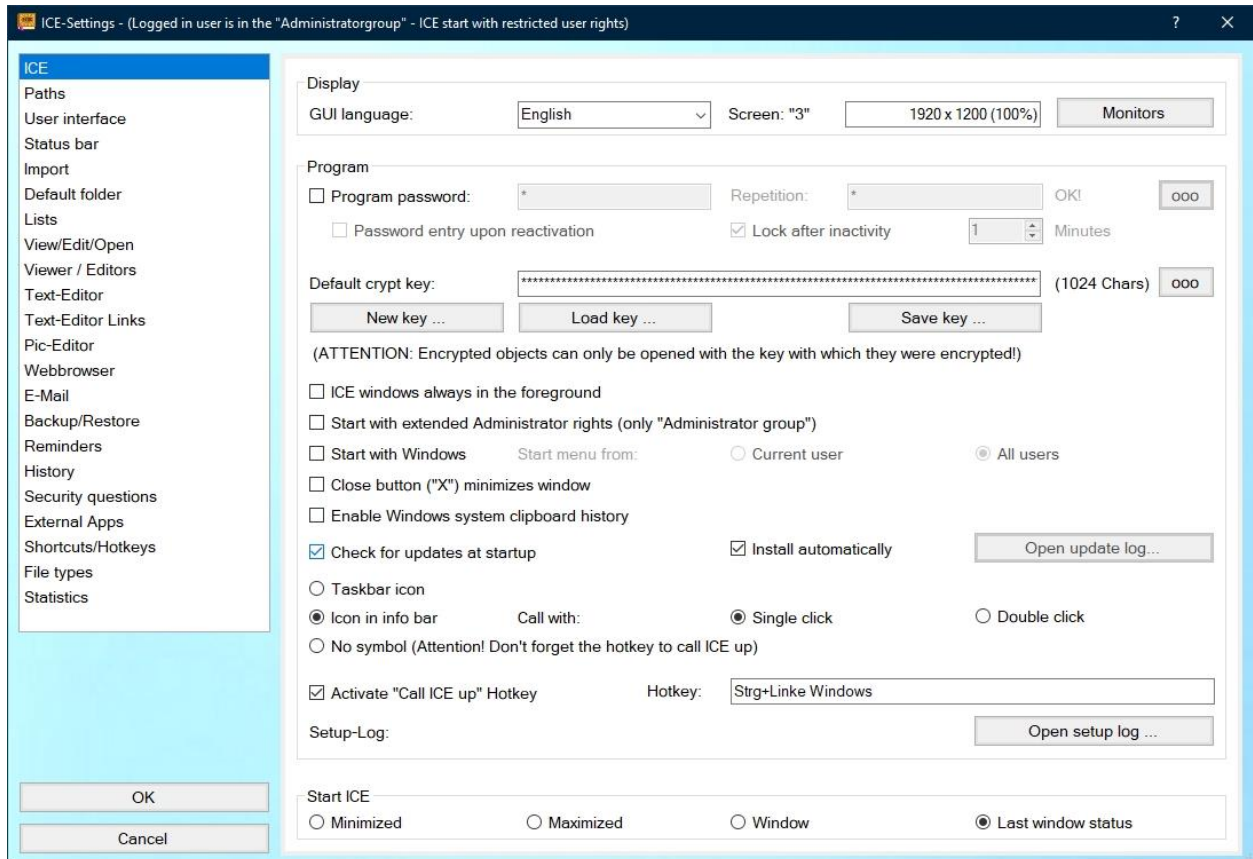
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Tab ,ICE'

In the 'ICE' tab you can define the program-specific settings.

In other words, all settings that adapt the user interface and start behavior of ICE to your needs.

Here you can also change the default crypt key for encrypting/decrypting your objects and export it to a text file for backup purposes.



"Display" group

In the "GUI language" (graphical user interface) selection box, you can select the language in which all inputs and outputs of the user interface should be made.

"German" and "English" are currently available as options.

Display monitor number and resolution

The number of the monitor and its resolution on which the ICE settings window is located are displayed here.

"Monitors" button

If you click this button, all connected monitors are listed in an information window from left to right with their screen number, name, scaling, logical and physical resolution.



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"Program" group

In the "Program" group, you can specify - if desired - the password access to ICE, the "default crypt key" for encrypting and decrypting the objects in the archive, and the basic behavior of the ICE user interface.

Program password

"Program Password" button

Use this button to switch the password prompt when starting ICE on or off.

If the password query is activated, you will have to enter the desired program password twice, which will then be requested every time ICE is started. The password cannot remain empty.

This password must contain at least one character, can be up to 50 characters long and can consist of any printable characters.

You can check whether you have entered the same password twice to the right of the password entry box.

If ICE is started minimized, the password entry window will not be displayed until the user sets ICE to windowed or maximized mode. However, if ICE is in windowed or maximized mode, ICE will be minimized when started, the password entry window will be displayed and ICE will only be put into the windowed or maximized state after the correct password has been entered.

"ooo" button

You can use the "ooo" button on the far right to display the passwords you have entered in plain text.

"Password entry upon reactivation" button

If the program password request is activated, you can activate this button to have ICE request the correct program password again after waking up from sleep mode.

"Lock after inactivity" button

If the program password query is activated, you can use this button in conjunction with the adjacent selection of the inactivity duration in minutes to specify whether ICE should request the program password to be entered again after the set PC inactivity duration.

If you activate this function, the remaining time until the ICE interface is locked will be continuously displayed in the "hh:mm" format at the bottom right of the ICE status bar.

Numeric UpDown Box "Minutes"

With this numeric UpDown box you can set the period of inactivity in minutes after which ICE should ask you to enter the program password again.

If ICE is minimized, after the set inactivity period has elapsed, the password entry window will not be displayed until the user sets ICE to windowed or maximized mode. However, if ICE is in windowed or maximized mode, ICE will be minimized after the set inactivity period has elapsed, the password entry window will be displayed and ICE will only



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be put into the windowed or maximized state after the correct password has been entered.

Default-Crypt-Key

ICE has secure AES encryption with which you can encrypt and decrypt your objects contained in the archives. You can change the **default crypt key** used for this in this tab.

Button "ooo" (Only available for members of the administrator group)

To check, you can display this key using the "ooo" button.

Button "New key ..." (Only available for members of the administrator group)

With this button you can have ICE generate a new secure default crypt key with a length of 1024 characters, generated from random characters, and enter it in the "Objects Crypt Key" input field.

Button "Load key ..." (Only available for members of the administrator group)

With the "Load Key..." button you can load a saved default crypt key into the "Default crypt key" input field in order to open and display objects encrypted with this key.

Button "Save key ..." (Only available for members of the administrator group)

With this button you can export the currently displayed default crypt key to a text file in order to save it in a safe location as a backup to restore your encrypted objects.

By default, every ICE setup we deliver contains the same default crypt key.
<[Default Crypt Key](#)>

You should therefore definitely change this default crypt key BEFORE using object encryption for the first time!

<[Important! First steps](#)>

User interface behavior

"ICE windows always in the foreground" button

This button allows you to set all ICE windows to always appear above third-party application windows.

"Start with extended rights (administrator rights)" button

If you activate this button, you can set ICE to start with elevated privileges from the next start.

With extended program rights you can also read directories that require increased rights (such as the user folder "Pictures").

If ICE is started with extended rights, you can also insert screenshots ([tab 'Pic Editor'](#)) as image objects in ICE and set the display duration of the balloon messages ([tab 'Security questions'](#)).

If you change this setting and confirm your changes with "OK" in the ICE Settings window, an information window will appear asking you to restart ICE to apply the changes.



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Start with Windows button

With this button you can create or remove an autostart entry in the "Start menu" folder of your PC.

"Current user" selection button

As a simple user, you can only create/remove this entry in the current user's start menu.

Selection button "All users" (Only available for members of the administrator group)

However, if you are logged in as an administrator, you can also create/remove this entry in the startup folder for "All Users".

"Close button ('X') minimizes window" button

When activated, this button ensures that if the window is accidentally "x-ed out", ICE will only be minimized and not exited. To actually close ICE, you must either click on the "Exit" menu item in the "ICE" menu or click on the "Exit" menu item in the context menu (right-mouse button pop-up menu) of the info bar symbol.

"Enable Windows system clipboard history" button

This button turns Windows' clipboard history on or off.

In conjunction with some applications, if the Windows clipboard history is activated, the import of objects into ICE is disrupted.

You can therefore deactivate the Windows clipboard history here.

"Check for updates at startup" button

If you want to have ICE automatically check every time you start whether a newer version than the version you are currently using is available, activate this button. This means that ICE checks every time you start whether a newer version is available for download on our ICE website than the one you are currently using and, if so, informs you that an update is available.

ICE will then inform you if an update is available and you can download this update from our website.

Data protection during update checking

<[Data protection](#)>

"Install automatically" button

This button allows you to choose whether to automatically download and install an available update from our website when ICE starts. If you have activated this button and an update is available, ICE will stop, the update will be downloaded from our website and ICE will be updated. ICE will then automatically restart and the latest version will then be available to you.

"Open update log..." button

By clicking this button, you can open and display the log of the last update in the text editor assigned by the system.

Program icon

To determine the design of the program symbol, select the desired representation of the program symbol using the following selection buttons.

Selection button "Symbol in taskbar"

The ICE icon will appear on the taskbar. or in the so-called information area on the right in the taskbar.



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Selection button "Symbol in info bar"

When you select this button, the program icon is displayed in the tray of the taskbar.

Selection buttons "single click" or "double click"

When you activate the "Symbol in info bar" selection button, you can use the "Single-click" or "Double-click" selection buttons to decide whether ICE's window opens with just one click or a required double click when you click on the info bar symbol should be displayed.

Selection button "No symbol".

If you want to use ICE minimized invisibly - i.e. without a recognizable symbol in the taskbar - then select this selection button.

"Enable 'Call ICE up' Hotkey" button

This button allows you to turn on/off the hotkey function for entering the main ICE window.

Please note that with the above setting "No icon" and the "Activate 'Invoke ICE' hotkey" button disabled, ICE can only be displayed again by restarting.

"Enable 'Screenshot' Hotkey" button

This button allows you to turn on/off the hotkey feature for taking screenshots.

Due to the limitations of Windows UAC, screenshots can only be imported into ICE using "Print", "Ctrl+Print", "Alt+Print" and the screenshot functions described below if ICE is started with extended administrator rights.

"Hotkey" key combination

If you use ICE without the icon displayed, you must remember the "hotkey" key combination with which ICE can be displayed again if it is minimized invisibly. You can individually set the key combination for calling up the ICE window in the "Shortcuts/Hotkeys" tab of the ICE settings.

You can individually define the key combination for calling up the ICE window in the ["Shortcuts/Hotkeys" tab](#) of the ICE settings.

If you forget this hotkey, you can simply launch ICE again using its regular desktop icon. This activates the (possibly invisible) ICE window and displays it again - without starting a second instance of ICE.

"Open setup log..." button

By clicking this button, you can open and display the log of the last setup process (installing ICE) in the text editor assigned by the system. Button "Open setup log..."

"Start ICE" group

In the "Start ICE" group you set the window status (minimized, maximized or sliding window) as to how ICE should be displayed after starting.



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“Start minimized” selection button

If you activate this selection button, ICE will always start minimized to the taskbar or notification area.

“Start maximized” selection button

If you activate this selection button, ICE will always start maximized in full screen resolution.

"Window" selection button

If you activate this selection button, ICE will always start as a movable window with the window dimensions and the last position set when it was last exited. So ICE always opens as a window - regardless of whether ICE's window status was minimized or maximized when it was closed.

Selection button "Last window status"

This selection button saves the current window status when exiting ICE and restores it after starting ICE either minimized, maximized or as a window.

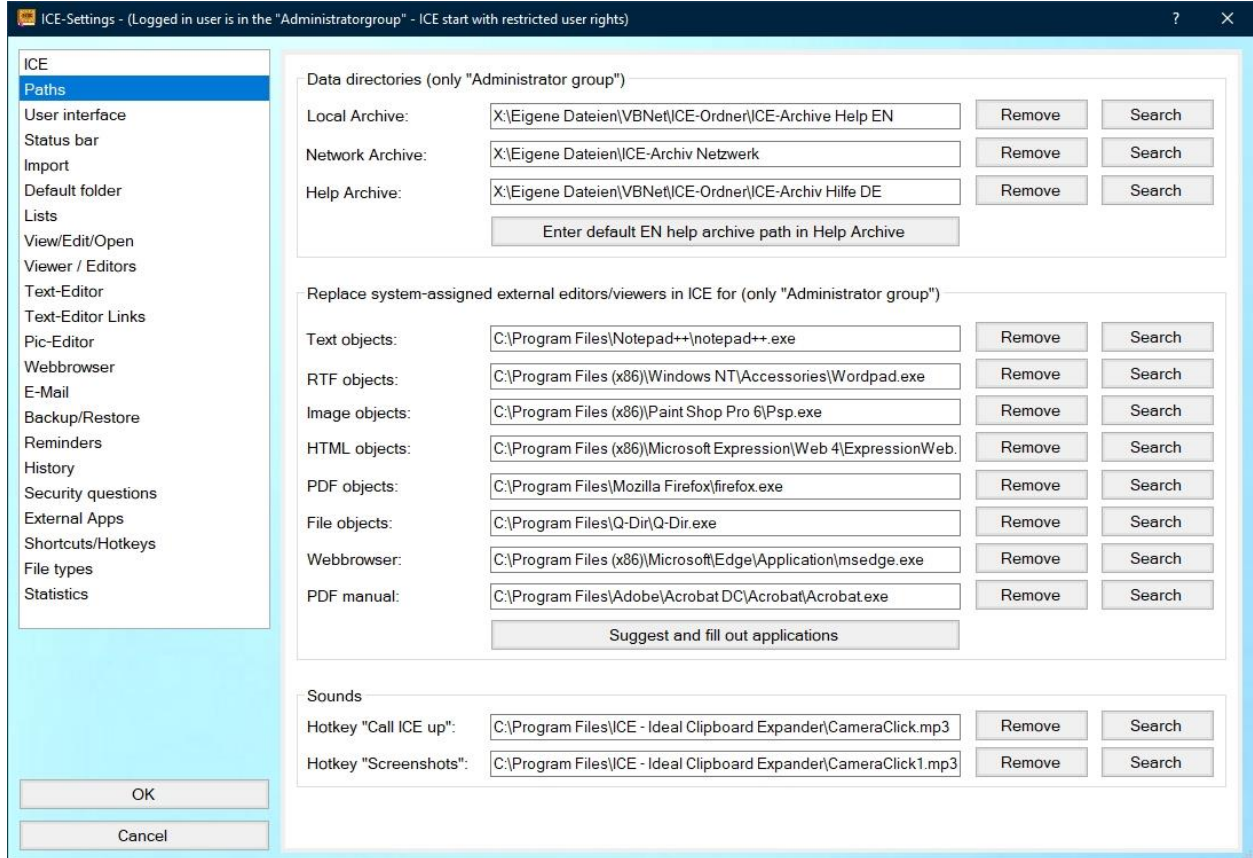


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Tab ‚Paths‘

In the ‚Paths‘ tab you specify all directory and application assignments that ICE works with.



Group: "Data directories"

These data directories define the location of the three archives used by ICE: "Local Archive", "Network Archive" and "Help Archive".

These paths define the respective root folders of the individual archives, in which the individual archive contents - i.e. further subfolders and objects - can be located. Information on how to use the individual archives can be found here:

[<ICE Overview>](#)

“Remove” buttons (Only available for members of the administrator group)

You can delete the entry in question (only the entry, not the displayed archive) using the respective “Delete” buttons to the right of the fields with the directory information.

“Search” buttons (Only available for members of the administrator group)

By clicking on the "Search" buttons behind the individual archive path fields, a "Folder Search" dialog opens, with which you can replace the current assignment of the root folders with another folder of your choice. If there are objects in the existing root folder of the archive, they can be moved to the newly selected archive if desired.

If there are objects in the original root folder of the archive, a question selection window appears after selecting a new archive path ([<'Questions and Input'](#)



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[window](#)>), in which you have to decide whether you want to move this content from the previous archive path to the newly selected archive path.

If you click on **"Yes"** here:

The objects will be moved to the newly selected archive and the archive folder previously used will then be deleted.

ATTENTION: Any existing folders and files in the newly selected archive will be deleted by this move!

During this process, an ICE [waiting window](#) shows you that you cannot do any other actions in ICE can execute.

If **"No"** is selected:

Only the newly selected directory will be set as the root directory for the archive in question, without moving the objects to the newly selected archive path.

The folders and files from the newly selected archive will be adopted.

With **"Cancel"**:

The selection of the new archive is discarded.

In the system drive (usually on the C:\ drive), archive folders can only be assigned to the following directories or subdirectories of these folders:

Public folders (SysDrive:\Users\Public):

"Public Documents", "Public Music", "Public Images", "Public Videos" and "Public Downloads"

User folder (SysDrive:\Users\%username%):

"Documents"

Button "Enter default XX help archive path in Help Archive" (only available for members of the administrators group)

By clicking these buttons, the respective default path of the corresponding help archive is entered into the text box of the help archive.

If you want to edit the objects in a created or selected archive, don't forget to go to the ICE settings in the ["User interface" tab](#) to check whether editing permission is activated for the archive in question and, if necessary, activate the corresponding button.

Otherwise, the objects that you add to this archive remain read-only - i.e. in non-editable read-only mode.

If you want to edit the Help archive, you MUST move the Help archive to another location before making your changes.

Because with every update of ICE, the objects in the standard path of the help archive (<file:C:\Users\Public\Documents\ICE - Ideal Clipboard Expander\ICE-Archive Help EN\>) will be overwritten by the default help objects, which are included in the installation package.



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Group: "Replace system-assigned external editors/viewers in ICE for:"

Every Windows system, through the installation of applications, associates the file types supported by that application with that application.

Windows also assigned certain file types to specific applications during its installation.

ICE was designed so that this program does not affect or change the aforementioned assignments through its installation. Nevertheless, ICE gives you the opportunity to open the file formats supported by ICE in the apps that you want to use in ICE. Here you can specify the assignments of applications to file types - which only apply to ICE. For each of the five editable or displayable file formats supported by ICE (TXT, RTF, images, HTML and PFD), you can specify the respective editor/viewer with which you want to edit or display the relevant files externally from ICE.

In addition, for the external opening of the directory and file links contained in text objects, you can assign any file browser in which the linked directories and files should be displayed if such links are in the displayed text objects ICE can be clicked.

For web links in the text objects that can be opened externally, you can also assign your preferred external web browser here, which should be used to display the web links when you click on these links in the text objects in the ICE and open them externally.

"Delete" button (Only available for members of the administrator group)

If you click the "Delete" button next to one of the display fields, the respective entry (only the entry, not the assigned application) will be deleted.

"Search" buttons (Only available for members of the administrator group)

Here, too, you can manually search for and enter the applications you want to open the respective file type in an "Open File" dialog at any time by clicking on the "Search" button next to these display fields.

"Suggest and fill out applications" button (Only available for members of the administrator group)

By clicking the "Suggest and enter applications" button, ICE searches your system for suitable standard applications for the seven editors/viewers and enters them in the individual fields.

Group "Sounds"

The assigned audio file is displayed here, which can be played when calling up the ICE interface by using the hotkey assigned for this purpose in the ["ICE" tab](#) or when taking a screenshot using the hotkey assigned for this purpose in the ["Pic Editor" tab](#).

"Hotkey ,Call ICE up" (Default: "%ProgramDir%\CameraClick.mp3")

"Hotkey ,Screenshot" (Default: "%ProgramDir%\CameraClick1.mp3")

In the ICE program directory (usually "C:\Programs\ICE - Ideal Clipboard Expander") you will find two demo audio files that you can use for this. But you can of course select any other WAV audio file (PCM format required) or any MP3 audio file on your system.

"Delete" button

With this button you can remove the entered audio file. This means that no sound will be played when you take a screenshot.



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"Search" button

With this button you can select an audio file other than the suggested one that should be played when you take a screenshot.

The file types available here are ".WAV" and "MP3".

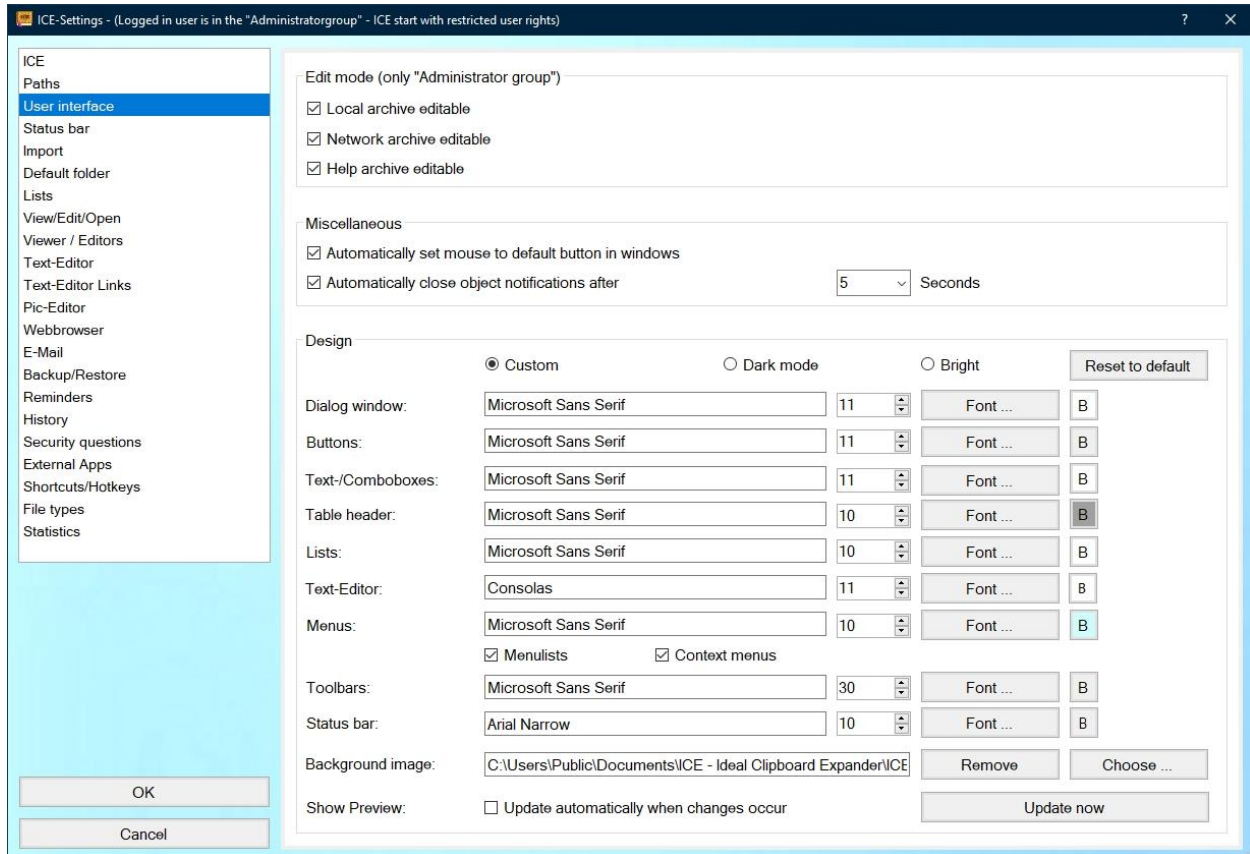


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Tab ,User interface‘

The 'User interface' tab is used to define the overall design and presentation of ICE's user interface and dialog windows.



"Edit Mode" group

If one of these buttons is activated, users can use the "[Objects Internal Edit On/Off](#)" function in the ICE toolbar choose for yourself whether you want to switch the editing option on or off for the archives released here.

If one of these buttons is disabled, users generally cannot modify the objects in the corresponding archive.

"Local archive editable" button (Only available for members of the administrator group)

If you disable this button, you can prevent users from editing existing objects in the local archive. This means that the existing folders and objects cannot be changed by users

"Network archive editable" button (Only available for members of the administrator group)

If you disable this button, you can prevent users from editing existing objects in the network archive. This means that the existing folders and objects cannot be changed by users.



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Help archive editable button **(Only available for members of the administrator group)**

By disabling this button, you can prevent users from editing existing objects in the help archive. This means that the existing folders and objects cannot be changed by users.

However, do not change the names of the existing folders/objects in the help archive and do not delete any of the folders/objects, otherwise the help display will no longer function properly!

"Miscellaneous" Group

"Automatically set mouse to default button in windows" button

With this button you can automatically have the mouse pointer jump to the so-called default button of the respective child window when opening child windows (windows subordinate to the main window) of ICE. This saves you from having to make long manual mouse movements (especially when using multiple monitors).

"Automatically close notifications after" button

ICE displays notifications in the viewer part of the interface for various functions (e.g. when an object is opened in an external application) and thus covers the object display.

These notifications can be closed by clicking on the message window and the original object will be displayed again.

By activating this button, you can specify that these notifications are automatically closed after 15 seconds and the object is displayed again.

"Seconds" drop-down box

In this box you can select how long the notifications should be displayed. You can choose between 1, 2, 5, 10, 15, 30 or 60 seconds.

"Design" group

In the "Design" group you can specify the fonts, font sizes and font colors in which the corresponding editions of ICE should appear.

There are three settings available to you, which you can select using the **"User-defined"**, **"Dark Mode"** and **"Light"** selection buttons.

You can use the **"Reset" button** to reset the selected design to the default values specified by ICE.

Numeric up/down box "Font size"

With this control you can set the font size of the corresponding elements.

Buttons "Font"

To do this, click on the "Font" buttons next to the individual entries to adapt the different text outputs to your requirements.

A font selection dialog opens in which you can select the desired font, font size and font color.

You can set here:



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Dialog windows

These are the texts that appear as information in the various windows of ICE.

Buttons

These are the framed normal buttons that you will encounter in many places on the ICE.

Text/Combo Boxes

These are the text output fields and selection controls that appear in the various windows of ICE.

Changing the font size of the "dialog windows", "buttons" and "text/combo boxes" always also changes the font sizes of the other two elements to the selected value in order to ensure a proportionally uniform display of the controls in the ICE.

Table headers

In the tables displayed in the ICE, the respective columns are labeled in their headers. You can adapt this font to your wishes.

Lists

These are the entries in the above. Tables and other lists used in the ICE.

Text Editor

This sets the text editor's default font for displaying unformatted ASCII text objects.

Menus

This allows the menu of the ICE as well as the menus of the text and pic editor as well as the web browser to be customized.

"Menu lists" button

If this button is activated, the menu drop-down lists are displayed in the font and background color of the menu bar.

If this button is deactivated, the menu drop-down lists are displayed in the Windows standard colors for menu drop-down lists (font color black and background color light gray).

"Context menus" button

If this button is activated, the drop-down lists of the context menus are displayed in the font and background color of the menu bar.

If this button is deactivated, the context menu drop-down lists are displayed in the Windows standard colors for menu drop-down lists - (font color black and background color light gray).



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Toolbars

These are the icon areas that are shown under the menus in ICE.

By changing the font size of the toolbars you can set the desired display size of the icons in these bars.

Status bars

This is the information that is displayed in the bottom line of the ICE as well as in the text and pic editor as well as in the web browser.

Buttons "B" (background color)

With these buttons you can set the background color of the respective elements.

Dialog windows

Sets the background color of the dialog windows if no background image is set.

Buttons

Sets the background color of the buttons.

Text/Combo Boxes

Colors the background of all text and combo boxes in the selected color.

Table Headers

Defines the background color of the table headers.

Lists

Sets the background color of the ICE lists.

Text Editor

Sets the background color of plain text objects in the text editor. Since the text color of RTF objects is usually black, RTF objects are always displayed on a white background, unless the background color in the relevant RTF objects specifies a different color.

Menus

Sets the background color of the menu bar that is displayed when no background image is selected.

Toolbars

Sets the background color of the toolbars if no background image is set.



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Status bars

sets the background color of the status bars if no background image is set.

These buttons display the selected font, font color and background color for the respective elements on their surface.

Background image

"Select" button

You can select the background image that should be displayed as the background in the ICE windows by clicking on the "Select" button from one of the included directories and during the installation of ICE in the directory:

<file: C:\Users\Public\Documents\ICE - Ideal Clipboard Expander\ICE-Background images\>

Here you can select saved background images.

Of course you can also select your own images here. However, these should be possible. the pixel dimensions of your screen. Although the selected background image is adapted to the window size of the respective ICE window, a selected image that is significantly too small can lead to the formation of blocks and an unsightly appearance of the ICE surface when the ICE is displayed in full screen.

A selected background image overwrites the selected background color of the dialog windows, menus, toolbars and status bars and instead displays the selected image in these areas as the background.

Tip: On <<https://hintergrundbild.org/>> you will find numerous beautiful background images that you can also use on the ICE.

"Delete" button

With the "Delete" button you can remove the background image currently assigned in the ICE (this is not deleted, but only its assignment in the ICE is removed). This means that ICE will be displayed without a background image in the future.

If the assigned background image is removed from this assignment, the backgrounds of the dialog windows, menus, toolbars and status bars will be returned to the settings under "Dialog window" - "B" (background color), "Menus" - "B", "Toolbars" - "B" and "Status Bars" - "B" selected color is displayed.



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“Show Preview”

"Update automatically when changes occur" button

If you activate this button, every change to the design settings will be immediately displayed as a preview.

If this button is deactivated, changes to the design settings will only be displayed when you click the "Update now" button or accept the ICE settings with the "OK" button.

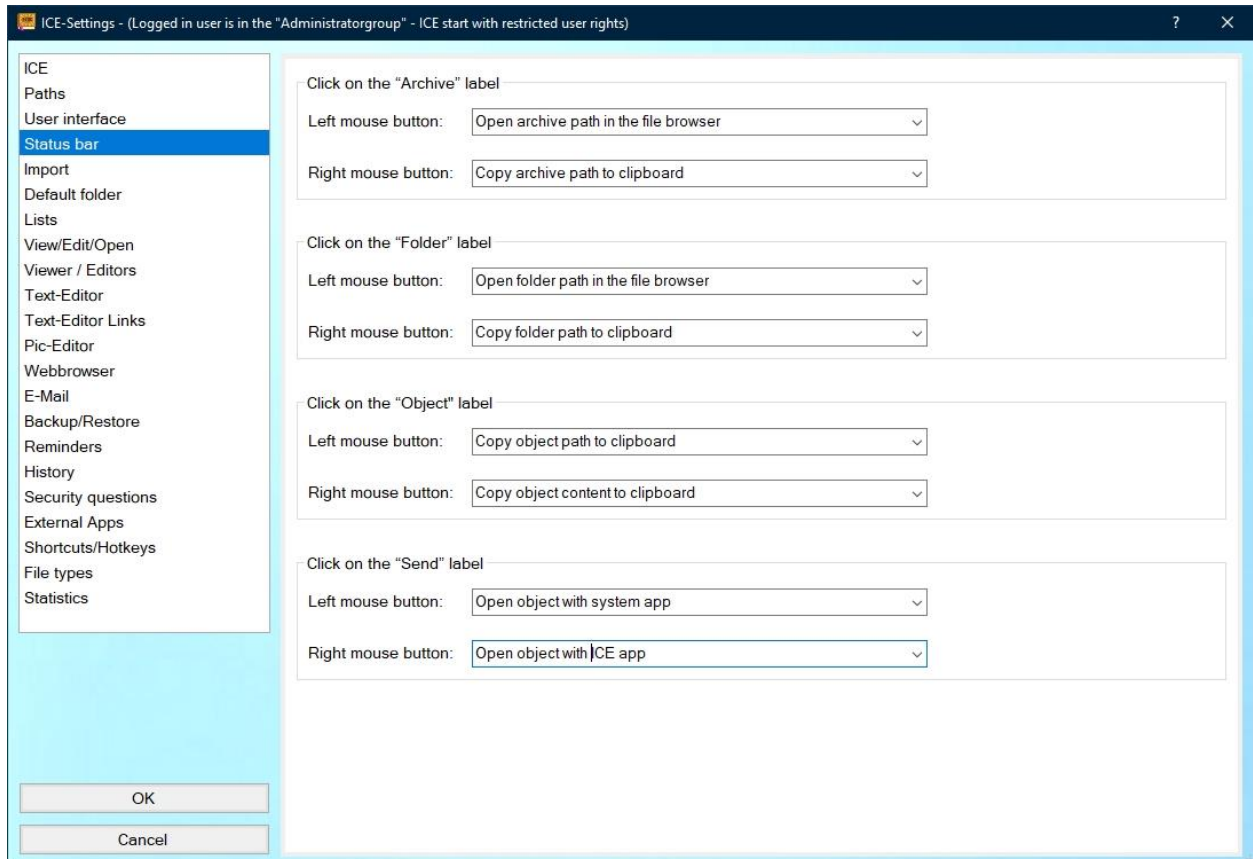
"Update now" button

Clicking this button will preview your changes to the design settings.



Tab 'Status bar'

In this **tab 'Status Bar'** you can define how the four labels of the status bar should react to a left or right mouse click.



The ICE status bar consists of four labels (display information), each of which is displayed separated by " - ". These provide you with information about the structure of the currently open archive and the object currently displayed.

Display:

1. Label "Archive"

This label displays the name of the currently open archive, i.e. "Local", "Network" or "Help".

2. Label "Folder"

In the "Folder" label, the total number of folders that are present in the currently open archive are displayed in brackets. In addition, the folder levels below the currently open archive in which the currently displayed object is located are displayed.

3. Label "Object"

In this label, the number of objects currently selected in the object list as well as the total number of objects in the currently open folder are displayed in brackets. The name of the currently displayed object is displayed to the right.



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4. Label "Send"

The "Send" label shows you which object settings

<['Folder and Object settings' window](#)>

apply to the currently displayed object when you let ICE send the contents of that object to a third-party application.

For each of these four labels, you can specify the action to take when you click either the left or right mouse button on each label.

"Click on 'Archive' label" group

Here you have the following three options, which you can assign to the two mouse buttons:

"Change archive path": When performing this action, you can reassign the archive root folder of the currently open archive.

This function corresponds to the root folder assignment of the current archive in the "Paths" tab of this ICE Settings window

<[Tab 'Paths'](#)>

"Open archive path in file browser": When executing this action, the archive root folder will be opened in the stored file browser.

"Copy archive path to clipboard": This action copies the path of the archive root folder to the clipboard.

"Click on 'folder' label" group

In this group you can assign the following options to one of the two mouse buttons:

"Open folder path in the file browser": When executing this action, the complete folder path (including the archive root directory) of the currently displayed object is opened in the stored file browser

"Paste folder path to clipboard": This action copies the folder path (including the archive root directory) of the currently displayed object to the clipboard.

"Click on 'Object' label" or 'Send' label group

In the "Object" label you have the same four options as in the "Send" label, which you can assign to the two mouse buttons.

It is recommended that you distribute the four options you use most frequently to the left and right mouse buttons of the "Object" and "Send" labels.



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"Open object with system app": The currently displayed object is opened in the external editor/viewer program assigned to this file type by the Windows system.

"Open object with ICE app": This opens the currently displayed object in the external editor/viewer program assigned to this object type in the ICE settings tab "Paths".

"Paste object path to clipboard": The complete object path (archive path + folder structure + object name) is inserted into the clipboard.

"Paste object contents to clipboard": Use this to paste the object contents to the clipboard.

"Paste object content to clipboard and send": With this option, the object content is copied to the clipboard and sent to a third-party application according to the object settings applicable to this object
<['Paste object to clipboard and send' function](#)>

If you move the mouse cursor over one of these four labels in the ICE, the function of the left and right mouse buttons assigned to the relevant label is displayed in a tool tip.

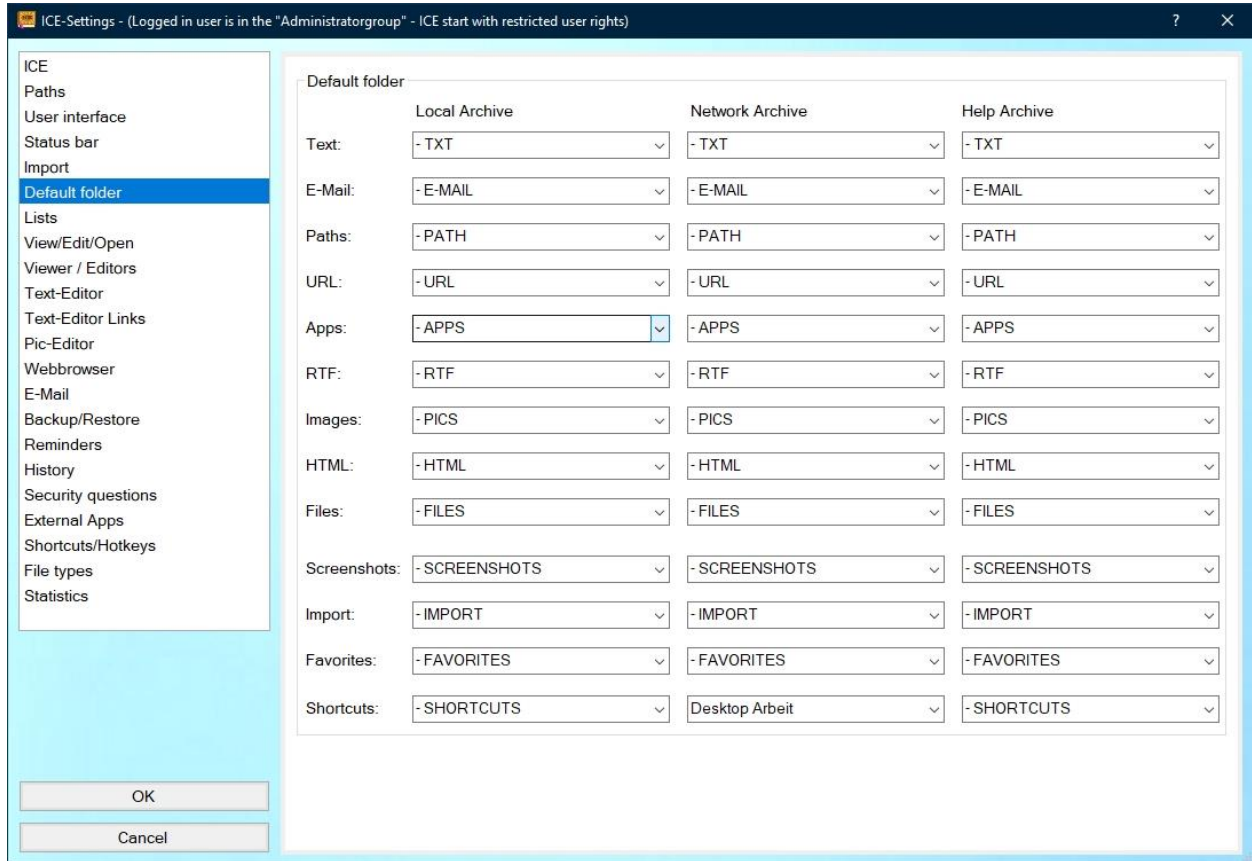


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Tab ,Import'

In the 'Import' tab you can specify whether and into which folders new objects from the clipboard will be imported. You can also define in this tab which object name the new objects should be given and in which file format the new objects will be saved in the archive.



"Target" group

In the "Target archive" group, select the archive in which new objects imported from the clipboard should be saved.

You can choose from the following selection buttons **(only available if the respective archive is set to be editable in the "Interface" tab)**:

Selection button: "Local archive" - New objects are imported into the local archive.

Selection button: "Network archive" - The new objects are imported into the network archive.

Selection button: "Help archive" - The new objects are imported into the help archive.

Selection button: "Currently opened archive" - This imports new objects into the currently displayed archive.



"Import Objects from clipboard" group

"Import Objects from clipboard" button

With this button you can switch the import of objects from the clipboard On and Off.

Manual import of objects

"When importing manually, store objects in the default 'Import' folder" button

If you activate this button, all objects that are manually imported into the archive using the ["Import new object from clipboard" function](#) will be saved in the default folder for "Import" in the ["Default folders" tab](#) to distinguish them from automatically imported objects folder" of the ICE settings window.

If this button is deactivated, the objects that have been created manually using the above Imported into the archive using this function, they are treated as if they were automatically imported and archived according to the following settings.

Automatic import of objects

The "Import objects from clipboard" group is used to set whether and how the five different object types **"Text"**, **"RTF"**, **"Images"**, **"HTML"** and **"Files"** should be imported into the archive set above.

You can specify separately for each of the object types how the objects of this type are saved in the archive.

Top drop down box

The upper drop-down box available for each object type lets you choose from the following four options:

Do not import objects

If an object of the relevant type is copied to the clipboard, it is ignored and not included in the archive.

Import all objects

Every object of the named type is imported into the archive set under "Target archive" without prompting.

Questions about whether to import

For each object of the corresponding object type, you must select in a window whether you want to import the object in question.

Enter object name manually

Here you must for each new object of this type in an ["Input" window](#). Enter the name under which the object should be archived.

If you have selected the "Select folder manually" option in the lower "Target" drop-down box described below, the "Folder selection" window described below will appear instead of the window described here for entering the object name, in which you can enter the name of the object must be entered.



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This option is not available for the "Files" object type. Files are always imported with their original file names.

Lower drop-down box “Target”

In the lower “Destination” drop-down box available for each object type, select which folder in the target archive selected above you want to import the new objects into.

Here you can choose from the following four options for selecting the target folder:

Current folder

The new object is imported into the folder currently open in the target archive. If no folder has yet been opened in the target archive, ICE creates the "-IMPORT" folder in the corresponding target archive and saves the new object in this folder.

Default folder

ICE imports new objects of the relevant object type into the **"Default folder" tab** where these folders are described and selected for the respective object type.

Folder - name of the application

ICE saves new objects of the object type in created folders, which are given the names of the application from which the objects are imported.

Folder - application name + window title

New objects of the relevant type are stored in folders whose names are taken from the application name from which these objects are copied. In addition, this folder receives a subfolder with the name of the child window title of the application from which the object is imported. The object is saved in this subfolder.

Example Firefox with the website of “Offline.de” called up with the page title “Headlines Today”:

“Firefox” folder, including the “Headlines Today” subfolder. The object is saved in this subfolder.

Select folder manually

If you select this option, the ["folder selection" window](#) is displayed by ICE, in which you have to select the target folder in the current archive.

If you have selected the entry **"Enter object name manually" in the drop-down box at the top**, you must also enter the desired object name in this window.



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More buttons

Text objects

"Select default folder by content" button

If you select the "Default folder" option in the lower drop-down box for the **object type "Text"**, you can also determine by activating this button that ICE evaluates the contents of the imported plain text objects and the objects depending on Content sorted into the **default folders "Email", "Paths", "URL", "Apps"**. The copied text content is automatically converted into functional links, which you can then execute in ICE.

<[Links in Text Editor](#)>

The remaining imported **object types "Text" (whose content does not contain a convertible link)**, as well as "RTF", "Images", "HTML" and "Files" are saved in the corresponding default folders depending on their object type Object types have been assigned in the "Default folder" tab.

"E-mail"

If ICE recognizes an email address in the imported object content, ICE formats it into an email link that can be used in ICE. If you click on an email link imported in this way directly in the text object in ICE, the email compose window of your email program will automatically open with this pre-filled email address as the recipient.

These objects are then imported into the default folder, which is assigned under "E-Mail".

"Paths"

Here the directory information in the object is reformatted into a link that you can open by simply clicking on it in the file browser you have defined. To set the desired file browser, see <[Tab 'Paths'](#)>.

These objects are then imported into the default folder, which is assigned under "Paths".

"URL"

If ICE detects a web address in the object's content or in the ICE-Text-Editor-Links, this content is converted into a web link, which can be accessed in ICE by clicking in the designated web browser defined in Tab "Paths".

These objects are then imported into the default folder, which is assigned under "URL".

"APPS"

If ICE recognizes the path to an executable file in the content, ICE converts this text into a link that can be executed directly by clicking on it.



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These objects are then imported into the default folder, which is assigned under “Apps”.

RTF objects

"Import RTF objects and text objects" button

For RTF objects, you can use this button to select whether you want to import these objects in RTF format (disabled) or as unformatted plain text objects (enabled).

Image objects

Drop-down box “Image format”

To import image objects, you can use the "Image format" drop-down box to select the desired image format

Numeric UpDown Box "JPG Quality"

If "JPE", "JPG" or "JPEG" is selected, you can also specify the JPG quality of the imported images in the numerical up-down box "JPG Quality".

HTML objects

Disabled "Import HTML objects as text objects" button

This imports HTML objects in HTML format.

During HTML import, the URL (web address) of the source page is integrated as an HTML link in the first line of the body of the HTML code of the imported object content, so that you can later access the original website by simply clicking on this link.

Activated button "Import HTML objects as RTF objects"

This imports HTML objects in RTF format.

The URL (web address) of the source page is integrated as a link in the first line of the imported RTF object content so that you can later access the original website by simply clicking on this link.

Activated button "Import HTML objects as text objects"

This imports HTML objects in plain text format.

It is not possible to activate the "Import HTML objects as RTF objects" button and the "Import HTML objects as text objects" button at the same time.

"After Importing Objects" group

'Display the ICE Uer interface' button

By activating this button, ICE is brought to the foreground and displayed after importing an object into the directory selected under "Target archive".

'Show imported object in target folder' button



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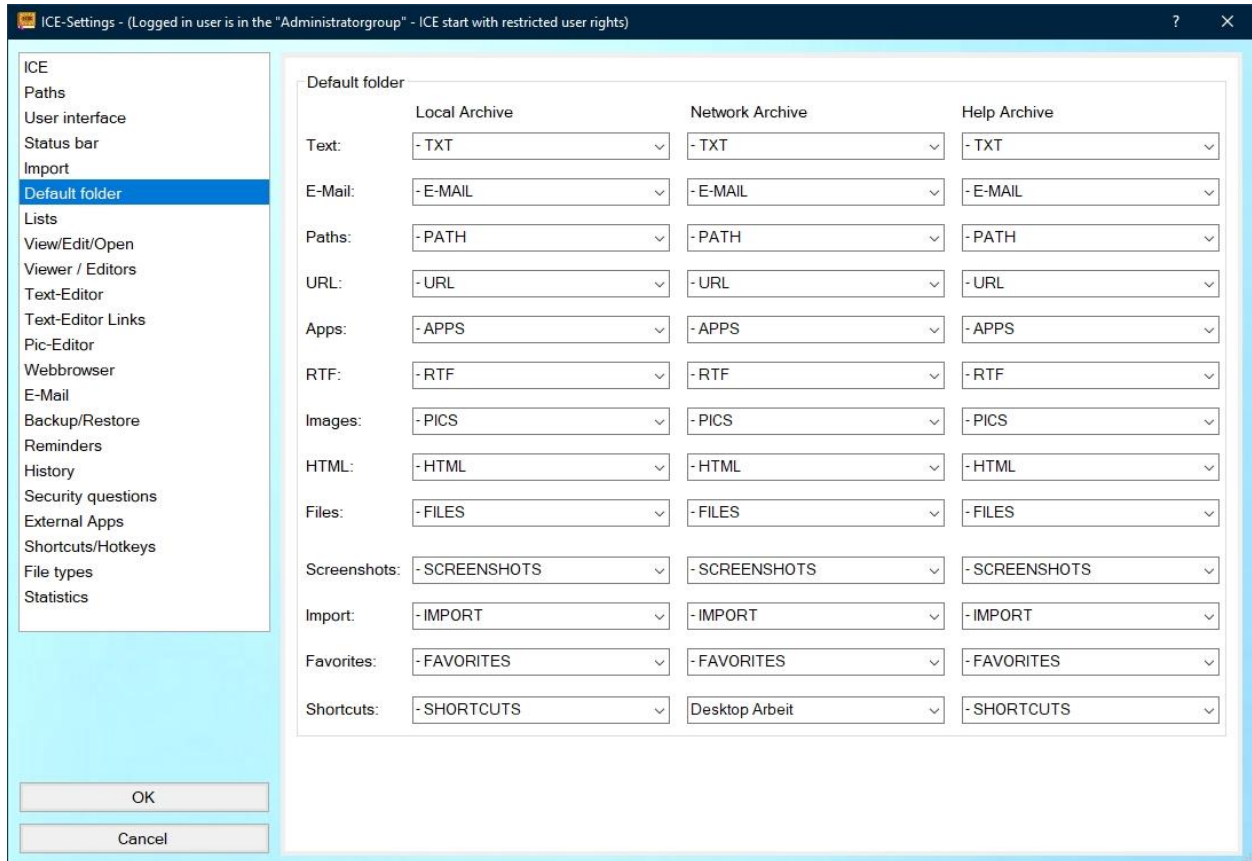
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By activating this button, ICE switches to the directory selected under "Target archive" after importing an object, opens the set target folder and displays the currently imported object in it.



Tab ,Default folders'

In the "**Default folder**" tab you can set the folders for the automatic sorting of new objects imported from the clipboard into the storage folders of the ICE archives.



"Default folder" group

The default folders selected here are used when you click on the **"Import" tab**. In the "ICE Settings" window, select the "Default folder" option in the "Target" drop-down boxes for the individual object types.

To specify the desired default folder, you can select an existing folder from the drop-down lists or enter the desired folder name in the text field of the drop-down boxes. If the selected folder does not exist, this folder will be created the first time an object is imported into this default folder.

New objects of the corresponding object types imported from the clipboard are then saved in the folders assigned here.

In the drop-down boxes on this tab you can select other folders at any time and thus change the target folder of the relevant "object type to storage folder" assignment.

The objects are saved in the "default folder" as follows:

"Text" with the "Select default folder by content" button disabled

Text objects with the "Default folder" button disabled in the "Import" tab. Select by content" are always saved in the default folder that is selected next to "Text".



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"Text" when the "Select default folder by content" button is activated

If the "Select default folder by content" button is activated in the "Import" tab, the text object content is evaluated, reformatted if necessary depending on the result, and stored in one of the assigned default folders "E-Mail", "Paths", "URL", "Apps" saved.

"E-mail"

For example, if the imported text object consists of the text "Info@ICE-Clipboard.de", ICE formats this content into the following link "<mailto:Info@ICE-Clipboard.de>" and then saves this object in the here Default folder assigned to the "Email" entry.

If you then click on this link in the newly created text object, the "compose email" window of your email program will open and this email address will be entered as the addressee.

"Paths"

If the content of the new object is a directory name such as "C:\Windows\", ICE formats this content into the link that can be used in ICE at "<file:C:\Windows>" and saves this new object in the "Paths" selected default folder.

If you then click on this link in the new text object, it will be displayed in the ["Paths" tab](#) will be displayed in the specified file browser.

"URL"

If the new text object consists of a URL, i.e. a web address, such as "https://www.pi-m-software.de", ICE formats this text into a web link "<file:C:\Windows\Explorer.exe>". ICE then saves this new object in the default folder set next to "URL".

If you then click on the web link in this new text object, it will be opened and displayed in the internal or externally assigned web browser, depending on the ICE settings.

"Apps"

If the object content consists of a path to a file, such as "C:\Windows\Explorer.de", ICE formats this content into the link "<file:C:\Windows\Explorer.exe>". and saves this new object in the default folder shown next to "Apps".

If you click on this file link in this new object, ICE will execute this file in your Windows environment.

Remaining "Text"

If the text object does not consist of any of these four convertible links, the object will be saved in the default folder assigned next to "Text".

"RTF", "Image", "HTML" and "File" objects

ICE saves these objects in the default folders selected for this purpose.

"Screenshot"-Objects

The objects that you create with the screenshot key code (<[Tab 'Pic Editor'](#)>) are saved in these folders. Import as screen photos from your monitor.



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"Import" objects

"Store objects in default folder '-IMPORT' when importing manually" button

If in the ICE settings in the ["Import" tab](#) this button is activated, all objects are imported manually with the ["Import new object from clipboard" function](#) will be saved archived in this folder.

"Favorite" objects

All bookmarks stored in the integrated web browser are stored in the folder assigned here and can be accessed from this folder if necessary. The HTML and PDF objects displayed in the integrated web browser as well as any website URLs accessed can be saved as bookmarks.

In contrast to the other objects, the bookmarks stored in this folder are always displayed in the ["Text editor links" tab](#) opens the assigned web browser under "Web Browser".

"Shortcuts" objects

You can assign this folder to your imported 'Desktop' folder, for example. Because when you double-click on ".lnk" objects in the shortcuts folder, these shortcuts are executed in the Windows system.

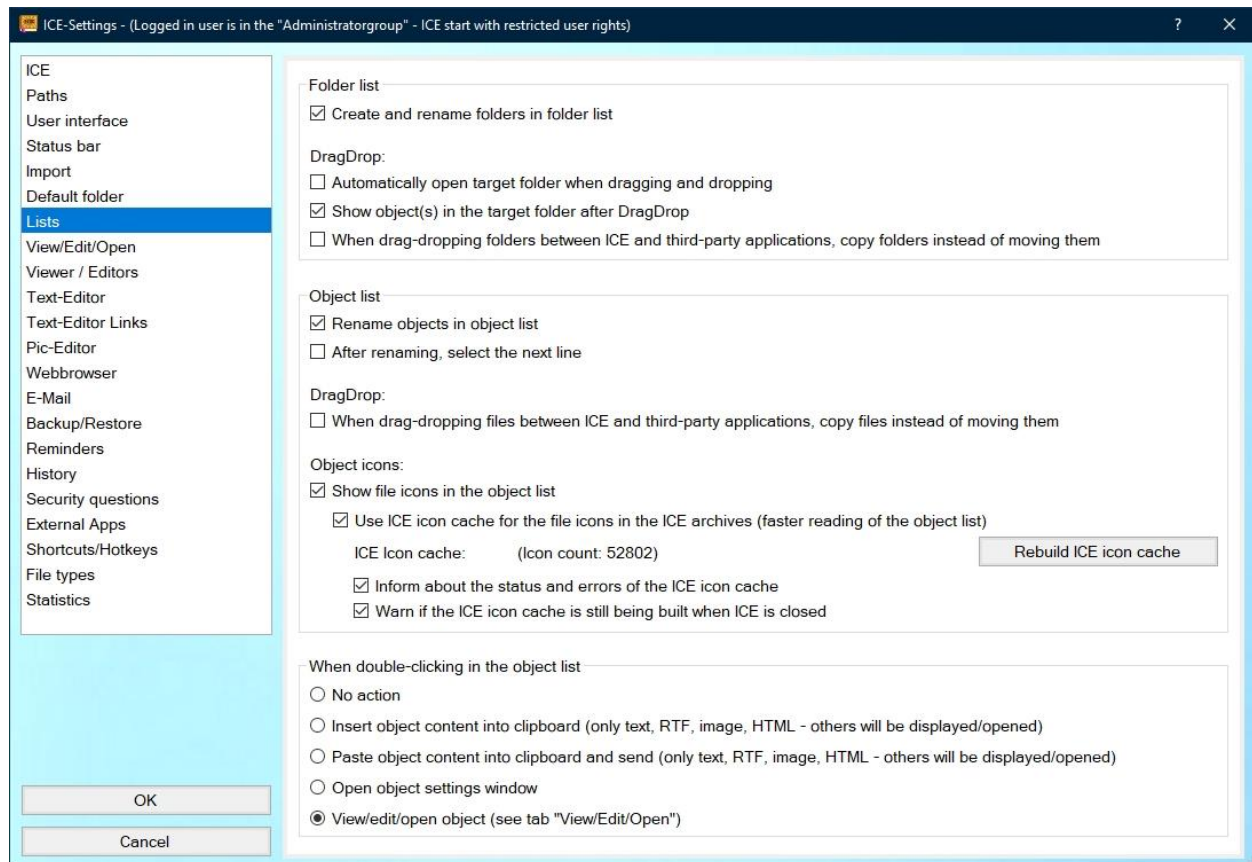


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Tab ,Lists‘

In this tab 'Lists' you can set the handling of the three lists in the ICE.



"Folder List" group

"Create and rename folder in folder list" button

If this button is activated, you can create new folders directly in the folder list by adding a new entry to the list when you call up the "New Folder" function, the name of which you can change.

To rename folder names, you only need to slowly click on the desired folder twice and you can change the name directly in the relevant list.

If this button is deactivated, when you use the "New Folder" and "Rename Folder" functions, an input window will open in which you can make the relevant entries.

"Automatically open target folder when dragging and dropping" button

If this button is activated, the folder under the mouse cursor in the folder list is automatically opened when files are dragged into this list and thus shows its subfolders into which you can then drop the dragged file objects.

If this button is deactivated, you must open the desired target folder manually before a planned drag-drop operation into the folder list in order to be able to drop the dragged file objects into the desired folder.



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"Show object(s) in target folder after drag drop" button

If you activate this button, after copying/moving objects to other folders (via copy/paste or drag-drop), the object will be copied/moved and then displayed in the target folder.

"When drag-dropping folders between ICE and third-party applications, copy folders instead of moving them" button

If you move folders from the folder list using DragDrop into third-party applications such as Windows Explorer, these folders in the Windows file system are moved from the relevant archive folder to the third-party application's receiving folder.

If you activate this button, these folders will instead be copied to the third-party application's receiving folder and will therefore also remain in the archive folder.

"Object List" group

"Rename items in object list" button

If you activate this button, all you need to do to rename objects is to slowly click on the desired objects twice and you can change the name directly in the list.

If this button is deactivated, when you use the "Rename object" function, an input window opens in which you can change the name of the object accordingly.

"After renaming, select next line" button

If you activate this button, the next object in the object list will be selected after renaming. This allows you to quickly perform serial rename actions.

If this button is deactivated, the selection of the object remains on the renamed object after renaming.

If activated at:

1. Direct renaming in the object list: After confirming the renaming with the "Return" key
2. Rename via input window: By pressing the "OK" button the next line is automatically highlighted.

However, the next line is only selected if the object is actually renamed. Without changing the name, the selection remains on the current object.

DragDrop

"When drag-dropping files between ICE and third-party applications, copy files instead of moving them" button

If you move objects from the object list to third-party applications such as Windows Explorer using DragDrop, these objects in the Windows file system are moved from the relevant archive folder to the receiving folder of the third-party application.

If you activate this button, these objects will instead be copied to the third-party application's receiving folder and will therefore also remain in the archive folder.



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Object icons

Button "Show file icons in object list"

By deactivating this button, you can speed up the reading of the object list considerably. This is because no file icons are read from the listed objects and displayed in the first column of the object list.

Button "Use icon cache for the file icons in the ICE archives (faster reading of the object list)"

This button is only available if the button "Show file icons in object list" is activated.

Using this feature is recommended if you are using folders that contain a lot of objects.

For example, if the icon cache is disabled, ICE needs about 45 seconds to display a folder with 1600 objects in it with the file icons displayed. However, using the icon cache, the objects are loaded and displayed in just 4 seconds.

If this button is activated, ICE (as soon as it is idle) reads the file icons of all files in the archive into the memory in order to read the object list more quickly and then reads the file icons directly from the memory if necessary. When this recording process is complete, ICE saves this icon list in the file "C:\Users\Sysop\AppData\Roaming\Pi.M-Software\ICE-Icon Cache.dat" and loads this list back into memory when the program starts.

As soon as this list is completely recorded, the object lists are loaded and displayed much faster.

The function of the icon cache is described [here](#).

"Rebuild icon cache" button

By clicking this button, you can rebuild this icon list and have it saved as soon as you close the ICE settings window with the "OK" button.

As soon as the icon cache has been completely rebuilt, ICE will inform you of this in an information window.

If you have moved a lot of files in the ICE archive or deleted a lot of files from the archive, you should rebuild the icon cache to remove the "icon corpses" that have remained in the icon cache as a result of your actions. This will make ICE run a little faster.

"Inform about the status and errors of the ICE icon cache" button

If you enable this button, you will be notified about the required rebuild and the completion of the ICE icon cache build.

"Warn if the ICE icon cache is still being built when closing ICE" button

If you activate this button and exit the ICE program while the ICE icon cache is not yet being built, you will be warned and can cancel the exit of ICE.



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"Double-click in object list" group

You can choose here how the object list should react when you double-click on an object in the list.

Selection button "No action"

This means that ICE does not respond to a double-click on an object in the object list

Selection button "Paste object content into clipboard (only text, RTF, image and HTML - others will be displayed/opened, see below)"

The object or object content is copied to the clipboard for use in other applications.

[<'Paste object content to clipboard' function>](#)

Selection button "Paste object content into clipboard and send (only text, RTF, image and HTML - others will be displayed/opened, see below)"

The object content is copied to the clipboard and sent according to the object settings.

[<'Paste object content to clipboard and send' function>](#)

Selection button "Open object settings window"

This allows you to open and edit the object settings window by double-clicking an object.

[<'Folder and object settings' window>](#)

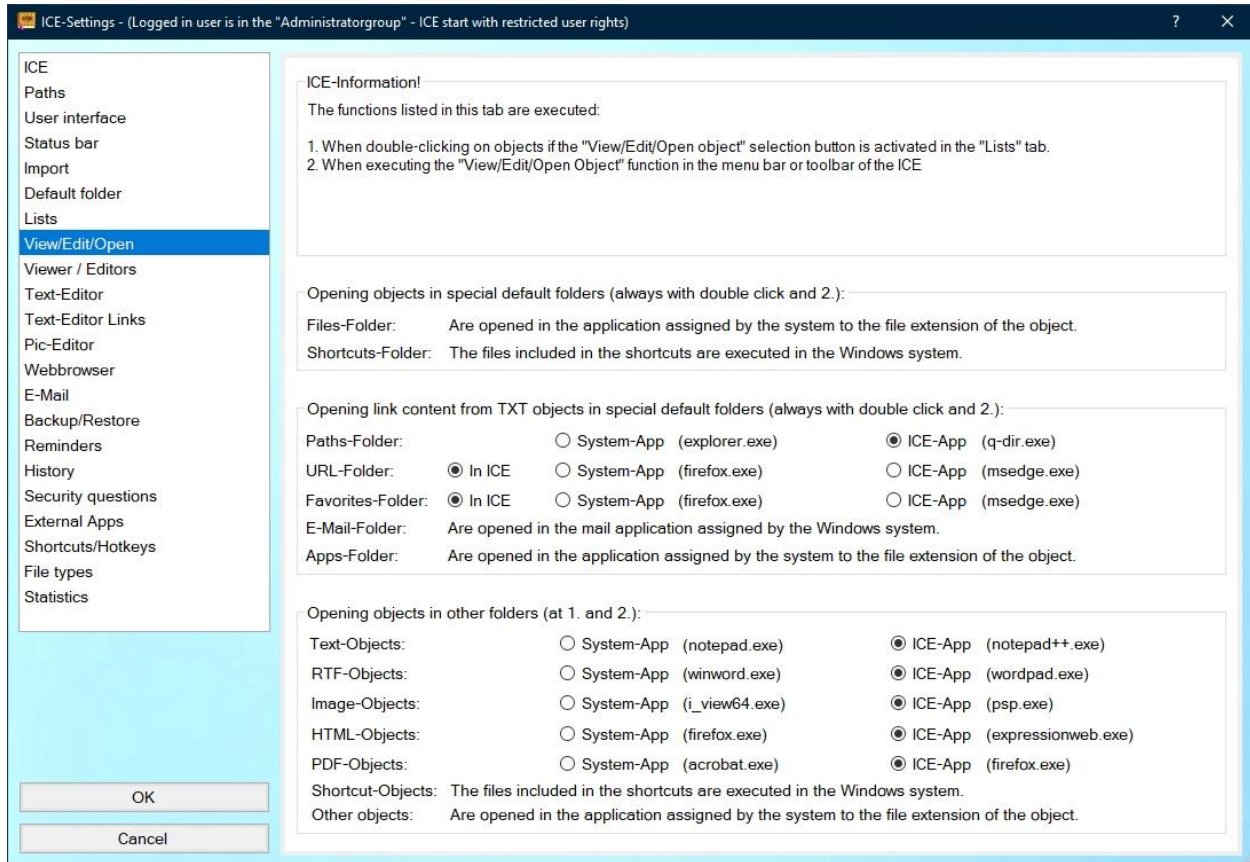
Selection button "View/edit/open object"

By activating this button, double-clicking on an object in the object list will execute functions defined in the ["View/Edit/Open" tab](#) of the ICE settings.



Tab ,View Edit Open‘

In the 'View Edit Open' tab in the ICE Settings window.



Group "Open objects in special default folders (always with double click and 2.)"

Always when you double-click on the object in the object list or execute the "View/Edit/Open object" function on the marked object in the object list.

"Files"

The objects in the default "Files" folders are opened with the application that is assigned to the file extension of the object by the Windows system.

"Shortcuts"

All paths contained in the ".lnk" objects in the default "Shortcuts" folder are executed in the object list in Windows.

Group "Opening link content from TXT objects in special default folders (always with double click and 2.)"

This allows you to determine how the links in the TXT objects of the described default folders should be opened by double-clicking or executing the "View/Edit/Open object" function on the marked object in the object list.



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Paths folder

For the default “Paths” folder, you can choose between the file browser assigned by the operating system (system app) or the file browser (ICE app) selected in the “Paths” tab of the ICE settings.

URL folder

For the default "Paths" folder, you can choose between the internal ICE browser and the file browser assigned by the operating system (system app) or the file browser selected in the "Paths" tab of the ICE settings (ICE app) choose.

Favorites folder

For the default "Paths" folder, you can choose between the internal ICE browser and the file browser assigned by the operating system (system app) or the file browser selected in the "Paths" tab of the ICE settings (ICE app) choose.

Email folder

In this default folder, text objects containing email links are opened in the mail application assigned by the Windows system

Apps folder

Links in TXT objects in the default “Apps” folder are opened in the application assigned by the Windows system to the link’s file extension.

Group "Open objects in other folders (always at 1. and 2.)"

This allows you to determine how the links in the objects of the other folders described should be opened upon double-clicking in the object list if you use the activated ["View / Edit / Open Object" function](#) in the "Double-click in" group in the "Lists" tab.

These settings also affect the “View/Edit/Open” function.

Text objects

For the default “Paths” folder, you can choose between the file browser assigned by the operating system (system app) or the file browser (ICE app) selected in the “Paths” tab of the ICE settings.

RTF objects

For the default “Paths” folder, you can choose between the file browser assigned by the operating system (system app) or the file browser (ICE app) selected in the “Paths” tab of the ICE settings.

Image objects

For the default “Paths” folder, you can choose between the file browser assigned by the operating system (system app) or the file browser (ICE app) selected in the “Paths” tab of the ICE settings.

HTML objects

For the default “Paths” folder, you can choose between the file browser assigned by the operating system (system app) or the file browser (ICE app) selected in the “Paths” tab of the ICE settings.



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PDF objects

For the default “Paths” folder, you can choose between the file browser assigned by the operating system (system app) or the file browser (ICE app) selected in the “Paths” tab of the ICE settings.

Shortcut objects

The paths entered in “.lnk” objects are executed in the Windows system.

Other Objects

Other objects are opened with the application assigned by the Windows system to the file extension of the object

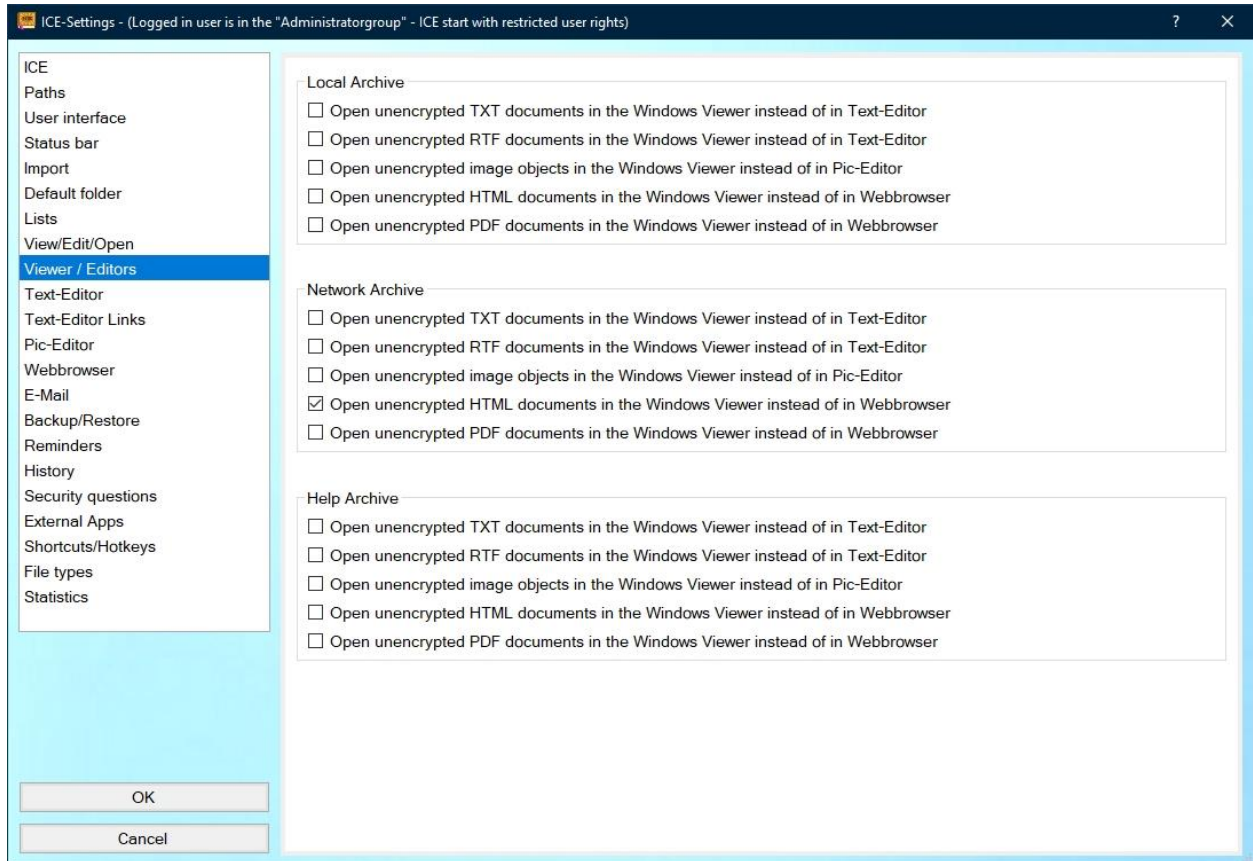


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Tab ,Viewer / Editors‘

The "Viewer / Editors" tab shows the setting options for how you can display the objects in the individual archives.



For each of the three archives, you can choose in this tab whether you want to display unencrypted objects in the ICE Windows viewer or one of the ICE editors mentioned.

Objects stored in encrypted form can only be displayed in the respective ICE editor.

Please note that links in text documents can only be opened in the ICE Text Editor and not in the ICE Windows Viewer.

Therefore, you should always open the RTF documents in the help archive in the ICE text editor.

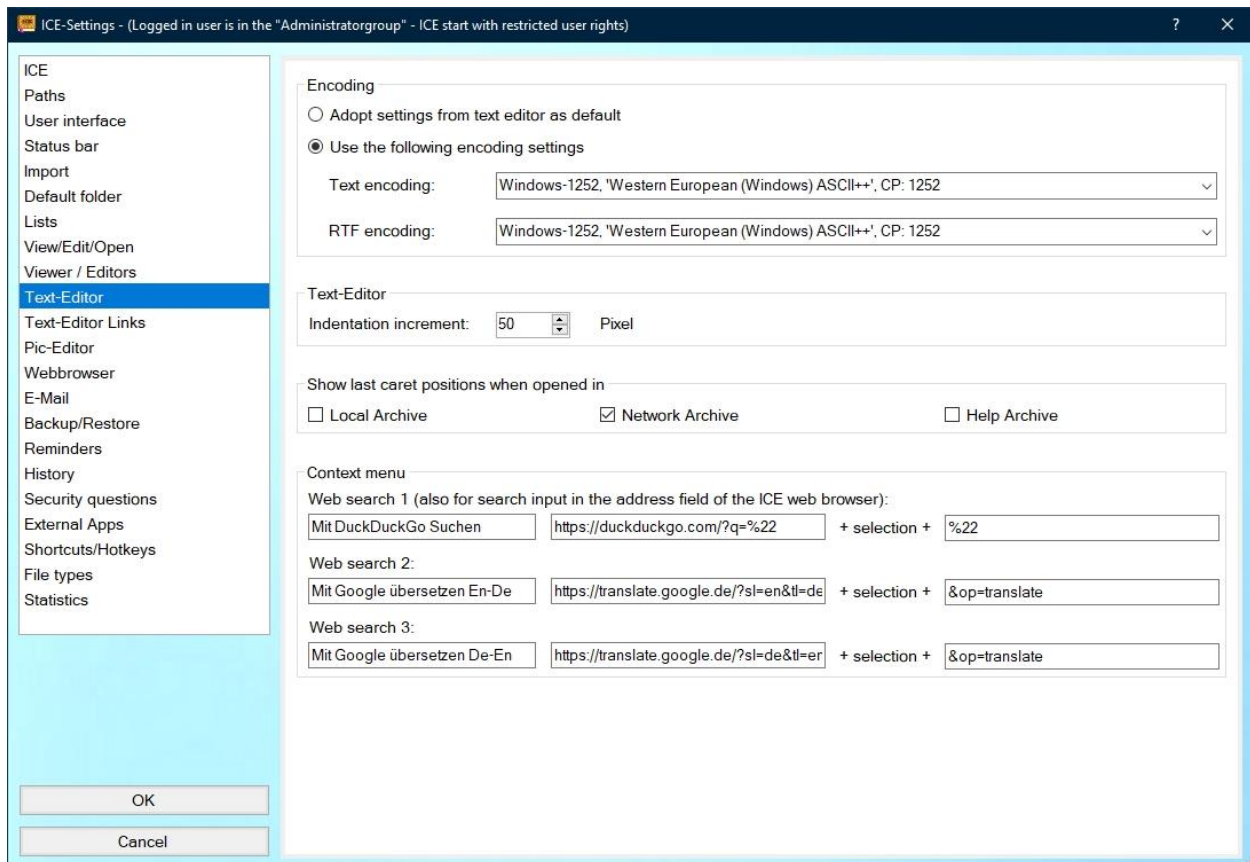


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Tab ,Text-Editor‘

The 'Text Editor' tab shows the setting options required for the text editor.



"Encoding" group

Selection button "Apply settings from text editor"

If this selection button is activated, ICE applies the selection changes in the encoding drop-down box of the ASCII text editor for all subsequently opened ASCII text objects.

Selection button "Use the following encoding settings"

However, if this selection button is activated, the encoding setting selected in the "Text Encoding" drop-down box shown under this selection button applies to every opened ASCII text object.

"Text Encoding" drop-down box

In this drop-down box you select the desired encoding (the code page) with which all open text objects should be displayed.

If you change the encoding of an ASCII text object in the text editor, with this setting the encoding selected in the text editor does not apply to the ASCII text objects that are subsequently opened.

Information about encoding ASCII texts can be found here:

<[Encoding of text objects](#)>



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Drop-down box “RTF encoding”

In this drop-down box you select the desired encoding (the code page) with which all open RTF objects should be displayed.

If you change the encoding of an RTF object in the text editor, with this setting the encoding selected in the text editor does not apply to the subsequently opened RTF objects.

Note that most Word processors (RTF editors such as Word, WordPad, ABIWord, etc.) can only process and display RTF documents with a 7-bit ASCII encoding such as "Windows-1252".

Other encodings such as "utf-8" are then only displayed as RTF source code in the Word processor.

(https://en.wikipedia.org/wiki/Rich_Text_Format).

Therefore, if possible, do not change the RTF encoding, but leave it at "Windows-1252"

"Text Editor" group

Numeric UpDown Selection Box "Increment"

In this numerical up-down selection box "Increment" you can set the indent for the text editor. The current paragraph in the text editor is indented or out dented by the increment in pixels set here when you click on the "Increase indentation" button or "Decrease indentation" button.

The Windows application "Wordpad" also uses the default indentation increment of 50 px in ICE, so that these two applications are compatible as long as you maintain this increment in ICE.

Show Last Caret Position When Opening Documents group

Here is more information about saving the caret positions:

[<Save Caret positions>](#)

If this button is deactivated, all newly opened documents in the relevant archive will always be displayed from the first line.

Local Archive button

By activating this button, you can specify that when opening text objects in the local archive, the loaded document should scroll to the caret position at which this document was last edited.

Network Archive button

By activating this button, you can specify that when opening text objects in the network archive, the loaded document should scroll to the caret position at which this document was last edited.

Help Archive button

By activating this button, you can specify that when text objects are opened in the help archive, the loaded document should scroll to the caret position at which this document was last edited.



"Context Menu" group

ICE offers two freely definable options in the context menu (right-click menu) of the text editor to transfer selected text with parameters to the web browser.

To do this, a so-called string (i.e. a character string) is formed from the content of the first text field + the text selected in the text editor + the content of the second text field and this is sent as a web address to the selected web browser (<[Tab 'Paths'](#)>) and further down on this page "Open web links group").

In the delivery state of ICE, the following are entered here:

1. The web search for the selected text is stored in the "DuckDuck-Go" search engine.

The standard strings stored next to the name "DuckDuckGo" are:

"https://duckduckgo.com/?q=%22" and "%22"

(Where the %22 represents the HTML code for the apostrophe).

These two strings with the marked text inserted between them are passed as a web link to the selected web browser and accessed in it.

This means you can search for any tagged terms with one click in the "DuckDuckGo" search engine.

2. The translation of the selected text is entered in the "Google Translator" (En - De).

The strings to be called up next to the name "Translate with Google En - De" are by default:

Fill the first text field with: "https://translate.google.de/?sl=en&tl=de&text=" and the second text field with: "&op=translate&hl=de".

In this link, the variable "sl" (Source Language) defines the source language, "tl" (Target Language) the target language and "hl" (Home Language) the language of the Google Translator interface.

This allows you to mark any text and have it translated from English into German by selecting this context menu item with one click in the selected web browser on the "Google Translator" website - unfortunately only a maximum of 5000 characters are possible due to Google's input restrictions.

3. The translation of the selected text is entered in the "Google Translator" (De - En).

The strings to be called up next to the name "Translate with Google De - En" are by default:

In the first text field: "https://translate.google.de/?sl=de&tl=en&text=" and in the second text field: "&op=translate&hl=de".

In this link, the variable "sl" (Source Language) defines the source language, "tl" (Target Language) the target language and "hl" (Home Language) the language of the Google Translator interface.

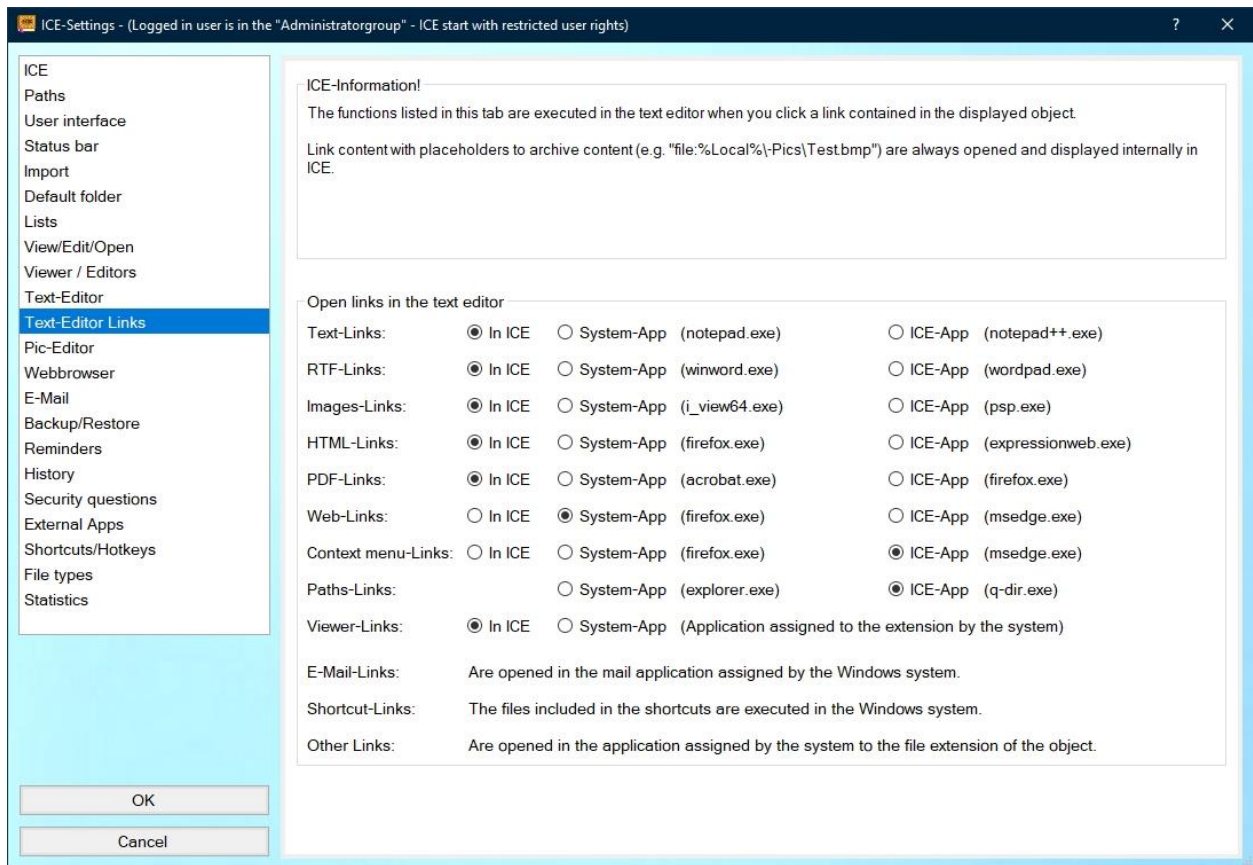
This allows you to mark any text and have it translated from German to English with one click in the selected web browser on the "Google Translator" website by selecting this context menu item - unfortunately only a maximum of 5000 characters are possible due to Google's input restrictions.

You can freely change these three context menu entries, including their descriptive menu titles, and adapt them to your needs.



Tab ,Text-Editor Links‘

In this tab 'Text editor links' you can set the function of the links in the text editor.



"Open Links in the text editor" group

You can choose here how the linked objects should be opened when you click on the corresponding links in the text and RTF objects

Information about the use of links in ICE can be found here:

[<Links in Text-Editor>](#)

Selection

"in ICE":

Opens objects of this object type in the corresponding viewer/editor in ICE.

"System app":

Opens objects of this object type in the application assigned by the Windows system.

The name of the associated external application is displayed behind this button.

"ICE app":

Opens objects of this object type in the application assigned to this object type in ICE.

The assignment of object type to the linked ICE application can be found in the ICE settings in the ["Paths" tab](#).



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The name of the associated external application is displayed behind this button.

Please note that link content with the placeholders "%Local%", "Network%" and "%Help%", which link to an object contained in an ICE archive, is always opened and displayed internally in ICE.

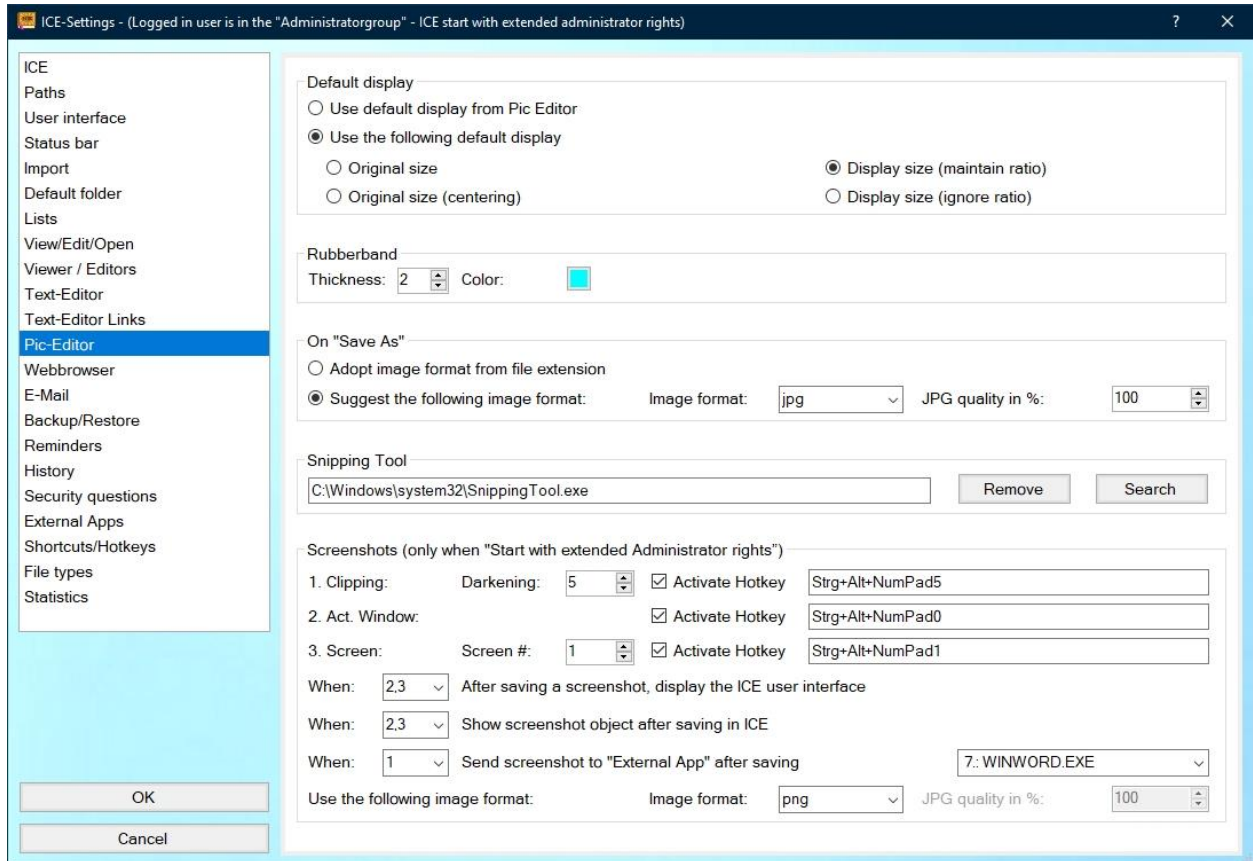


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Tab ‚Pic-Editor‘

The 'Pic Editor' tab shows all the setting options with which you can change the functions of the Pic Editor.



“Default display” group

This works analogously to the "Encoding" setting in the ["Text Editor" tab](#).

Selection button “Use default display from Pic Editor”

So if you activate this selection button, all subsequently opened objects will be displayed in the representation selected there.

Selection button "Use the following default display",

However, if you activate this selection button, then - regardless of the display selected in the Pic Editor - all of the image objects opened below will be displayed in the display, which you can select from the following four options:

“Original size” selection button

The image is shown in its original dimensions. If this is larger than the display area, only the upper left section of the image is displayed.

Selection button "Center original size"

Here too, the image object is shown in its original dimensions, but the image is displayed centered so that you can see the center of the image in the cutout if the image is larger than the display area.

Selection button "Display size (maintain ratio)"

Here the image is fitted into the display area. Its proportions are not changed. It may therefore be possible to see a free space next to the image at the top and bottom or left and right.

Selection button "Display size (ignore ratio)"



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If this option is selected, the image will be fitted completely flush into the display area. This can cause the image to appear distorted.

“Rubber band” group

Numerical UpDown Box "Strength"

Here you can set the line thickness of the selection band in the numerical up-down box "Strength", with which you can define image sections for cropping the image object.

Color selection box "Color"

You can also use the color selection box “Color” to select the desired color in which the selection band should be displayed in the image objects.

"On 'Save As'" group

Selection button “Adopt image format from file extension”

If you activate this selection button, the file format in which the loaded image object is available will be suggested when "Save as".

Selection button "Suggest the following image format"

If you activate this selection button, the following file format is suggested for the image object to be saved with "Save As".

Using this selection button you can select the default image format under which the image objects should be saved by default when using "Save as".

Drop-down box “Default storage format for image objects”

In this you can select one of the following image formats: "BMP", "EMF", "GIF", "ICO", "JPE", "JPG", "JPEG", "PNG", "TIFF" and the "WMF" image format.

Numeric UpDown Box "JPG Quality"

When selecting "JPE", "JPG" or "JPEG", you can also specify the JPG quality with which the image should be saved in the numerical up-down box "JPG quality".

"Snipping Tool" group

The Snipping Tool is displayed here (default: "%SysDir%\SnippingTool.exe" - © Microsoft), which you want to run when you click the "SnippingTool" symbol in the toolbar or select the function of the same name in the ICE "Tools" menu.

"Delete" button

You can use this button to remove the entered Snipping Tool. This means that the Snipping Tool will no longer be displayed in the "Tools" menu or in the ICE toolbar.

"Search" button

With this button you can select a different tool than the suggested Microsoft "SnippingTool.exe" from the Windows system, which you want to run when you click the "Snipping Tool" symbol in the toolbar or select the function of the same name in the ICE "Tools" menu.



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A very good alternative to using the MS Snipping Tool is the free program "Greenshot", which you can download here:
<<https://getgreenshot.org/>>

"Screenshots" group

Due to the Windows-UAC limitations, screenshots can only be used for importing screenshots into ICE via "Print", "Ctrl+Print", "Alt+Print" and via the following screenshot functions integrated in ICE if ICE is started with extended administrator rights (<[Tab 'ICE'](#)>).

With this function you can import screenshots of the screens and save them in a defined image format into ICE.

The target archive corresponds to the archive that you have defined in the ["Import" tab](#) of the ICE settings as the target archive for imports.

The storage folder is the folder you have defined in the ["Default folders" tab](#) of the ICE settings for "Screenshots".

You can individually set the key combination for executing these screenshots in the ["Shortcuts/Hotkeys" tab](#) of the ICE settings.

Hotkey combination "1. Section"

With the hotkey shown here you can create a screenshot of a freely selectable screen area.

To do this, the mouse pointer must be on the screen (monitor) from which you want to save an image section as a screenshot before pressing the corresponding hotkey "Free section".

After pressing the hotkey, the screen is darkened slightly to mark the screen on which you can select the image section and to show you that you are ready to select the desired image area.

Then move the mouse to the top left corner of the desired image section, then press the left mouse button and move the mouse with the mouse button pressed to the bottom right corner of the desired image section.

The selected image section is marked with a so-called rubber band (a frame). As soon as you release the left mouse button, the screenshot is processed according to the settings and saved as a screenshot in the folder defined in the ICE settings in the "Default folder" tab under "Screenshots" for the respective archive.

You can cancel the process by pressing the "ESC" key or the right mouse button.

Numeric up-down box "Darkening"

You can set the degree of darkening of the screen using this numeric up-down box.

Possible values are from "0" (minimum darkening) to "9" (maximum darkening).



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"Activate hotkey 'Clipping'" button

With this button you can switch the hotkey function for creating clipped screenshots on and off.

Hotkey key combination "2. Active window"

This shows the hotkey combination that you can use to take a screenshot of the active window.

"Activate hotkey 'Window'" button

With this button you can switch the hotkey function for creating window screenshots on and off.

Hotkey key combination "3. Screen"

This shows the hotkey combination that you can use to take a screenshot of your entire monitor display.

Numerical up-down box "Screen number"

Each of your monitors connected to the PC has a so-called screen number (1 - x).

If you have several monitors on your PC, you can assign each of your monitor displays a separate key combination in this up-down box with which you want to take a screenshot of the monitor in question.

ICE supports up to three connected monitors (selectable screen numbers 1-3).

You can only select the screen numbers that you have connected to your PC as monitors. If you only use one monitor on your PC, you cannot select a value other than "1".

"Enable Screen Hotkey" button

Use this button to turn the hotkey function for taking screen screenshots on and off.

Dropdown boxes "When ..."

in these three dropdown boxes you can select which of the above numbered screenshot hotkey functions the following actions should be carried out for.

"Show the ICE user interface after saving a screenshot"

If one of the above hotkey numbers is selected in the dropdown box, ICE will bring the ICE user interface to the foreground and display it after saving a screenshot with the relevant hotkey number.

"Show screenshot object after saving"

If one of the above hotkey numbers is selected in the dropdown box, ICE will open the selected directory after saving a screenshot with the relevant hotkey number and display the screenshot object that has just been created.



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"Send screenshot object to ,External app' after saving"

If one of the above hotkey numbers is selected in the dropdown box, ICE sends the saved object to the application selected in the dropdown box described below, which was defined in the ["External apps" tab](#), after saving a screenshot with the relevant hotkey number.

Dropdown box "External app"

In this selection box you can select the desired application to which the saved screenshot object should be sent.

If the MS Office application "**Winword.exe**", "**Excel.exe**" or "**PowerPnt.exe**" is selected, the interop service is always used: This means that if the Office application is not open, it is started and the screenshot object is integrated into a new document/worksheet/slide.

If the Office application is already open with a document/worksheet/slide, the screenshot object is inserted into the existing document/worksheet/slide at the current position.

So that you can see which external application the screenshots are being sent to when using this screenshot function, the selected external application is displayed with a border in the ICE toolbar if you have selected at least one condition in this drop-down box.

Drop-down box "Image format"

Here you can select one of the following image formats for the screenshot images to be imported: "BMP", "EMF", "GIF", "ICO", "JPE", "JPG", "JPEG", "PNG", "TIFF" and the "WMF" image format.

Numeric UpDown Box "JPG Quality"

When selecting "JPE", "JPG" or "JPEG", you can also specify the JPG quality with which the screenshot image should be saved in the numerical up-down box "JPG quality".

Of course, you can also create screen photos using the "Print" key or "Ctrl + Print" (screen photo of all screens) or the "Alt + Print" key combination (active window only) and have them imported into ICE.

However, the image format is always used, which is specified in the ["Import" tab](#) of the ICE settings is set for image imports.

During this process, the image is also saved in the default storage folder "APPN" of the active app window (for "Alt + Print") or the program manager (for "Print" or "Ctrl + Print").

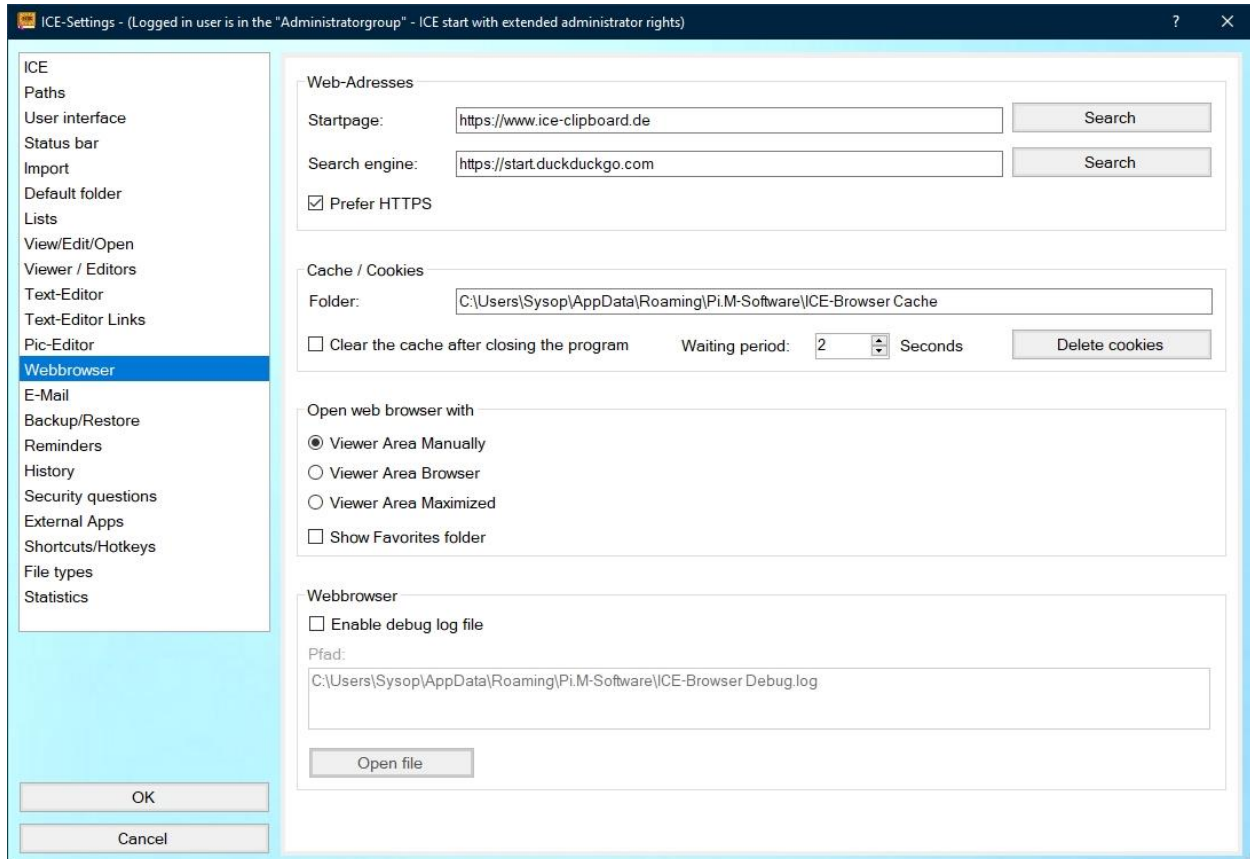


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Tab ,Web browser‘

The settings that affect the web browser integrated in the ICE are defined in the 'Web browser' tab.



"Web Addresses" group

In this group you can adapt the web address of the specified homepage and the search engine link entered to suit your needs.

Text entry box "Homepage" and text entry box "Search engine"

In both the "Home" text input box and the "Search engine" text input box, you can enter any web addresses that should be called up when you click on the "Home" and "Search engine" symbols in the web browser.

"Search" button

By clicking on the respective "Search" buttons behind the input boxes, you can select a locally saved HTML file and enter it into the relevant input boxes.

Prefer HTTPS button

By activating this button, if the prefix/protocol ("HTTP" or "HTTPS") of the web address is not entered in the browser, the browser will attempt to load the entered web address with the secure "HTTPS" protocol when you create a web address in the integrated web browser. Enter the address without a prefix (e.g. "www.ice-clipboard.de" or use it as a link in a text/RTF object (e.g. <www.ice-clipboard.de>) or "www.pi-m-software.de" or <www.pi-m-software.de>). If this attempt fails, the URL is loaded and displayed as an unencrypted HTTP address.



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"Cache/Cookies" group

The directory in which the cache data used by the web browser and the cookies created when you use the web browser are stored is displayed here. This is:
<file:%MyRoamingAppData%\Pi.M-Software\ICE-Browser Cache>

"Delete cookies" button

This button deletes the cookies stored in ICE's browser and then displays an information window confirming the deletion of the cookies.

"Clear cache after program close" button

By activating this button, you can specify that the browser cache is completely emptied every time you close ICE, so that as few traces of your ICE browser use as possible remain on your hard drive.

However, by deleting the cache, you will of course also lose the form data you have previously entered, such as the shopping cart contents of the web shops you have visited, etc.

Numeric UpDown Box "Wait Time"

Clearing the browser cache is not possible while ICE is running.

Therefore, emptying the browser cache is done by a small, self-sufficient program "empty cache.exe", which is started after closing ICE if the above button "Empty the cache after closing the program" is activated.

In this box you choose how long this small program should wait after closing ICE to clear the browser cache.

As a rule, 2 seconds should be sufficient. However, if you have an older PC with little RAM, it may be necessary to set this waiting time a little longer.

"Open Web browser with" group

With the selection buttons "Manual Viewer Area", "Browser Viewer Area" and "Maximized Viewer Area" you can specify how wide the folder list, object list and editor/viewer area should be displayed when you open the web browser.

<['Viewer Editors' functions](#)>

With the above selection of "Manual viewer area" or "Browser viewer area", the "Show favorite folder" button determines whether the favorite folder should be displayed in the folder and object list when the web browser is called up.

If you select Viewer Area Maximized, this button is disabled because the folder and object lists are not displayed when the viewer area is maximized.

"Web browser" group

"Activate debug log file"

By activating the "**Activate debug log file**" button, you can activate the logging of functional errors of the web browser that is integrated in ICE.

"Path" text

The "**Path**" text field shows you the storage path and name of the log file.

"Open file" button

By clicking the "**Open file**" button, the contents of the Debug.log file are opened in the text editor assigned to the text files in the ICE settings in the ["Paths" tab](#).

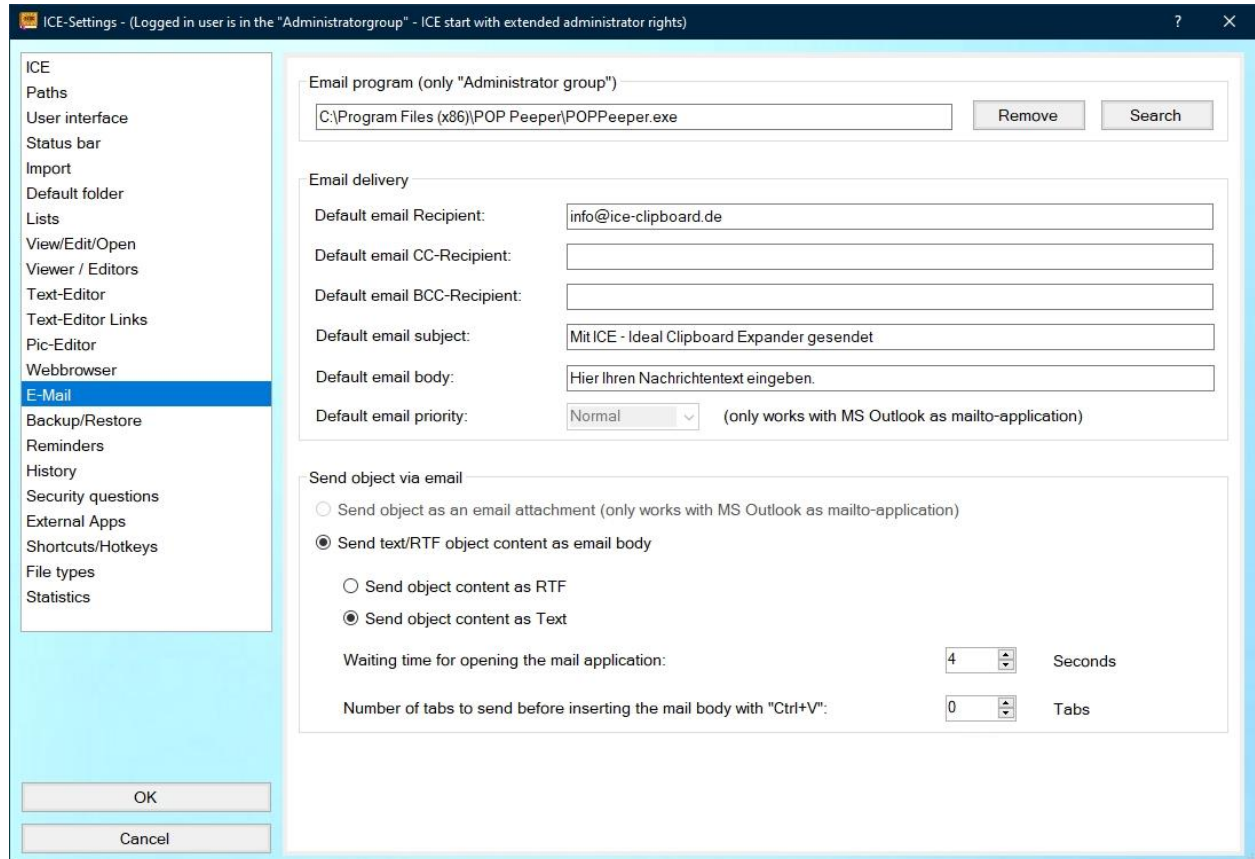


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Tab ‚E-Mail‘

Use the 'Email' tab to set the parameters that ICE should use when you send an object via email.



ICE only supports MS Outlook with all the functions listed here, as no API is available for other mail programs for integration into third-party applications.

For other mail programs, ICE must therefore send these parameters to these applications as a MailTo string.

However, the available parameters are limited to:

- Recipient
- CC receiver
- BCC receiver
- Reference
- Body (mail text)

Unfortunately, Outlook's API functions "Attach Attachments" and "Set Mail Priority" do not work in these other mail applications.

Group "E-mail program ('Administrator group' only)

"Delete" button (only available for members of the administrator group)

With this button you can remove the suggested e-mail program from the ICE settings.

This means that the "Send e-mail message" function in ICE will no longer be available to you.



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"Search" button (only available for members of the administrator group)

With this button you can search for another e-mail program on your computer and assign it to the ICE "Send e-mail message" function.

The selected e-mail program must be able to process the character string "mailto:" with the following parameters as a start parameter:

```
"mailto:" & mRecipient & "?cc=" & mCCEmpfänger & "&bcc=" &
mBCCCEmpfänger & "&subject=" & TextInHTML(mBetreff) ' & "&body=" &
Chr(34) & mBody & Chr(34)
```

Otherwise, the selected mail program cannot be used as an email program in the ICE.

"E-mail delivery" group

Text input box "Default email recipient"

In this text input box, you can enter the standard recipient address, which will automatically be entered into the addressee field when you call up the integrated email function for sending objects in the "compose email" window of your email application should be entered.

If you click on an email link (<mailto:X@Y.de>) in a text object, the email address in the link overwrites this default entry and the email address of the link is included in the recipient instead field in the "Compose Email" window of your mail application.

Text input box "Default email CC recipient"

In this text input box, you can enter the standard recipient CC address, which is automatically entered into the "Compose Email" window of your email application when you call up the integrated email function for sending objects the CC addressee field should be entered.

If you click on an email link (<mailto:X@Y.de?cc=test@hier.de>) in a text object, the CC email address in the link overwrites this default entry and the The CC email address of the link is instead entered into the CC recipient field of the "Email Compose" window of your mail application.

Text input box "Default email BCC recipient"

In this text input box, you can enter the standard recipient BCC address, which is automatically inserted into the "Compose Email" window of your mail application when you call up the integrated email function for sending objects the BCC addressee field should be entered.

If you click on an email link (<mailto:X@Y.de?bcc=test@hier.de>) in a text object, the BCC email address in the link overwrites this default entry and the BCC email address of the link is instead entered into the BCC recipient field of the "Email Compose" window of your mail application.

Text input box "Default email subject"

In the text input box "Default email subject" you can enter the desired standard subject for sending the email.

This is always inserted if you send objects as an attachment or if there is no "Subject" parameter entered in the email link you clicked.

If you use an email link with a subject (<mailto:X@Y.de?Other subject>) in a text object, the subject in the link overwrites this default entry and the subject of the link is used instead of the default one. Transfer the subject to the subject field of your email application's "Compose Email" window.



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Text input text box "Default email body"

The text entered in the text input text box "Default Email Body" is always entered into the text field of the email you want to send when you send an object as an email attachment or in There is no "body" parameter specified in the email link you clicked.

Drop-down box "Default email priority"

Select the default priority flag (urgency symbol) for the email to be sent in the "Default Email Priority" drop-down box.
This flag marks every email you send via ICE.

This option only works when using MS Outlook, not with other mail programs.

You can find link examples for sending emails here:

[<'Links in Text-Editor'>](#)

"Send Object via Email" group

Here you can choose whether objects should be sent as an email attachment or the object contents in the email body (text input field) of the "Email Compose" window of your email application should be inserted.

The option of inserting object content into the email body is only available for text and RTF objects.

Other object types (<[Standard object types](#)> are always attached to the email as an email attachment and the body of the email is included pre-filled with the "default email body".

Selection button "Send object as an email attachment"

If you activate this button, the currently displayed object will always be inserted as an email attachment in the "Email Compose" window of your email application and the body of the new email will be with the "Default Email Body" filled.

This option only works when using MS Outlook, not with other mail programs.

When using other mail programs, however, the paths of the attachments are inserted as text into the mail body so that you can copy these paths and then simply paste them into the mail program using the file selection dialog of "Add Attachment". Paths can be added.

The text content of the object is also inserted into the clipboard. If necessary, you can simply insert this object content into the email text of your email using "Ctrl+V".

Selection button "Send text/RTF object content as email body"

If this selection button is activated, the object content of the displayed object will be inserted into the text input field of the "Compose Email" window of your email application, provided it is a text or RTF object.

Other object types, however, are always added to the new email as an email attachment and the body is filled with the "default email body".

If you have activated this selection button, the following functions are available to you:



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Selection button "Send object contents as RTF"

This selection button inserts the object content with all formatting into the mail application.

If you use an email program that only allows unformatted ASCII text in its text input field "Body", of course no formatted RTF text can be inserted into this field. In this case, activate the following selection button "Send object contents as text" so that ICE can insert your object contents into the text input field.

Selection button "Send object content as text"

If you have activated this selection button, the relevant object content will only be inserted into your mail application in unformatted ASCII text format.

Numeric UpDown box "Waiting time for opening the mail application"

Unfortunately, Microsoft does not allow you to pass formatted RTF text directly into the message input field in the "Compose Email" window.

Therefore, ICE must paste the text/RTF object contents into the message field of the "Compose Email" window using "Ctrl+V".

Using the numerical UpDown box "Waiting time for opening the mail application" you can set how long ICE should wait after opening the mail application and the "Compose email" window until ICE reads the text content with "Ctrl+V" into the text input field of the "Email Compose" window of your mail application. Normally the selection "0" seconds is enough - i.e. without waiting time.

Slower computers need slightly longer waiting times than modern computers, which do not require any waiting time at all.

To ensure that this "Compose Email" window is available when ICE sends the "Ctrl+V" command, use the delay set here.

If you have problems, it is best to start with a longer delay (approx. 2-4 seconds depending on your computer speed), test whether this delay is sufficient to safely open the "Compose Email" window and slowly reduce the waiting time set to a value at which the "Compose Email" window is certainly already open before ICE sends the object content to this window.

You are not allowed to use your computer while waiting for the object content to appear in the body field of the "Compose Email" window!

Numeric UpDown Box "Number of tabs to send before pasting body with Ctrl+V"

The number of tab keys to be sent before sending the body with "Ctrl+V" can be set with this UpDown box.

In most mail programs, the input cursor is set to the first empty input field after opening the "New Mail" window.

This means that if the default email recipient input field is empty, the cursor is placed in the input field for selecting the recipient email address.

However, the email body cannot be inserted into this field.



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In Outlook, in this case, four tab characters must be sent before sending "Ctrl+V" so that the cursor is actually in the body text input field.
If the default email recipient input field is empty, select the value 4 in this UpDown box.

If you have entered a default email recipient but no default subject, the cursor will be placed in the "Subject" input field.
Here you have to select a "1" in this UpDown box for Outlook so that the mail body is inserted into the body text input field.

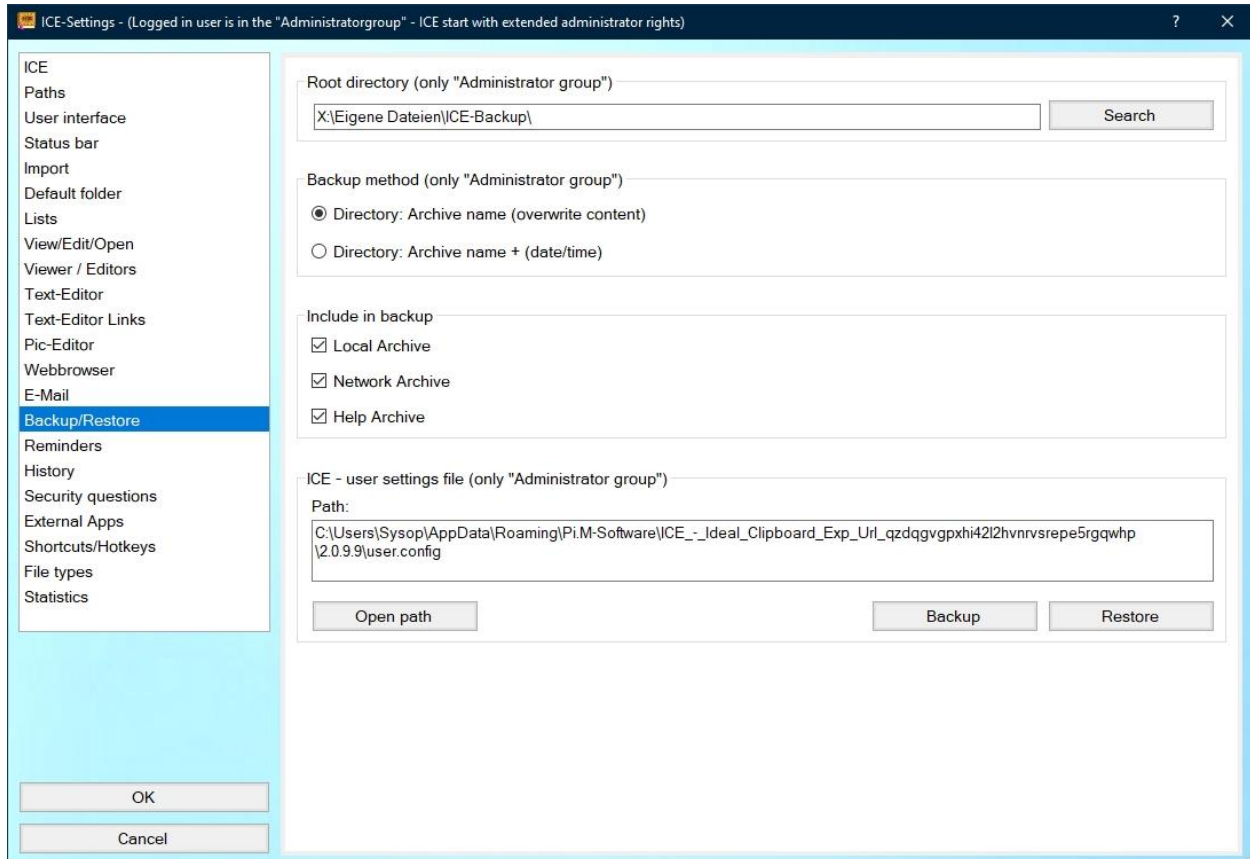


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Tab ,Backup Restore‘

In the '**Backup/Restore**' tab you can specify where you want to save the backups of your archives and how the folder structure should be designed in the backup path.



Always ensure that you create such backups of your archives at regular intervals and store them in a safe place.

"Root Directory" group

"Search" button (Only available for members of the administrator group)

By clicking the "Search" button, a "Select folder" window opens in which you can select the root folder for your archive backups.

In this root folder, ICE creates additional folders for the individual archive backups, the names of which always begin with "ICE Archive Local", "ICE Archive Network" or "ICE Archive Help".

ICE cannot recognize folders with other names for a "restore" operation that may be required.

Therefore, never change the names of the subfolders in the root folder of the backup!

"Backup Method" group

You have two options here:

Selection button "Directory archive name (overwrite content)" (Only available for members of the administrator group)

All backup processes are saved in the same directories:

"Folder name of the ICE Archive Local"

"Folder name of the ICE Archive Network"



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"Folder name of the ICE Archive Help"

Existing folders and files from previous backups will be deleted when the backup is repeated.

With this setting you only have a maximum of three folders in the backup root directory with (hopefully) always current archive copies.

The storage requirement for the backups always corresponds to that of the archives used.

Selection button "Directory archive name + (date and time)" (Only available for members of the administrator group)

Here, ICE creates new folders below the root directory for every backup job.

"Folder name of the ICE archive local (yyyy-mm-dd hh-mm-ss)"

"Folder name of the ICE archive network (yyyy-mm-dd hh-mm-ss)"

"Folder name of the ICE archive help (yyyy-mm-dd hh-mm-ss)"

This provides you with several chronologically sorted backups from which you can restore folders and objects that have been accidentally deleted from older backups if necessary. Even if this oversight occurred longer ago than the last backup carried out.

However, this increases the storage requirement for the backups.

"Include in Backup" group

Local Archive, Network Archive, and Help Archive buttons

This group allows you to select which archives to back up when running a backup job.

To do this, activate the "Local Archive", "Network Archive" and "Help Archive" buttons as required.

You can also make this selection in the ICE "Backup" menu before you click on the "Run backup..." menu item in this menu.

"ICE program settings") group (Only available for members of the administrator group)

ICE stores all user settings in a file named "User.config" in the directory shown in this group with the following format:

"C:\Users\%Username%\AppData\Roaming\Pi.M-Software\ICE_ -
_Ideal_Clipboard_Exp_Url_(letter/number sequence)\ICE version number"

Further information on the user settings file "user.config" can be found [here](#).

Open Path button

Opens the currently used ICE program settings file "User.config" in the file browser assigned in ICE-Settings [tab 'Paths'](#).

Backup button

Opens a file selection window to select the desired target path and file name for the backup of the User.config file.

After closing the ICE settings window with the "OK" button (if changes are made to the ICE settings in the meantime), ICE creates a copy of the User.config under the name you entered in the selected directory.

Restore button



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Opens a file selection window for selecting the desired source path and file name of a backup file of the User.config file.

If you close the ICE settings window with the "OK" button, the existing User.config will be overwritten with the selected file and ICE will be closed. The next time you start ICE, the restored settings will be applied. After confirming this dialog window, ICE overwrites its User.config with the selected file.

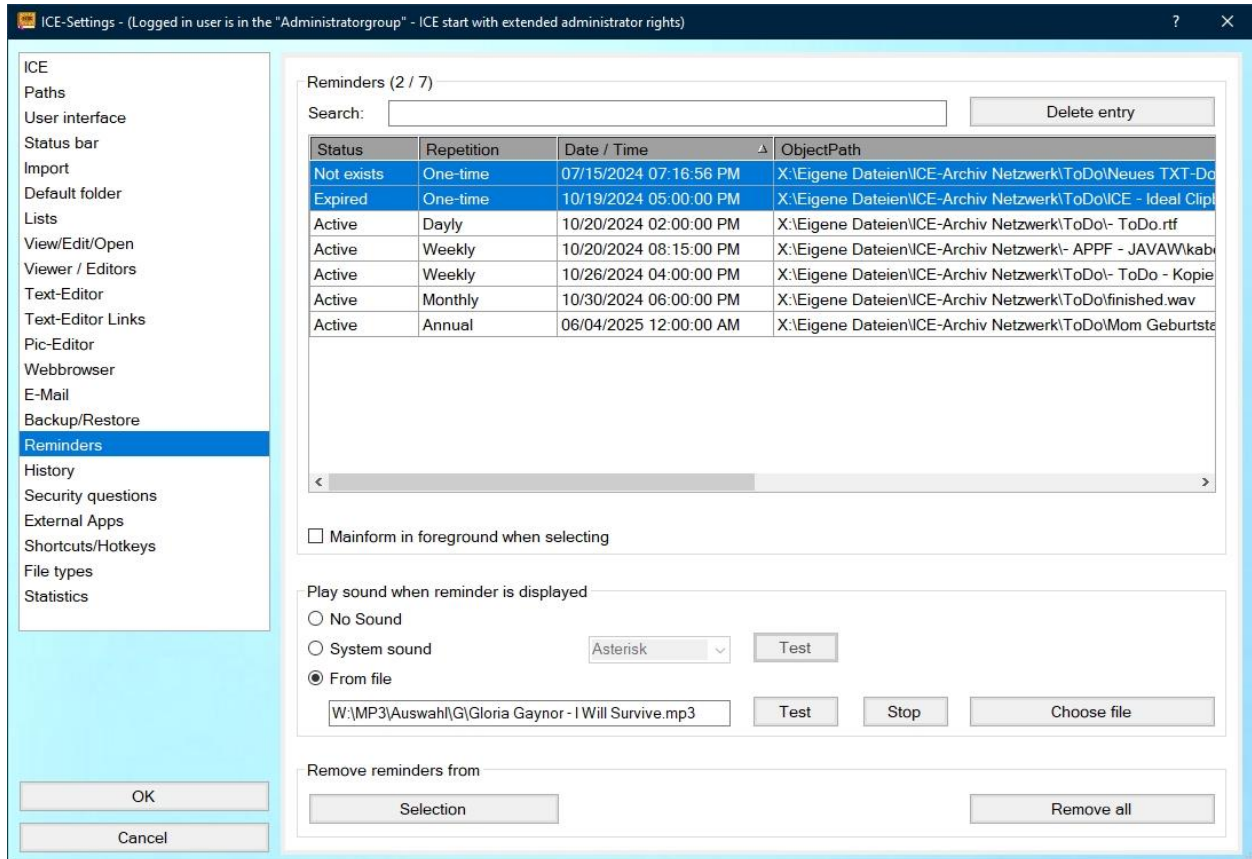


Tab 'Reminder'

In the **'Reminders'** tab you can view the object alarms you have set and delete them.

When you open this tab, expired and deleted entries are automatically selected so that you can easily delete them.

When a set object alarm is triggered, ICE offers to display the object in question in a ["Question" window](#).



Group "Reminders"

All objects that have been assigned an object alarm (reminder) are listed in this group. You can set these reminders in the respective object settings with the date and time if you want ICE to point out these objects in the ([<"Folder- and Object settings" window tab ,Reminder">](#)).

Text input box "Search"

If you enter text in this text field, all lines containing the entered text will be highlighted.

"Delete entry" button

Clicking this button will clear the text field for entering your search text.



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"Status" column

"Expired"

The date of the object reminder is in the past

"Not exists"

The object of the object reminder no longer exists

"Active"

Displays the object path of the object that should be displayed at the set time

"Repetition" column

Shows the type of repetition that was assigned to the respective reminder in the object settings.

Possible displays:

"One-time"

The reminder is only triggered once at the set time.

"Daily"

The reminder is triggered again daily at the set time from the set time.

"Weekly"

The reminder is triggered again weekly at the set time from the set time.

"Monthly"

The reminder is triggered again monthly at the set time from the set time.

"Annual"

The reminder is triggered again annually at the set time from the set time.

„Date/Time“ column

Displays the date and time when the object reminder should be displayed

„Object Path“ Column

Shows the object path of the object that should be displayed at the set time

Group "Play Sound when reminder is displayed"

Here you can set a sound to be played when a reminder alarm is triggered and the egg reminder question window is displayed.

Selection button "No sound"

Enabling this selection button will prevent sound from playing when the Reminders Question window is displayed.

Selection button "System sound"

By activating this selection button, you can select a system sound in the drop-down box that should be played when the reminder question window is displayed.



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System sound drop-down box

In this drop-down box you can select the desired system sound to be played when the reminders question window is displayed.

“Test” button

By clicking this button you can listen to the selected system sound.

Selection button “From File”

If you activate this selection button, you can specify a WAV or an MP3 file to be played when the reminders question window is displayed.

Text field

This field shows you the path of the file you have selected.

“Test” button

By clicking the "Test" button you can listen to the selected WAV or MP3 file.

"Stop" button

If you click on the "Stop" button, the WAV or MP3 file will stop playing.

“Select file” button

Clicking the "Select file" button opens a file selection dialog window in which you can select a WAV or MP3 file.

Gruppe "Remove reminders from"

Button "Selection"

By clicking the "Selection" button you can delete the selected object alarms. If the "**Ask when deleting**" button is activated in the ["Security questions" tab](#), A security query is carried out before deletion.

Button "Remove all"

By clicking the "Selection" button you can delete all displayed object alarms. If the "**Ask when deleting**" button is activated in the ["Security questions" tab](#), a security query will be carried out before deletion.



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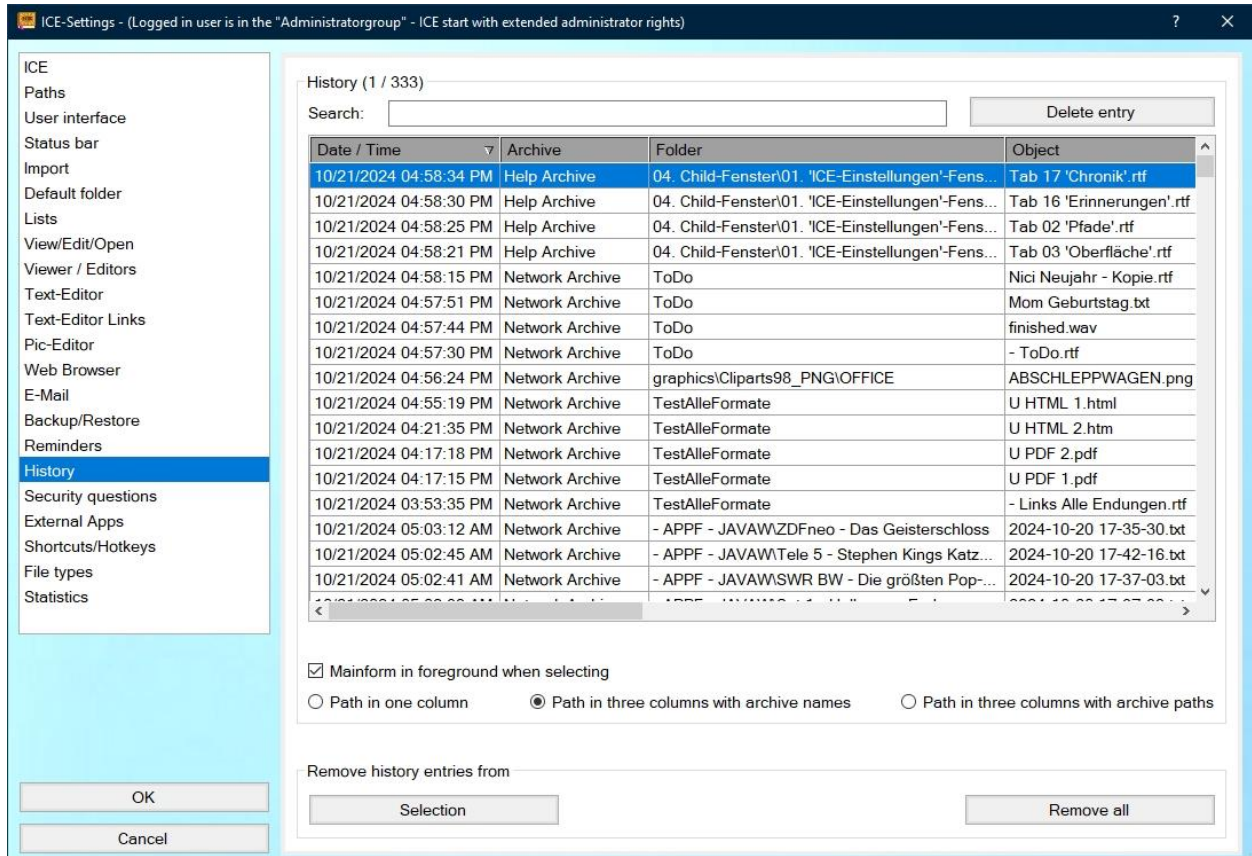
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Tab ,History'

The "History" tab in the ICE Settings window allows you to edit the history of items you have opened in ICE and reopen items from this list in ICE.

In contrast to the other tabs in the ICE settings, changes in the history tab are applied immediately and not only when you confirm the settings with the "OK" button.

If you double-click an object in the history, it will be opened and displayed in ICE. This will change the order of the history list.



Group "History (selected entry / number of entries)"

If you double-click an entry in this list, the object in question will be reopened and displayed in ICE.

In the right-mouse pop-up menu you will also find a menu item to display and edit the object properties of the selected object.

Text input box "Search"

If you enter text in this text field, all lines containing the entered text will be highlighted.

"Delete entry" button

Clicking this button will clear the text field for entering your search text.

Selection button "Path in one column"



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If this button is activated, the object paths of the chronicle objects in the list are displayed with their full path in one column.

Selection button "Path in three columns with archive names"

If this button is activated, the archive root paths of the chronicle objects are replaced by their archive names and displayed in the first column.

The folder paths within the respective archives are displayed in the second column.

The third column shows the respective object name.

Selection button "Path in three columns with archive paths"

If this button is activated, the archive root paths are displayed as paths in the first column instead.

The folder paths within the respective archives are displayed in the second column.

The third column shows the respective object name.

"Remove history entries from" group

"Selection" button

Removes the selected entries from the ICE history.

"All" button

Clicking this button will remove all entries from the ICE history.

Please note that the currently opened and displayed object cannot be removed from the ICE history.

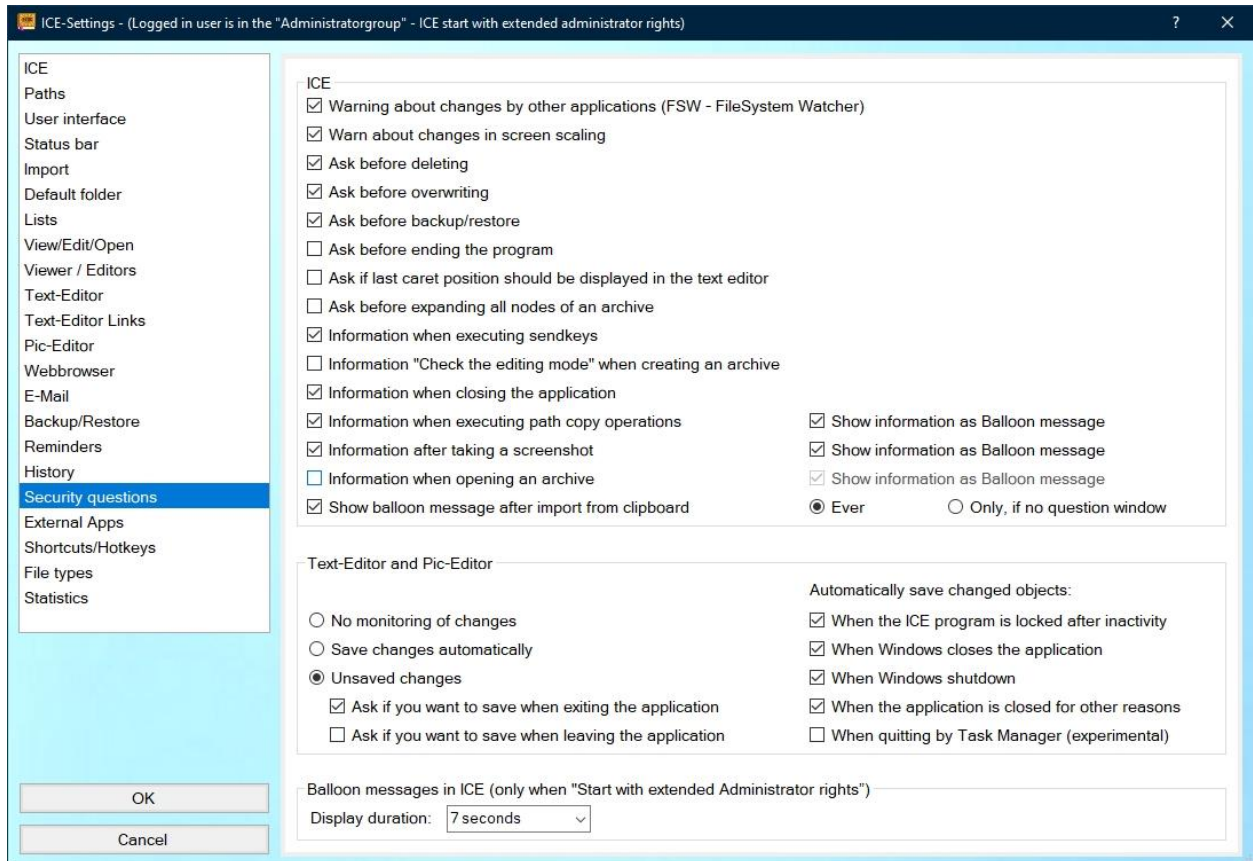


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Tab ,Security questions'

The "**Security Questions**" tab in the ICE Settings window lets you decide whether or not you want to receive these notifications for all non-essential ICE inquiry windows. This does not apply to important questions, which, if not answered, could lead to unwanted program behavior.



Group "ICE"

"Warning about changes by other applications (FSW - FileSystem Watcher)" button

This button is used to monitor the folders and objects contained in the currently opened archive. The FileSystem Watcher (FSW) informs you in real time when the object you are currently viewing or editing has changed. This change can be made either by another program on the local PC or by other network users who are also currently accessing the object you are displaying.

When changes are made to other objects or folders in the currently open archive by other applications or network users, the folder and object lists are automatically updated so that you always see the current status in the archive.

The status of the FSW is indicated by an "LED" in the toolbar on the left: Further information about FileSystem Watcher can be found here:

[<FileSystem Watcher>](#)

"Warn about changes in screen scaling" button

If the scaling of the display is changed in the display settings of the Windows system, activating this button allows ICE to detect this change and prompt you to restart the application.

The restart adjusts the ICE GUI to the changed scaling.



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"Ask before deleting" button

If you want to receive a warning before every folder and object is deleted, activate this button.

"Ask before overwriting" button.

If you want to be asked whether you want to carry out this operation before overwriting existing objects when copying/moving folders and objects, activate this button.

"Ask before backup/restore" button

If you want ICE to ask you whether you really want to run a backup or restore job, activate this button.

"Ask before exiting program" button

If you activate this button, a question window will appear when you close ICE, in which you can stop ICE from closing if you wish and continue working in ICE.

"Ask if last caret position should be displayed in the text editor" button

This button allows you to choose whether you want a query to appear when a caret position is saved, whether you want the newly opened document to scroll to that position, or whether you want to scroll to the first line of the document to display the document instead.

Information about saving the caret positions can be found here:

[<Save Caret positions>](#)

This button can only be used if you have the "Show last caret position when opening documents" button enabled in the ["Text Editor" tab](#).

"Ask before expanding all nodes of an archive" button

If this button is activated, before expanding all nodes (subdirectories) of an archive using the ["Expand all folders" function](#) a question window will appear reminding you that reading all subdirectories of the archive may take some time.

"Information when executing SendKeys" button

If this button is activated, each time object content is sent using the SendKeys function, a window will be shown showing the characters still to be sent.

"Information Control the editing mode when creating an archive" button

If this button is activated, an information window will be displayed after each archive selection ([<Tab 'Paths'>](#)) reminding you to check whether the editing mode ([<Tab 'User interface'>](#)) is set to "Editable" for this archive.

"Information when closing the application" button

Since closing ICE takes some time, you can use this button to display an ["Waiting" window](#) when closing ICE. This will be closed automatically when ICE is completely discharged.

"Show information as balloon message" button

Normally, when closing ICE, the information is displayed in a "Waiting" window. If you enable this button, instead of the "Waiting" window, the ICE exit notification will appear as a balloon message instead.

"Information when executing path copy operations" button

If this button is activated, every path copy operation that is triggered via a status bar or context menu function will display an information window showing you the path copied to the clipboard.



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"Show information as balloon message" button

Normally, the information that a path copy operation is completed is displayed in an ["Information" window](#) is displayed, which you must confirm with "OK". If you activate this button, instead of the "Information" window, the notification of the path copy operation will be displayed as a balloon message instead.

"Information after taking a screenshot" button

If this button is activated, each time a screenshot is taken, an information window will be displayed informing you about the screenshot taken and its source.

"Show information as balloon message" button

Normally, after a screenshot has been taken, the information is displayed in an "information" window, which you have to confirm with "OK". If you activate this button, instead of the "Information" window, the notification of the screenshot taken will be displayed as a balloon message instead.

"Information when opening an archive" button

If this button is activated, a waiting window will be displayed while opening an archive, reminding you that reading the archive may take some time.

"Show information as balloon message" button

Normally, the information when an archive is opened will be displayed in an ["Waiting" window](#). If you activate this button, instead of the "Information" window, the notification when opening an archive will be displayed as a balloon message instead.

"Show Balloon Message" button after import from clipboard"

With this button you can set the display behavior of the balloon messages in the ICE, which can be displayed if desired. These messages can inform you whether the import of the respective clipboard content into ICE was successful or not.

"Always" selection button

Displays the balloon message after each import of clipboard content.

"If no question window" selection button

Displays the balloon messages only if you have not activated a question window, a name prompt window or a folder selection window to import the clipboard content in question.

"Text and Pic Editor" group

Here you can choose from three options for how ICE should handle unsaved changes to the displayed objects.

"No monitoring" selection button

If this button is activated, your changes will not be monitored. You then have to take care of saving the objects you have edited yourself.

If you do not work with full concentration, you may lose the changes you have made with this setting.



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“Save changes automatically” selection button

ICE always saves your changes automatically as soon as you display another object, change the archive or open another folder.

"Unsaved changes" Selection button

Here you have two options as to which ICE should intervene if there are unsaved changes.

"Ask if you want to save when exiting application" button

If you close ICE and still have unsaved changes to the currently displayed object, activating this button can save your changes. When you close the program, ICE will then draw your attention to the unsaved changes and ask whether you want them to be saved before the final program end.

"Ask if you want to save when leaving application" button

If you exit the application by activating another window, ICE can inform you at that moment, for security reasons, if there are any unsaved changes to the currently displayed object and ask whether these should not be saved better before you activate another application.

General monitoring options:

Here you can have ICE automatically save your changes in the following five cases before the respective condition occurs.

These five following monitors are not available if you have activated the "No Monitoring" button described above.

"When the ICE program is locked after inactivity" button:

If you entered a program password to start ICE and enabled Program Lock after a period of computer inactivity, with this option enabled, ICE will save your object changes before the program locks.

"When Windows closes the application" button:

If ICE is ended by the Windows system, this activated option ensures that your object changes are saved before the program ends.

“When Windows ShutDown” button:

If you have unsaved object changes but Windows shuts down, enabling this option will help ensure your changes are saved before Windows shuts down.

"When the application is closed for other reasons" button:

For example, if the computer goes into sleep mode (Hibernate) or energy saving mode, activating this button will save your object changes before entering energy saving mode.

"When quitting by Task Manager (Experimental)" button:

When ICE is "fired" via Task Manager, activating this button should still save your changes to the currently displayed object before ICE "runs out the lights".

This function doesn't work securely yet - so don't rely on the fact that nothing can happen by playing around in the task manager...



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"Balloon message after import from clipboard" group

In this group you can set the display behavior of the balloon messages in the ICE, which can be displayed if desired. These messages can inform you about the following features:

1. Whether the import of the respective clipboard content into ICE was successful or not.
2. Which paths you copied to the clipboard
3. After a screenshot, from which screen or window this was taken
4. When exiting ICE, that ICE will be closed

Drop-down box "Display duration"

Due to the Windows-UAC limitations, this setting only can be changed, if ICE is started with extended administrator rights (<Tab 'ICE'>).

In the "Display duration" drop-down box you can select the duration of the balloon messages to be displayed in the ICE.

The choices here are: "5 seconds", "7 seconds", "15 seconds", "30 seconds", "1 minute", "5 minutes" -

This setting works independently of the setting in the Drop-down box "Show notifications for" in the Control Panel (under "Ease of Access Display Settings") and only affects the display duration of the balloon messages displayed in the ICE.



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Tab 'External Apps'

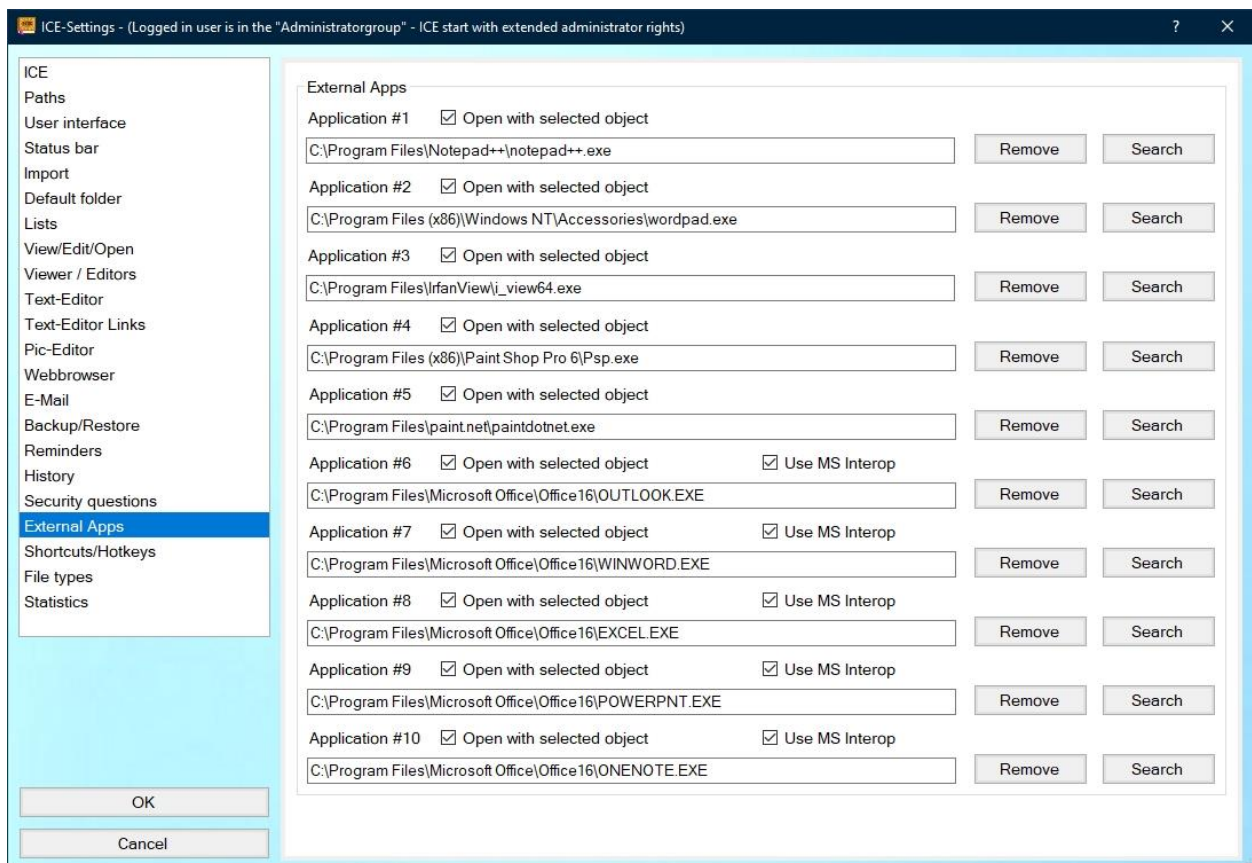
In the "External Apps" tab of the ICE settings window you can enter up to 10 applications . You can then open these applications simply by clicking on the automatically added icon in the ICE toolbar or by clicking on the corresponding menu item in the "Tools" menu of the ICE menu bar.

But you can also define that the currently selected and displayed object should be opened in the respective application.

You can also have your screenshots (see [Tab „Pic-Editor](#)) automatically sent to the applications entered here after they have been saved in the archive and open or insert the screenshot objects in these applications.

For example, you can assign "WinWord.exe" from Microsoft's Office package to one of these ten applications and activate the "Open with selected object" button for this entry.

If you then select a PDF object in the object list and click on the Word icon in the toolbar, the selected PDF object will be opened in WinWord, even if the "PDF" file extension is not assigned to WinWord in ICE.



Group: "External Apps"

So that you can see which external application the screenshots are being sent to when using the screenshot function "Send to 'External App'" in the "Pic Editor" tab, the external application selected there is displayed with a border in the ICE toolbar.



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"Open with selected object" button

If this button is activated, an attempt is made to open the currently selected object in the respective application when you click its icon in the toolbar, regardless of the object's file extension.

If this button is deactivated, only the respective application is started.

"Use MS Interop Service" button

This button is only displayed if one of the applications "**Outlook**", "**WinWord.exe**", "**Excel.exe**", "**PowerPoint.exe**" or "**OneNote**" from the MS Office package is selected as the application.

If the "**Open with selected object**" button is activated, you can use this button to ensure that the displayed object is correctly transferred to the desired MS Office application.

If this "**Use MS Interop Service**" button is activated, the selected MS Office application is not started with the currently displayed object as the start parameter, but the so-called "Microsoft.Office.Interop" service is used to pass the displayed object to the Office application, which can lead to a different type of representation of the object in the application depending on the object type and application.

If, for example, you open a PDF object in Word via "External App", it is normally converted into an editable Word document when opened.

However, with the MS Office Interop Service activated, the PDF is inserted into the Word document as a PDF.

You can also only open image objects in the corresponding MS Office application with the "**Use MS Interop Service**" button activated.

If the "**Use MS Interop Service**" button is activated, the Microsoft.Office.Interop Service is used when you:

1. Open the external application "**Outlook**" with a **TXT, RTF or image object**. The text or image is inserted into the body (message) area.
If no message is open, a new message is created and the object is inserted into it.
2. Open the external application "**Outlook**" with a **different object format**. The object is inserted into the email as a file attachment.
If no message is open, a new message is created and the object is inserted into it.
3. Open the external application "**WinWord**" with a **TXT, RTF or image object**. The text or image is inserted at the caret position of the document.
If no document is open, a new document is created and the object is inserted into it.



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4. Open the external application "**WinWord**" with a **PDF object**. The PDF document is inserted as an OLE object at the caret position of the currently open document.
If no document is open, a new document is created and the object is inserted into it.
5. Open the external application "**Excel**" with a **TXT, RTF or image object**. The object is inserted into the currently open sheet from cell "A1".
If no sheet is open, a new table is created and the object is inserted into it.
6. Open the external application "**PowerPoint**" with a **TXT, RTF or image object**. The object is inserted into the open slide at the caret position.
If no slide is open, a new slide is created and the object is inserted into it.
7. Open the external application "**PowerPoint**" with a **PDF object**. The PDF object is inserted into the open slide at the caret position as an OLE object.
If no slide is open, a new slide is created and the object is inserted into it.
8. Open the external application "**OneNote**" with a **TXT, RTF or image object**. The object is inserted into the currently open note at the caret position.
If no note is open, a new note is created and the object is inserted into it.
9. Open the external application "**OneNote**" with a **PDF object**. The object is inserted into the currently open note at the caret position as an OLE object.
If no note is open, a new note is created and the object is inserted into it.

If the Office application is not open, it will be started and the object will be embedded in a new document/worksheet/slide.

If the Office application is already opened with a document/worksheet/slide, the object will be inserted into it at the cart position.

Depending on the task, it may be more appropriate to switch the MS Office Interop Service on or off.

You can also integrate an MS Office application twice as an "External App" and have the applications open the displayed object in the MS Office application once with the "Use MS Interop Service" button activated and once with the "Use MS Interop Service" button deactivated.

"Search" button

Clicking these buttons opens a file selection dialog in which you can select the desired application and enter it in ICE.



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"Remove" button

Clicking this button removes the corresponding application entry.

If the "Ask before deleting" function is activated in the ["Security questions" tab](#) of the ICE settings, you must first confirm the security question before executing the function.



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Tab ,Shortcuts/Hotkeys‘

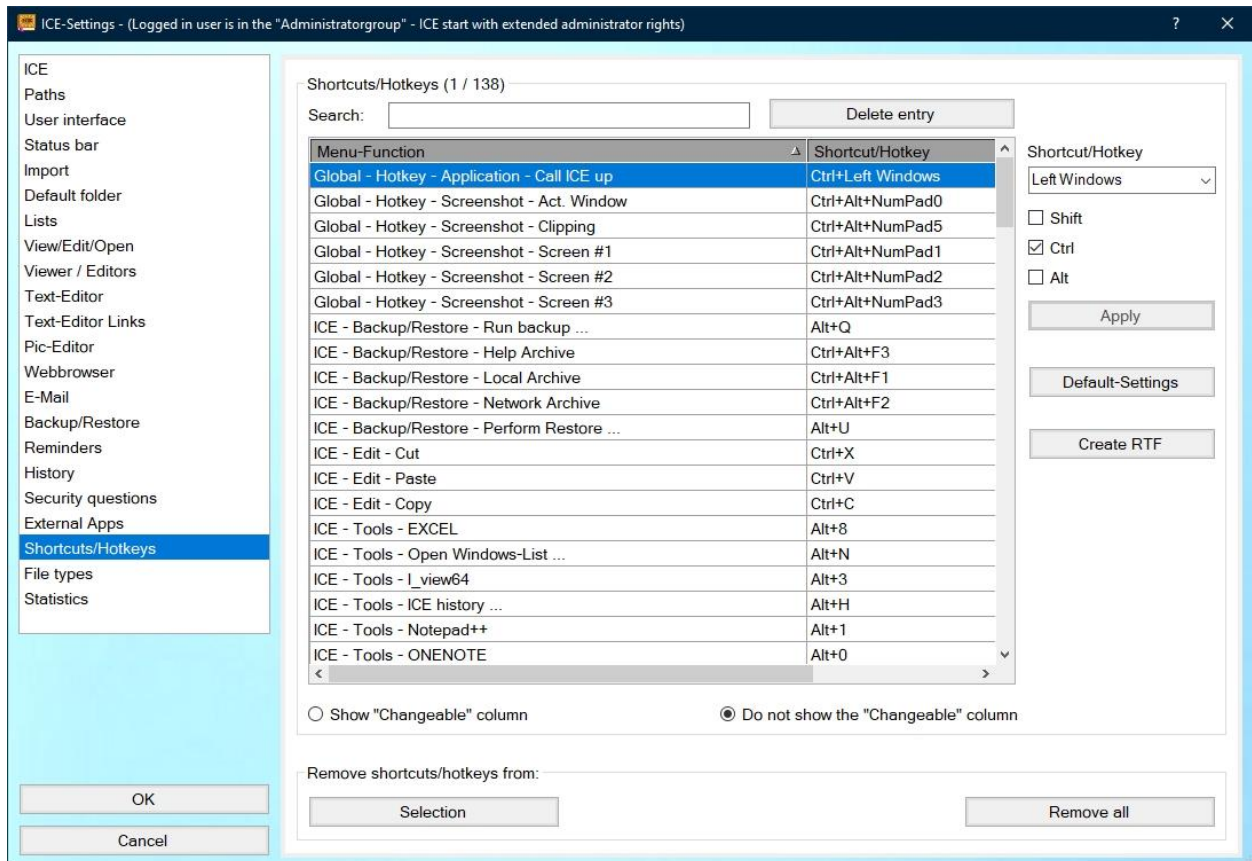
This "Shortcuts/Hotkeys" tab of the ICE settings window allows you to customize the key combinations (shortcuts) for calling up the ICE menu functions according to your wishes and to define the global hotkeys.

This tab displays a list of all ICE functions and hotkeys that can be called up using a key combination in ICE.

In the right column of this list you will find the assigned shortcuts and hotkeys for the individual functions that are displayed in the left column.

Make sure that the key combinations you have chosen are not already being used by global hotkeys from third-party applications or the Windows system itself!

(see: <<https://support.microsoft.com/de-de/windows/tastenkombinationen-in-windows-dcc61a57-8ff0-cffe-9796-cb9706c75eec>>)



Shortcuts that cannot be changed

Some of the shortcuts shown in this list cannot be changed because they either correspond to the standard Windows shortcuts or have multiple uses in ICE:

- | | |
|--------------------|------------|
| F3 | Find Next |
| F12 | Save As |
| Ctrl + Up | Zoom Plus |
| Ctrl + Down | Zoom Minus |
| Ctrl + A | Select All |
| Ctrl + C | Copy |
| Ctrl + F | Find |



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Ctrl + V	Paste
Ctrl + S	Save
Ctrl + X	Cut
Alt + O	Import Object

Global hotkeys:

Open ICE ["ICE" tab](#)

Here you select the desired key combination for the hotkey with which you can open the graphical user interface of ICE.

Screenshot Screen #1 ["Pic Editor" tab](#)

Screenshot Screen #2 ["Pic Editor" tab](#)

Screenshot Screen #3 ["Pic Editor" tab](#)

Here you select the desired key combination with which you can create screenshots of the respective window/screen.

Screenshot window ["Pic Editor" tab](#)

Here you select the desired key combination with which you can create a screenshot of the currently active window.

Screenshot section ["Pic Editor" tab](#)

Here you can select the desired key combination with which you can create a screenshot of a freely selectable rectangular section of the window/screen on which the mouse pointer is located.

Group: "Shortcuts"

Text input box "Search"

If you enter text in this text field, all lines containing the entered text will be highlighted.

"Delete entry" button

Clicking this button will clear the text field for entering your search text.

Dropdown box "Selected shortcut"

This box shows the keyboard shortcut for the currently selected function.

You can change the keyboard shortcut for this function by opening it and selecting a different keyboard shortcut.



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"Shift" button

You can use this button to connect the keyboard shortcut selected above with the "Shift" additional key.

"Ctrl" button

You can use this button to connect the keyboard shortcut selected above with the "Ctrl" additional key.

"Alt" button

You can use this button to connect the keyboard shortcut selected above with the "Alt" additional key.

"Apply" button

If you click this button, ICE checks whether the keyboard shortcut selected above with the selected additional keys is already assigned as a shortcut to another ICE function. If this is the case, you will be asked to decide whether the previously defined shortcut for the selected function should be swapped with the shortcut of the function already assigned to the selected key combination.

"Create RTF" button

If you click this button, ICE saves an RTF file in the help archive under: „02. The Program ICE“ – „Miscellaneous“ – „Custom shortcuts_hotkeys.rtf“.

This list contains the entries and their sorting that you currently see in the "Shortcuts/Hotkeys" tab.

If you open this list in an external RTF editor (Word, Wordpad, etc.), you can print it out there and then always have the keyboard shortcuts to hand.

If an archive other than the ICE help archive is assigned to the help archive, ICE saves this file on the public desktop.

"Default settings" button

If you click this button, after confirming a security question, you can reset all shortcuts to the [default shortcut values](#).

"Show 'Changeable' column" selection button

Activating this button displays information in the left column about which of the list entries can be changed and which cannot.

"Do not show 'Changeable' column" selection button

Activating this button hides the left column with the information about which of the list entries can be changed and which cannot.

Button "Remove shortcuts from 'Selection'"

With this button you can delete the assigned shortcuts of all marked functions after confirming a security question.



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Button "Remove shortcuts from 'Remove all'"

By clicking this button you can remove all changeable shortcuts of the listed functions after confirming a security question.

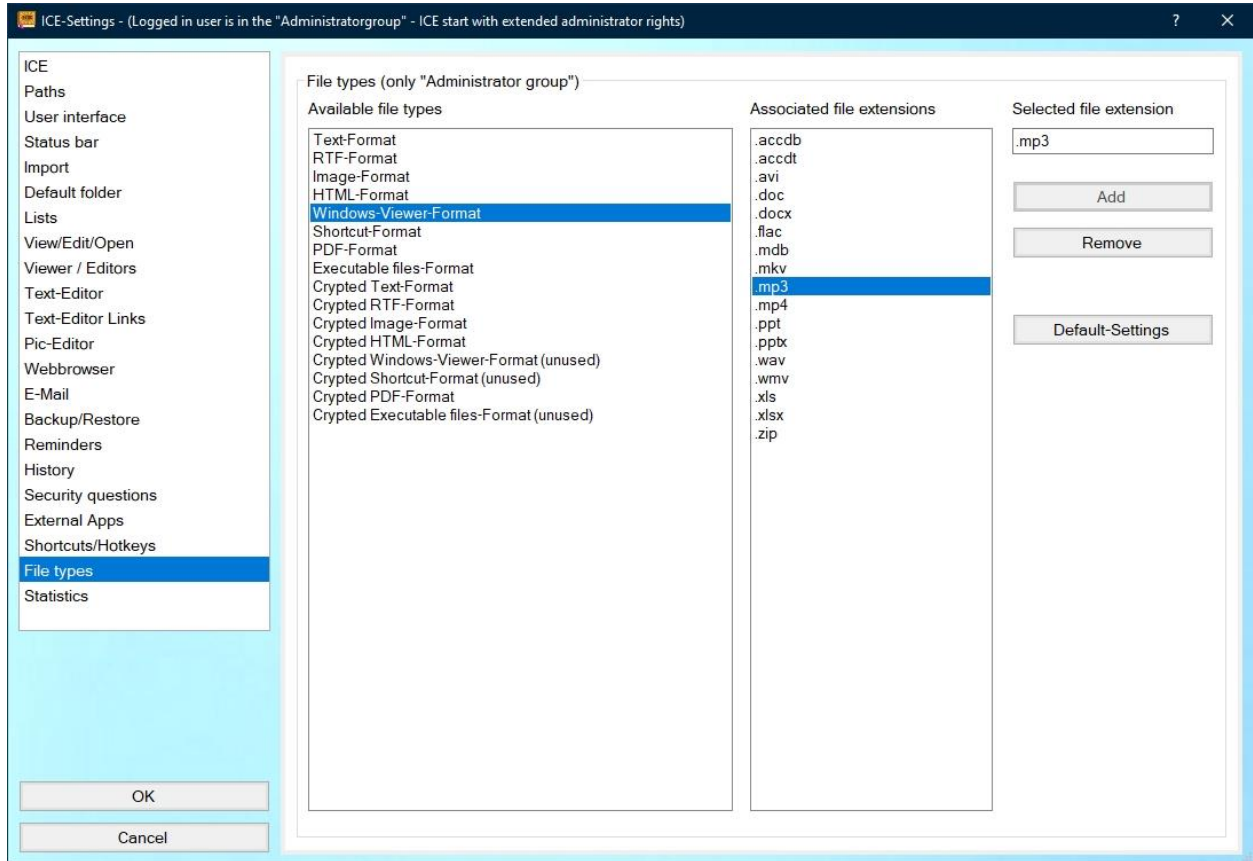


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Tab 'File types'

In the 'File types' tab in the ICE Settings window, you can change the assignment of file extensions to the 16 possible file types in ICE and, if necessary, assign additional file extensions to the file types.



"File types" group

"Available file types" list box

This box lists all 16 possible file types; to which you can assign different file extensions.

When selecting an object from the object list, ICE displays the selected object in the integrated editor/viewer associated with the file type to which the object's file extension has been assigned.

If you select a file type, all file endings assigned to the selected file type are displayed in the "Assigned file extensions" list box described below.

"Assigned file extensions" list box

This box lists all file extensions that are assigned to the selected file type.

If you select one of the extensions, it will be displayed in the "Selected file extension" text box.

If necessary, you can remove this extension from the list of assigned file extensions.

Text box "Selected file extension"

This box displays the file extension that you selected in the "Assigned file extensions" list box.

If necessary, you can remove this extension from the list of assigned file extensions.



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If you enter a file extension in this text box that is not yet assigned to a file type, you can add this new file extension to the selected file type.

“Add” button

If you enter a file extension in the "Selected file extension" text box that is not yet assigned to a file type, you can add the entered file extension to the selected file type by clicking this button.

This button can only be pressed if the file extension displayed in the text box is not already assigned to a file type.

“Remove” button

If the "Selected file extension" text box displays a file extension that is included in the list of file extensions assigned to the file type, you can remove it from the list of assigned file extensions if necessary by clicking this button.

This button can only be pressed if the file extension displayed in the text box is already assigned to a file type.

Is the "Ask before deletion" function in the ["Security questions" tab](#) of the ICE settings activated, you must first confirm the security question before executing the function.

“Default settings” button

By clicking this button, the file endings assigned to the file types are reset to the default settings.

For security reasons, you must first confirm a security question before running this function.



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Tab ,Statistics'

You can find out about your use of this application in the 'Statistics' tab.

Group: "Statistics"

All statistical data collected during your use of ICE is displayed here.

Number of program starts

This field shows the number of program starts since the installation of ICE.

First start

This field shows when ICE was started for the first time.

Current start

This shows when the current session was started by ICE.

Runtime since program start

Shows the runtime of ICE since the program started or since this field was reset.

Runtime Total

This field displays the accumulated runtime of ICE since the last time this field was reset.

Mouse-O-Meter

The Mouse-O-Meter is a distance counter for your mouse. The distance that you move the mouse pointer across the screen is displayed here.



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"On/Off" button	Since the constant monitoring and calculation of the mouse pointer coordinates consumes system resources - albeit minimally -, you can use it to disable the monitoring of mouse movements.
Monitor (inch)	Here you can enter the dimensions of the visible area of your monitor for exact measurement of the Mouse-O-Meter.
Current position	The monitor on which the mouse pointer is located and the screen coordinates of the mouse pointer are displayed on the screen.
Since program start	This field displays the mouse position that you have moved the mouse across the screen since the program started or the last time this field was reset.
In total	This shows the distance you have moved the mouse across the screen since you last reset this field.
Internally opened objects	This field shows the number of objects that you have opened and displayed in ICE.
Externally opened objects	This field displays the number of objects that you have allowed ICE to open in an external program using the "Open object externally/Execute" function .
Manually imported objects	This shows how many objects you have inserted into ICE using the "Import object from clipboard" function .
Automatically imported objects	Shows the number of objects that you have added to the ICE archives using the automatic import function .
Folders imported from the system	The number of folders imported manually using the "Import folder" function is displayed in this field.
Objects imported from system	This field displays the number of objects that you have imported into ICE using the "Import objects" function .
Object contents into clipboard	Shows the number of object contents that you have copied to the clipboard from ICE using the "Paste object to clipboard" function .
Sent object content	The number of object contents that you have sent from ICE to other applications using the "Paste object to clipboard and send" function is displayed here.



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Objects sent to external app

This shows the number of objects that you have sent from ICE to other applications using the ["External Apps" function](#).

Objects sent by email

This field shows the number of objects that you have sent using the ["Send object by email" function](#).

Gimmick

With the universe-wide recognized formula for calculating the Star Trek star time: **Star time = 1000 * (year + 1 / s * (x - 1 + hour / 24 + minute / 1440) - 2323)** the star time for the date-time information of "First start" and "Current start" is calculated and displayed.

The following applies: s = 366 if the year is a leap year, and s = 365 if it is not a leap year.

The variable x contains the number of the day in the year. Example: On February 10th x = 41, on December 31st x = 365 if the year is not a leap year and 366 if it is. The sizes year, hour and minute speak for themselves, so they represent the year and the time for which you want to calculate the star time.

This formula gives the value zero for the sidereal time for January 1, 2323. For a date before this date, the sidereal time is negative, and from the year 2323 onwards it becomes positive.

Sidereal time is usually given with one decimal place.

Usage

"Reset All" button

With this button you can reset all of the displayed data with the exception of the entries in "Number of program starts", "First start" and "Current start".

"Reset" buttons

With these buttons you can reset the data that is output to the left of the relevant button.



'Question and Input' window

You will often come across this window when using ICE.

ICE communicates with you through this window if ICE needs to request input or a decision from you about its further workflow.
The basic design of this window is always the same.

The design and content of this window can be designed differently depending on the reason for the interaction with the user.

service

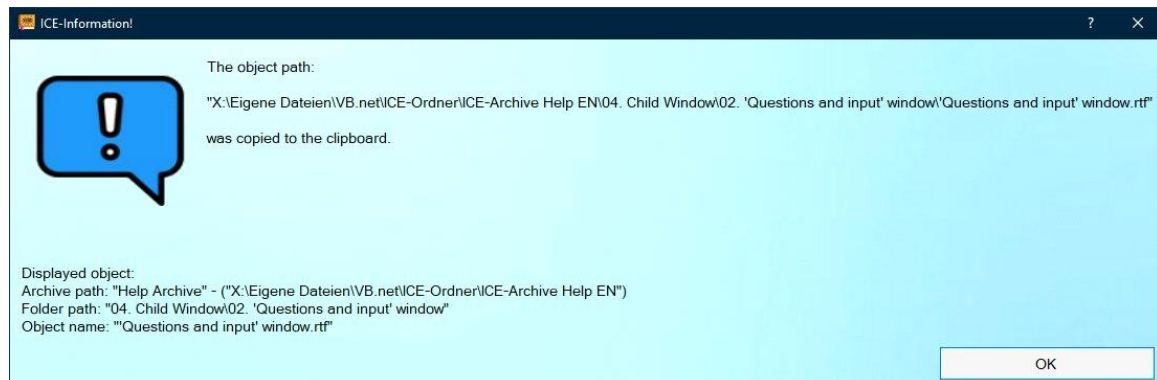
Button "?" in the title bar

Opens the help archive with this page that you are currently reading.

Notification window

ICE displays this window to notify you of work in progress.

This window has an icon that displays an exclamation mark in a blue speech bubble and only an "OK" button with which you can confirm that you have acknowledged the notification.



Question window

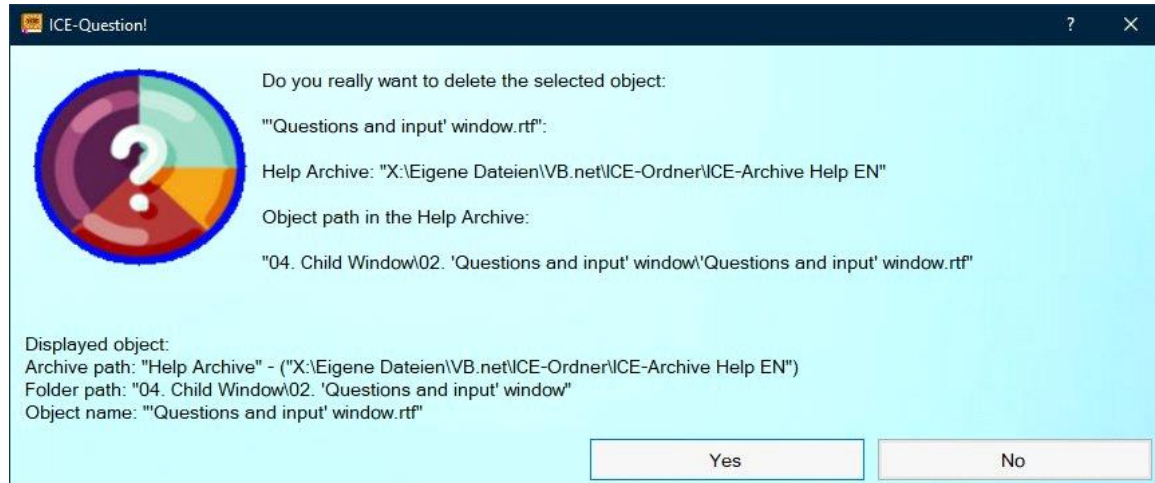
Question windows always show an icon with a question mark in a colored circle.
The buttons displayed at the bottom of the window can have different labels and represent your answer or decision about continuing the current task that ICE is currently processing.

Question windows usually have a "Yes" button and a "No" button.

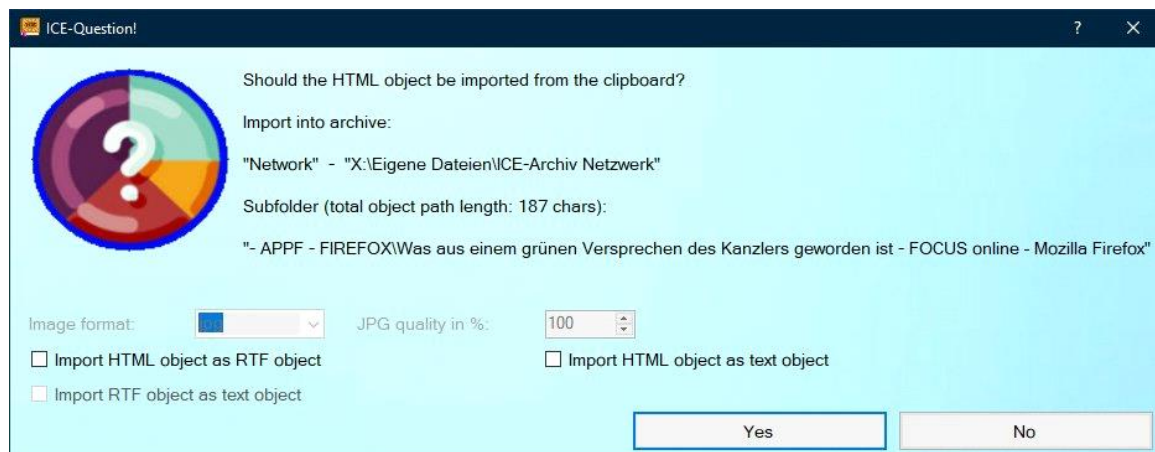


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Depending on the current question, this question window can also be equipped with additional buttons to be selected by you.



Input window

Input windows show an icon that shows a pen in front of a writing surface. These windows are part of the question windows - but with the difference that ICE expects you to enter a value.

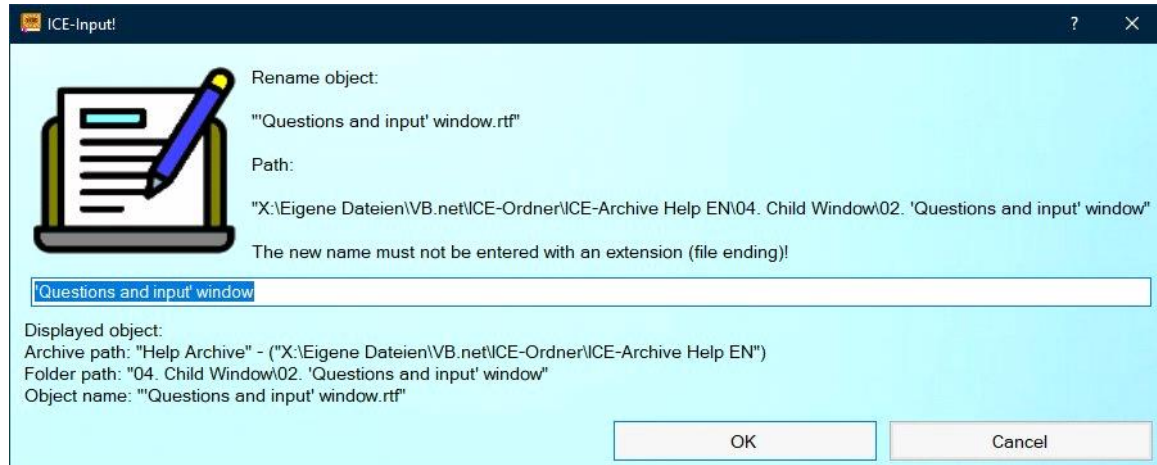
If an input field appears in this window, ICE expects you to enter text in order to complete the task at hand.

Such input windows have the "OK" and "Cancel" buttons.



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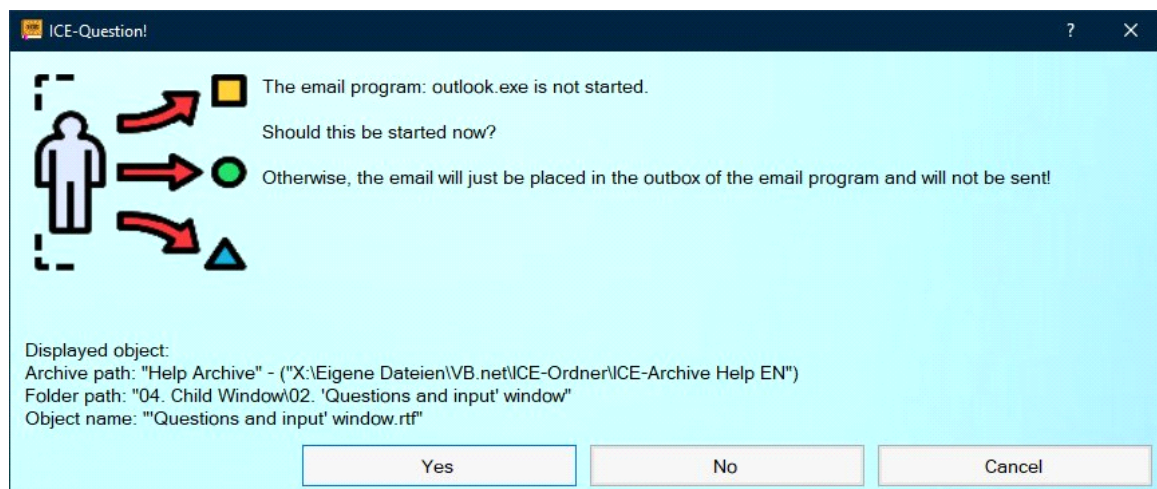
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Normal selection window

If you find a symbol in a question window that shows a man next to three different objects, this window has several buttons from which you have to make a selection. These selection windows are shown during regular events that require you to decide how ICE should respond to that event.

For your answer, click on the corresponding button.



Warning selection window

If ICE detects a concerning situation and requires you to pay close attention and decide how to proceed, the following warning selection window will appear.

This warning selection window shows an icon that has an exclamation mark in an orange octagon.

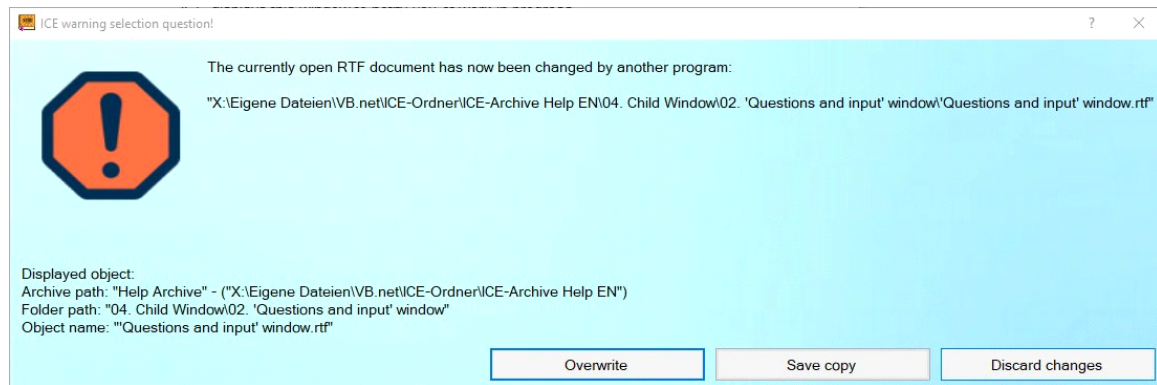
In these windows you also have to make a choice between different selection options that are displayed in this window.

Here too, confirm your selection by clicking on the desired button.



ICE – Ideal Clipboard Expander

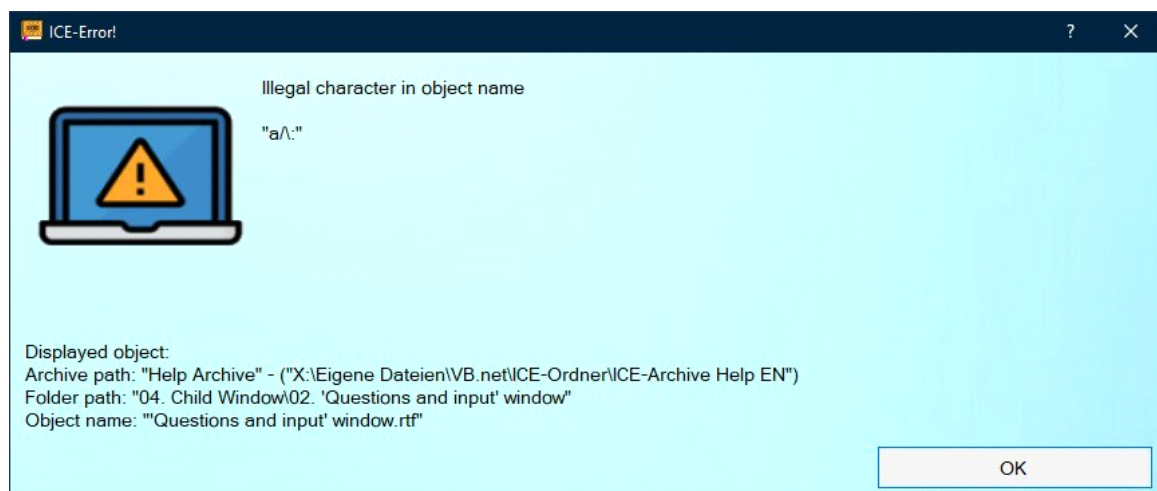
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Error window

If you see the symbol shown below with a warning triangle in a monitor and only an "OK" button in a window, the reason for this window being displayed is usually an error message.

Normally you can then repeat the execution of the task and, by correcting your previous entries, have the opportunity to still carry out the task in question.



Fatal error windows

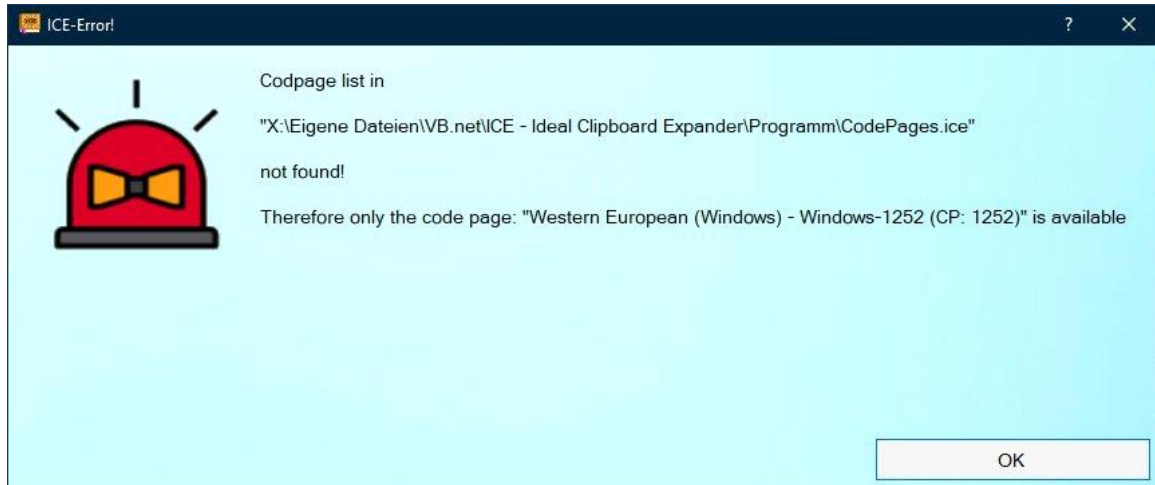
If you see the alarm light icon shown below and only an "OK" button in a window, the reason this window is displayed is usually a serious error message that indicates a questionable status that prevents the execution of the current task prevented.

These windows appear, for example, if ICE cannot find or open files required for its error-free function when it is started.



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'Information' window

The information window is used in the ICE for three purposes.

1. Displaying object information

Symbol



Call

ICE menu "Object", menu item "Object information"

or

ICE toolbar

Description

Since ICE always displays two lists and one of the editors in the program window, it may happen (especially on monitors that have less than 1920Px horizontal resolution) that the user cannot drag the object list wide enough to include all available columns. Displays object information.

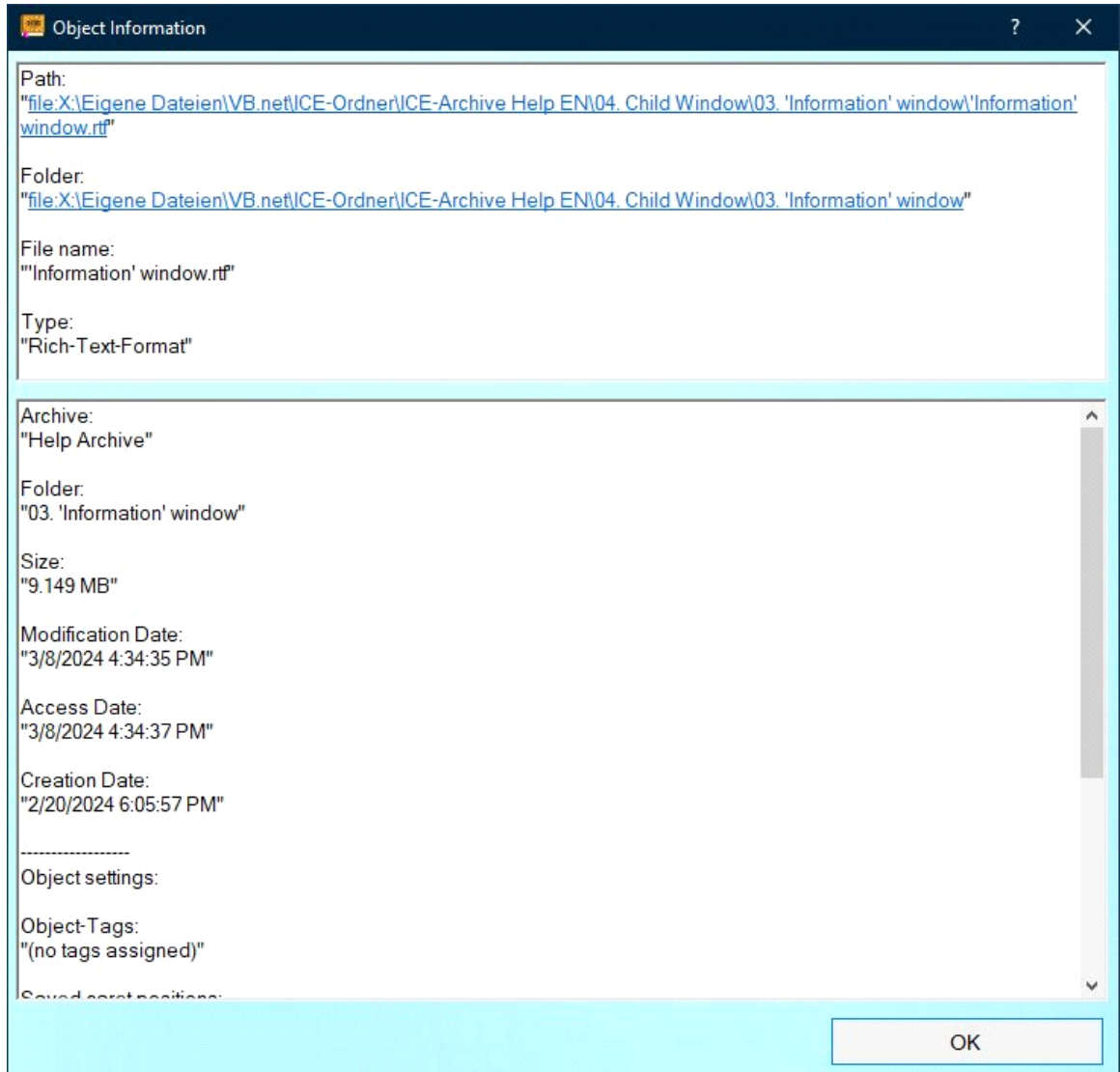
For these cases, the "Object Information" window has been integrated into ICE.

In this window you will see the possibly hidden column entries of the current object and you do not have to constantly widen and narrow the object list in order to be able to read the required information about the object.



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Usage

"OK" button

Closes the "Object Information" window

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.

2. As a task review window for backups

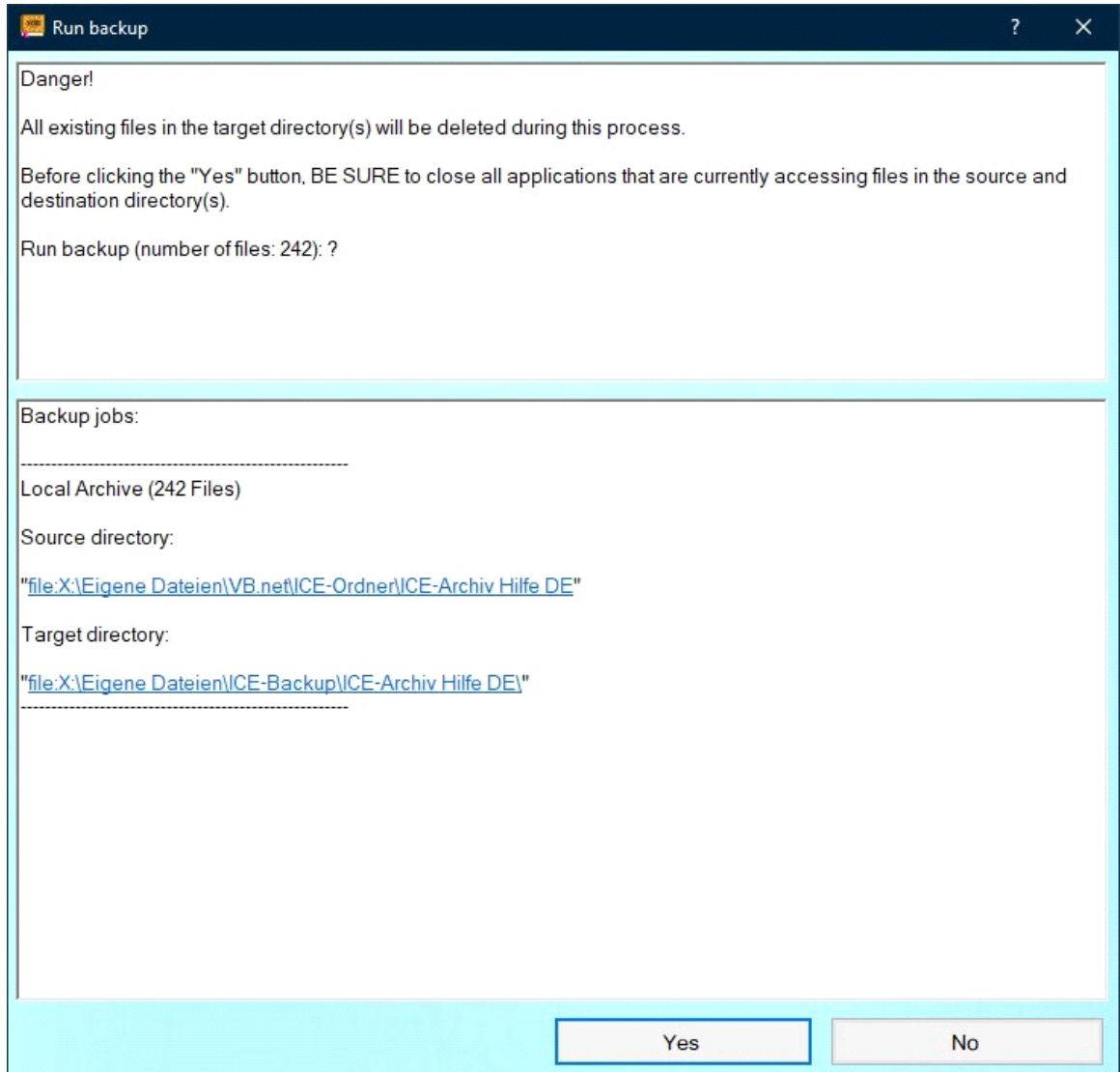
This window is also used during backup to show you a summary of the backup task to be performed.

If you click the ["Security Questions" tab](#) in the ICE Settings window for the (<[tab 'Backup/Restore'](#)>), you can activate "Questions before backup/restore" and start a backup, ICE will show you this window with the backup jobs you have specified.



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Usage

“Yes” button

Starts the backup with the displayed settings.

“No” button

Discards the scheduled backup and closes the 'Backup' window.

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.

3. As a notification window when the 30 day ICE trial period has expired

If you see this window, the 30-day free trial period for checking ICE has expired.



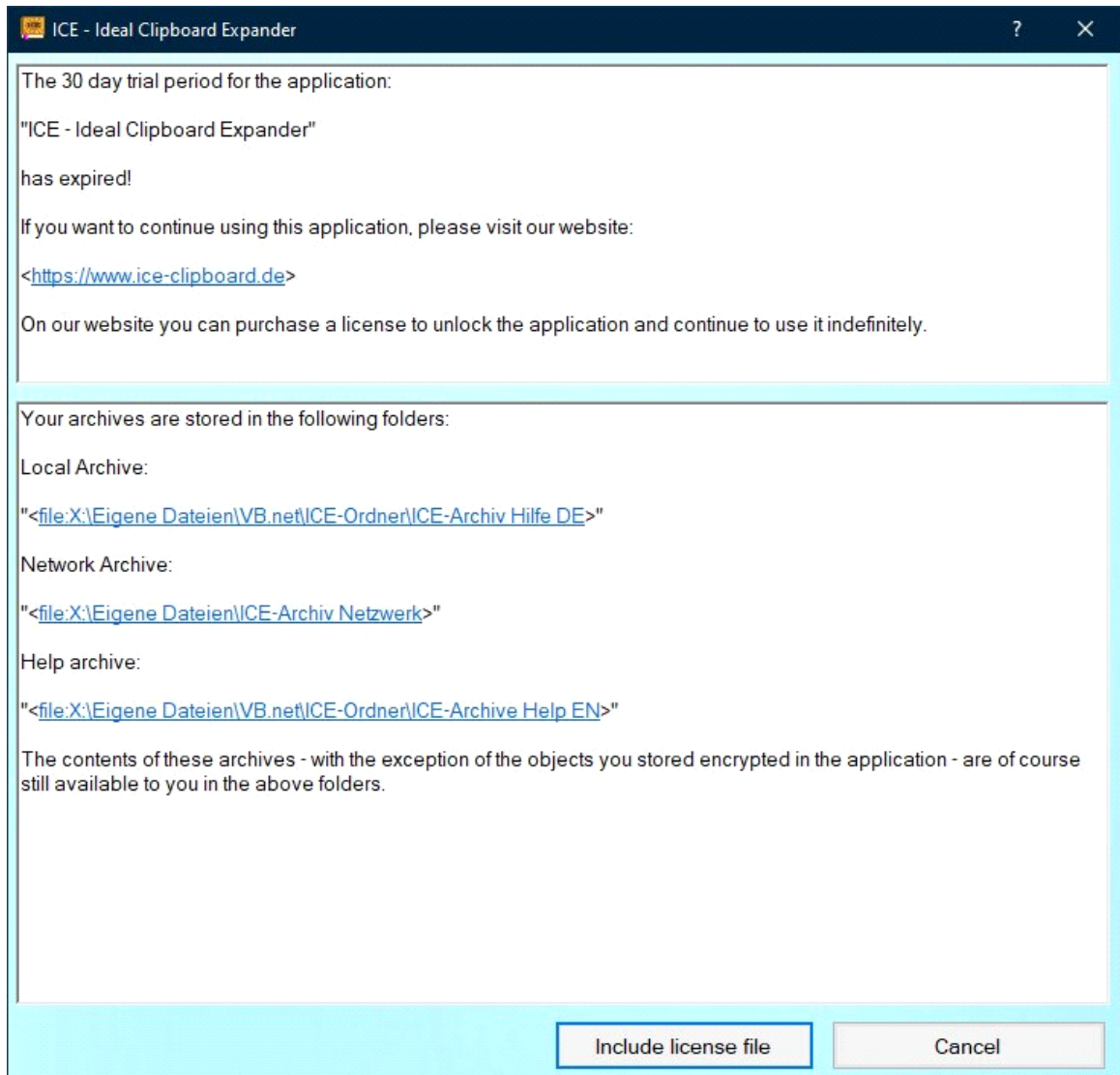
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From the moment this window appears, you will no longer be able to use this program.

To continue using ICE, you can open our ICE website indicated in the window and purchase a license for this program there.

After your payment has been received, you will receive a license file by email with which you can continue to use ICE indefinitely.



Usage

“Include license file” button

After purchasing and receiving the license file, which you must save in any folder on a data medium (usually on your hard drive), click on this button.

A file selection dialog now opens in which you select the saved license file.



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By confirming your selection with the "Open" button, you will receive a message stating that ICE is activated as a full version from the next start and can be used permanently without restrictions as long as a valid license file is recognized.

<[Add license file](#)>

"Cancel" button

Closes the ICE program.

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



'Search Folders and Objects' window

Symbol



Call

ICE menu "Search", menu item "Search folders/objects..."

or

ICE toolbar

Description

This window allows you to keep track of your archived objects at all times by allowing you to search and display any folders and objects according to criteria you specify.

This window has two tab pages

1. [Tab 'Search parameters'](#)
2. ['Search results' tab](#)

Usage

You can continue using ICE while this window is open.

"Find Folders and Objects" window

Button "?" in the title bar

Opens the help archive with help for the currently open tab.

"Search" button

Once you have selected your desired search criteria, you can start the search by clicking the "Search" button.

If ICE finds objects that match your search criteria, they will be displayed in the "Locations" list after the search is completed.

In addition, ICE shows you how many objects were found, how many of the searched objects were searched for content and how many objects were searched in total.

If you select one of the found objects in the list, this object will open in ICE.

"Cancel" button

While searching for objects, you can cancel this search prematurely by clicking this button.



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“Close” button

Closes the “Find Folders and Objects” window.



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Tab 'Search parameters'

You can enter the following parameters in the "Search parameters" tab:

'Root folder' group

You can use the Search selection **buttons** “**All archive folders**” and “**Current folder (including subfolders)**” to select what should be searched.

If the "All archive folders" selection button is activated, all folders in the currently open archive are searched.

If the "Current folder (including subfolders)" selection button is activated, only the currently open folder and the subfolders contained in it will be searched.

'Find Folder' group

Criteria:

Folder name

Sub-criterion:

Case sensitive

Function:

Searches for folders that contain the search text entered in their name

If desired, the search can be set to be **case-sensitive**.

'Search Objects' group



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When searching for objects, you can use the following criteria individually or in combination:

Criteria:

File type (according to file extension)

Function: Finds only objects that match the selected file type(s).
If search by file type is activated without selected file types, no search can be carried out.
If the search by file type is deactivated, all file types associated with ICE are searched.

File type:

Unencrypted file types:

Text = ASCII text objects with ".txt", ".asc", ".ini", ".lst", ".log", ".bat" endings

RTF = Richtext objects with ".rtf" ending

Image = Image objects in the format ".bmp", ".dib", ".emf", ".gif", ".ico", ".jpe", ".jpg", ".jpeg", ".pcd", ".png", ".tif", ".tiff", ".wmf" extension

HTML = HTML objects with ".htm" or ".html" ending

Viewer = Viewer objects with default ".doc", ".xls", ".ppt", ".docx", ".xlsx", ".pptx", ".mdb", ".accdb", ".accdt" -ending

Shortcut = shortcut objects with ".lnk" ending

PDF = PDF objects with ".pdf" ending

EXE = EXE objects with ".exe", ".com", ".hlp" endings

Encrypted file types:

TextC = ASCII text objects encrypted in ICE with a ".txtc" ending

RTFC = rich text objects encrypted in ICE with ".rtfc" ending

ImageC = image objects encrypted in ICE in the format ".bmpc", ".dibc", ".emfc", ".gifc", ".icoc", ".jpec", ".jpgc", ".jpegc", ".pcdc", ".pngc", ".tffc", ".tiffc", ".wmfc" extension

HTMLC = HTML objects encrypted in ICE with ".htmC" or ".htmlC" ending

PDFC = PDF objects encrypted in ICE with ".pdfc" ending

Experienced users can do this assignment of file types by editing the corresponding entries in the ["File Types" tab](#) of the ICE settings. By the way, you can add all file extensions that are displayed in Windows Explorer with a file preview to the ICE file type "Windows Viewer" and then



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import objects with this file extension into ICE. These objects will then also be displayed or played in the ICE's Windows viewer.

You can activate/deactivate all file types using the **“Select all”** or **“Deselect all”** button.

Object name

Sub-criterion:

Upper/lower case

Function:

Searches for objects that contain the search text entered in their name

If desired, the search can be set to be case-sensitive.

Object tags (keywords)

Sub-criterion:

Inherit tags from folder path

Function:

Finds objects that are in their object settings ([‘Folder and object settings’ function](#)) contain the selected tags.

To search, two selected tags can be linked with “And/Or”.

If the **"Inherit tags from folder path" button** is deactivated, the search will only search for and display objects whose object tags match those selected in the "Tags" combo boxes.

If the **"Inherit tags from folder path" button** is activated, the search will also display the objects that contain the tags to be searched for in the folder settings of a higher-level folder from the entire folder path of the objects.

For example, if a folder has the tag “Images” saved in its folder settings, when you search for “Images” by tag, all objects within this folder will be listed in the search result list.

Date From - To

sub-criterion

Date modified or accessed or created

Function:

Searches for all objects whose selected sub-criteria date falls within the set period.

Contents

Sub-criterion:

Upper/lower case

Function:

Searches for objects that contain the entered search text in their text content.



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If desired, the search can be set to be case-sensitive.

The "Content" criterion is only available to you if you have only selected objects of the type "Text", "RTF", "TextC" and/or "RTFC" in the "File type" criterion.

Since this function has to search the complete file contents of all text objects that match the other criteria you selected, this search can take some time.

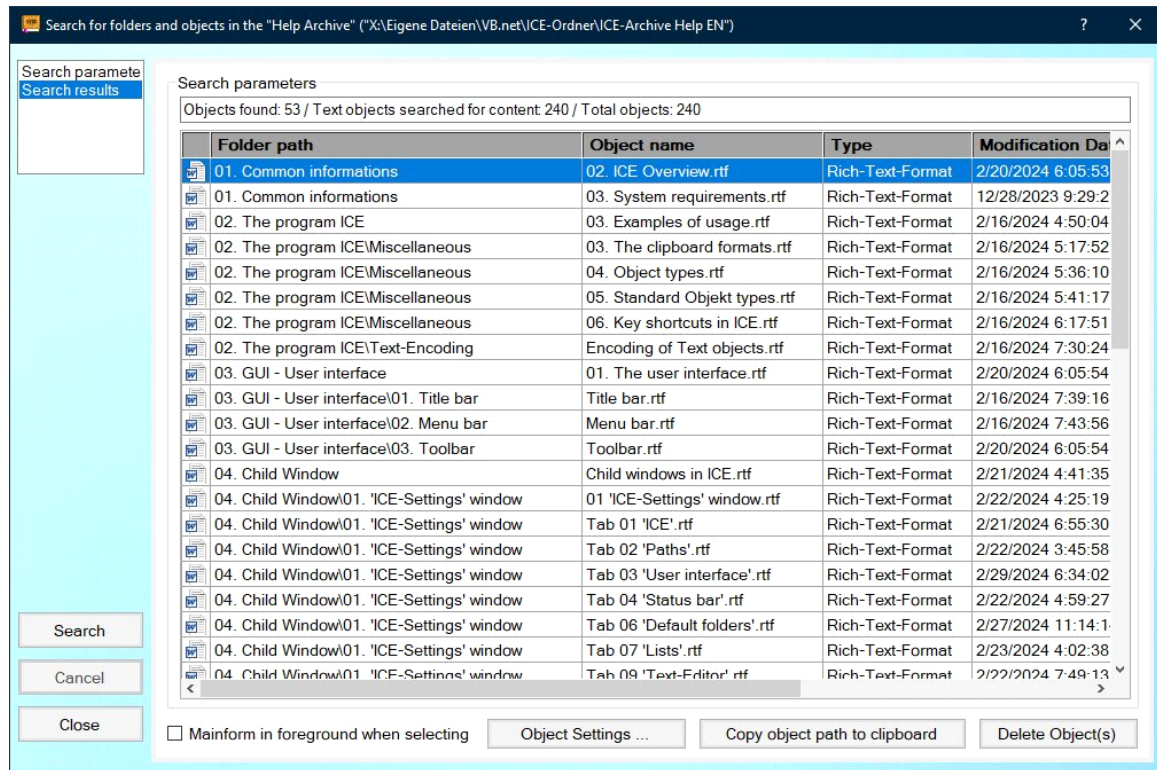
The search text entered in the "Content" input field in this window is automatically sent to the ["Search object" window](#) so that you can further search the selected objects for this content if necessary.



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'Search results' tab



The search results are displayed in the "Search Results" tab when you run the search.

The currently searched object is displayed in the upper text field during the search. After the search, this field shows you details about the search carried out.

Usage

DragDrop

You can drag and drop the folders/objects displayed in the search results list into the folder or object list of the ICE window.

Double-click on a marked entry in the "Search results" tab in the search results list

Opens the selected object in the ICE viewer

Right-click on one or more marked entries in the "Search results" tab in the search results list

This opens a context menu with five menu items.

When searching for objects

Cut out object(s).

Copies the object(s) and deletes them as soon as the selection is pasted elsewhere

Copy object(s).

Copies the object(s)



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Delete object(s).

Deletes the selected object(s) from the archive

Object settings (not for multiple selected entries)

Opens the object settings window of the selected object.

Copy object path to clipboard (not for multiple selected entries)

Copies the object path of the selected object to the clipboard

When searching for folders

Cut folders

Copies the folder(s) and deletes them as soon as the selection is pasted elsewhere

Copy folder

Copies the folder(s).

Delete folder

Deletes the selected folder(s) from the archive

Folder settings (not for multiple selected entries)

Opens the folder settings window of the selected folder

Copy folder path to clipboard (not for multiple selected entries)

Copies the folder path of the selected item to the clipboard

“Folder or object settings” button (not for multiple selected entries)

Opens the folder or object settings window of the selected folder or object.

“Folder or object path to clipboard” button (not for multiple selected entries)

Copies the selected folder or object path to the clipboard.

“Delete” button

Deletes the selected object(s) from the archive.

"Mainform in foreground when selected" button

If you activate this button, the main window of ICE will be brought to the foreground when you double-click on an entry in the search results list and will therefore be displayed above the "Search folders and objects" window.

If the main ICE window is minimized, it will be restored.

If the button is deactivated, the selected object is displayed in the main window of the ICE when you click on a search result, but the main window is neither brought to the foreground nor restored from a possibly minimized Win status.



Search Object Contents' window

Symbol



Call

Text editor menu "Search", menu item "Search object"

or

Text editor toolbar

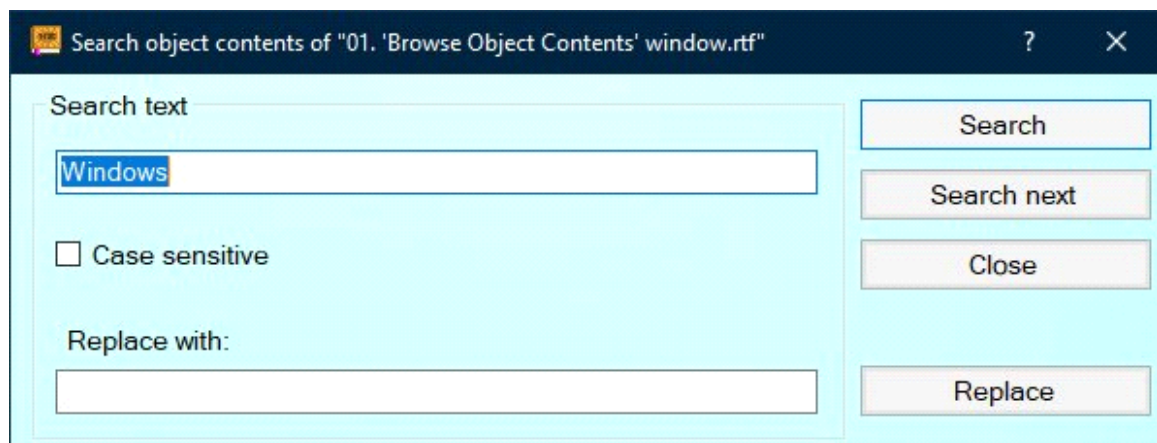
Description

This window allows you to search the text content of the currently displayed object for specific search terms.

Enter your search text for which the currently open object should be searched in the **"Search text" text input field**.

If desired, the search can be set to be **case-sensitive**.

Have you previously entered the "Contents" input field of the ['Search folders and objects' window](#) a search text is entered, it will automatically be adopted as search text by this window.



Usage

You can continue using ICE while this window is open.

“Search” button

Once you have entered your desired search text, you can start the search by clicking the “Search” button.

If ICE finds the search text in the currently open object, this location is displayed in the object.



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“Find more” button

Finds the next occurrence of the search text in the content of the current object and displays the location.

“Close” button

Closes the window.

“Replace” button

Replaces the text selected in the text object with the text entered in the "Replace with" text input field.

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



'Folder and Object Settings' window

Symbol

Folder settings 

Object settings 

Call

ICE menu "Folder", menu item "Folder Settings..."

or

ICE toolbar

or.

ICE menu "Object", menu item "Object settings..."

or

ICE toolbar

Description

In this window you can specify the object settings that can be set for the currently displayed object.

This window has eight tabbed pages

1. Tab 'Object Tags'

Description: [Tab 'Object tags'](#)

Usage: ['Search Folders and objects' window](#)

2. Tab 'Caret Positions'

Description: [Tab 'Caret positions'](#)

Usage: [Save Caret positions](#)

This tab cannot be accessed in the folder settings.

In the object settings, this tab can only be accessed for text and RTF objects.

3. Tab 'Send parameters'

Description: [Tab 'Send parameters'](#)

Usage: [Paste object to clipboard and send](#)



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4. Tab 'List settings'

Description: <[Tab ,List settings'](#)>

5. Tab 'Reminder'

Description: <[Tab ,Reminder'](#)>

6. Tab 'Sendkeys Overview'

Description: [SendKeys overview](#)

7. Tab 'Key Codes'

8. Tab 'Key combinations'

9. Tab 'Control Buttons'

10. 'Examples' tab

Usage

"OK" button

If you click the "OK" button in the 'Folder and Object Settings' window, the settings change you made in this window will be applied as new folder or object settings and the "Folder and Object Settings"-Window closed.

"Cancel" button

If you click on the "Cancel" button, the changes you have made to the settings will be discarded and the "Folder and Object Settings" window will be closed.

Button "?" in the title bar

Opens the help archive with help for the currently open tab.

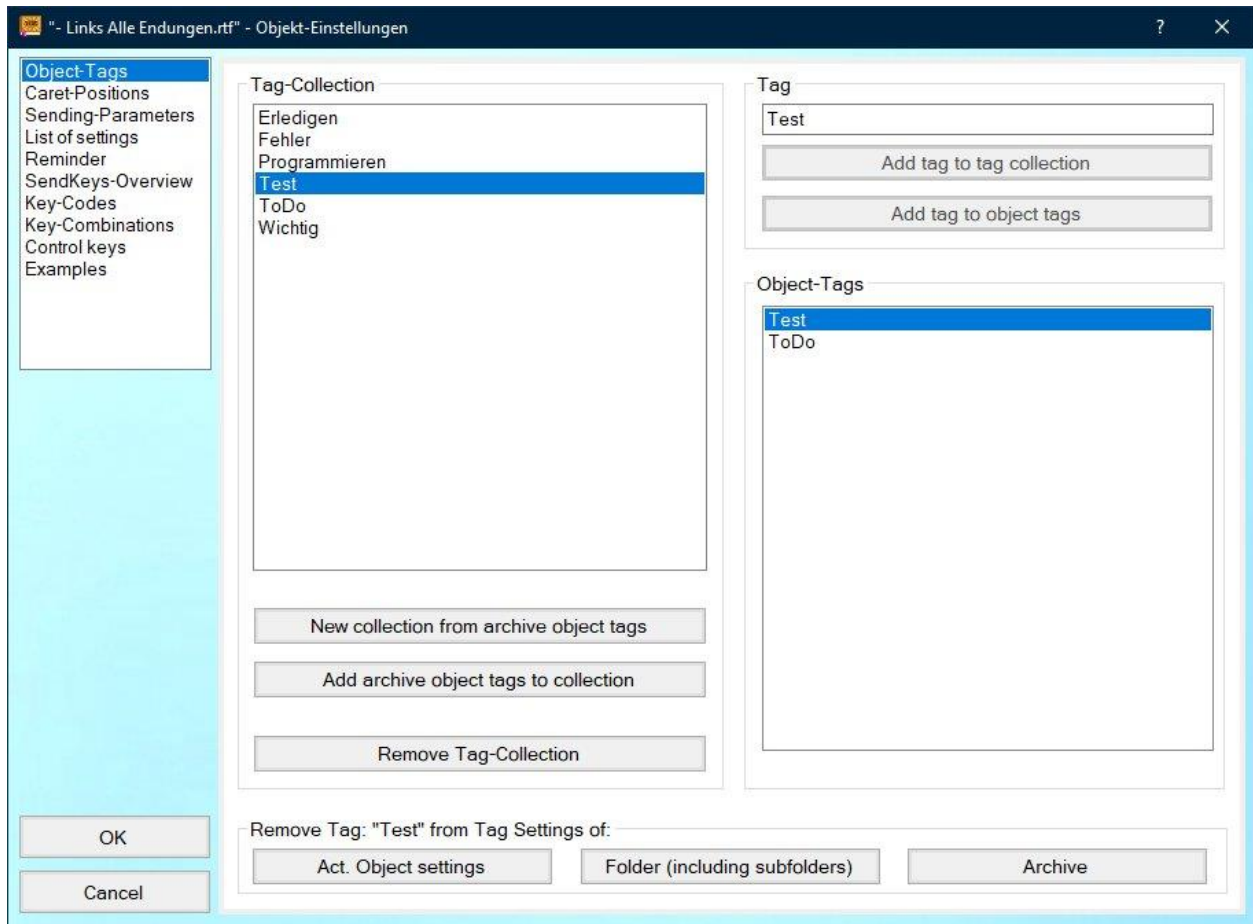
Storage of folder and object settings

The object tags, search parameters and any saved caret positions from the text and RTF documents specified in these folder and object settings are saved in a common setting file "Object-Settings.ice" in the root directory of the respective archive.

If you delete this settings file in the archive, all folders including their subfolders and the objects they contain will lose their individual settings that you may have assigned to them.



Tab 'Object-Tags'



In this tab you specify the tags (keywords) for the individual objects.

You can search for these tags using the ["Search Folders and Objects" function](#) to search your archive or the currently open folder and list all objects that contain the searched keywords.

Usage:

Group "Tag Collection"

Mouse click on an entry in the tag collection list

Transfers the name of the selected tag collection list entry to the tag text field

Double-click an entry in the tag collection list

Adds the tag selected in the tag collection list to the object tags of the currently open object.

Button "New collection from archive object tags"

Rereads all object tags assigned in the object settings of the objects contained in the currently open archive and replaces the tag collection of this archive with these tags.



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It is recommended to execute this function after reassigning an archive that has already been used to one of the three archives.

Only then can you use the "Search folders and objects" function search for the object tags read into the tag collection.

Button "Add archive object tags to collection"

Rereads all object tags assigned in the object settings of the objects contained in the currently open archive and expands the tag collection of this archive with the newly found object tags. It is recommended to execute this function after reassigning an archive that has already been used to one of the three archives.

Only then can you use the "Search folders and objects" function to search for the object tags read into the tag collection.

Group "Tag"

Displays the currently selected tag from the tag collection list. You can also enter new tags in this text input field.

Group "Collection"

"Add to Tag Collection" button

Enter the name of a new keyword in the "Tag" text input field and then click on the "Add to tag collection" button or press the "Enter" key. The keyword is added to the collection and displayed in the "Tag Collection" list

The use of the character ", " (comma) is not possible in the tags, as this character is used as a separator for the individual object tags.

"Remove tag from current" button

Removes the tag displayed in the Tag text box from the object tags of all objects and the tag collection of the currently open archive.

"Remove all tags from current archive" button

Removes all object tags from all objects and the tag collection of the currently open archive.

Group "Object Tags"

"Add tag to object tags" button

Adds the tag displayed in the Tag text box to the object tags of the currently open object and to the tag collection.



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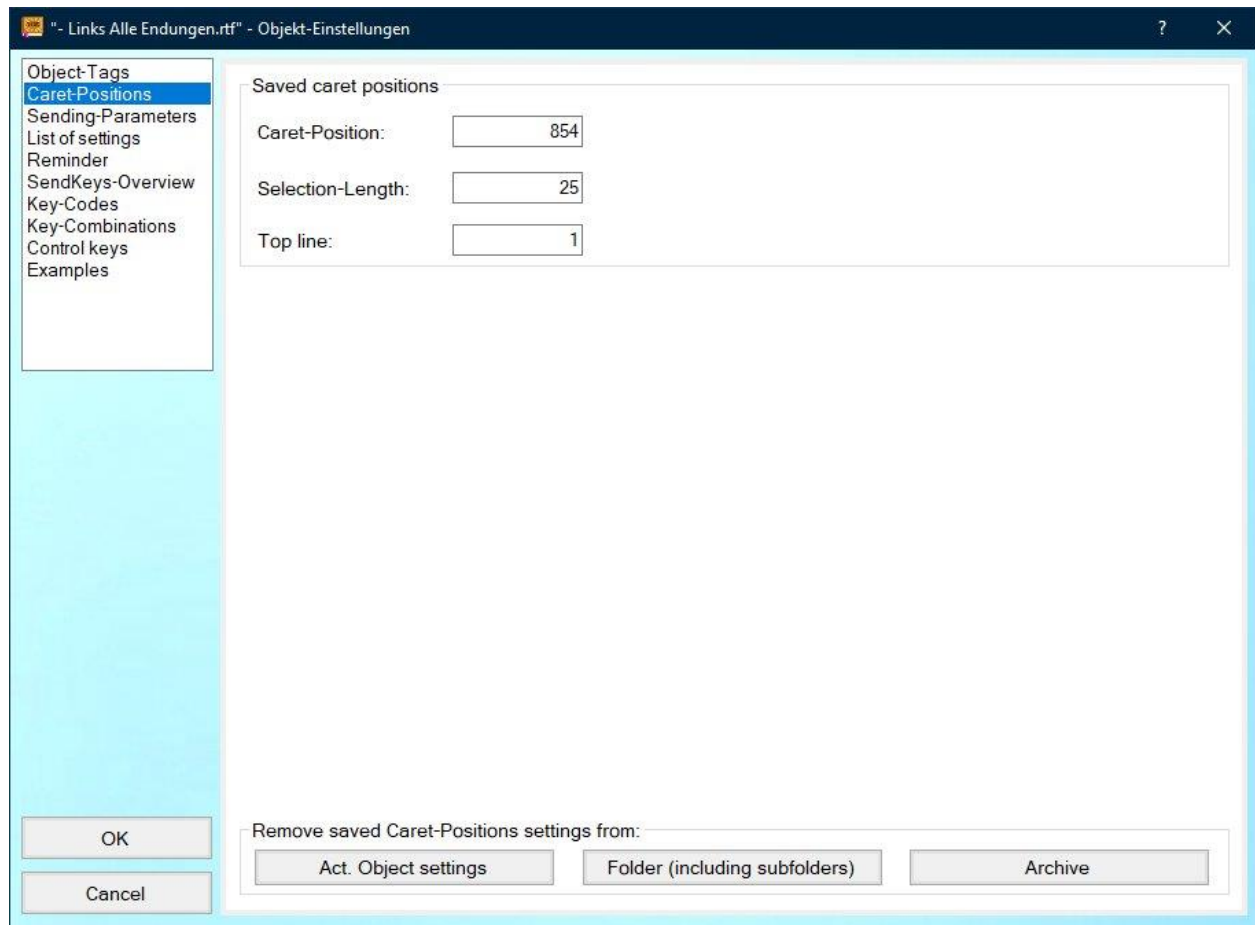
“Remove tag from object tags” button

Then removes the tag displayed in the Tag text box from the object tags of the currently open object.



Tab ‘Caret positions’

This tab is only available in the object settings for text and RTF object properties



This tab displays the caret (cursor) positions saved for the object.

Information about the caret positions can be found here:
<[Save Caret positions](#)>

Usage:

Remove Saved Caret Positions from group

“Object Settings” button

This process deletes the saved caret positions from the object settings of the currently open text object.

Button “Folder (including subfolders)”

During this process, the saved caret positions are deleted from the object settings of all text objects in the currently open folder including its subdirectories.

“Archive” button

This process deletes all saved caret positions from the object settings of all text objects in the currently open archive.



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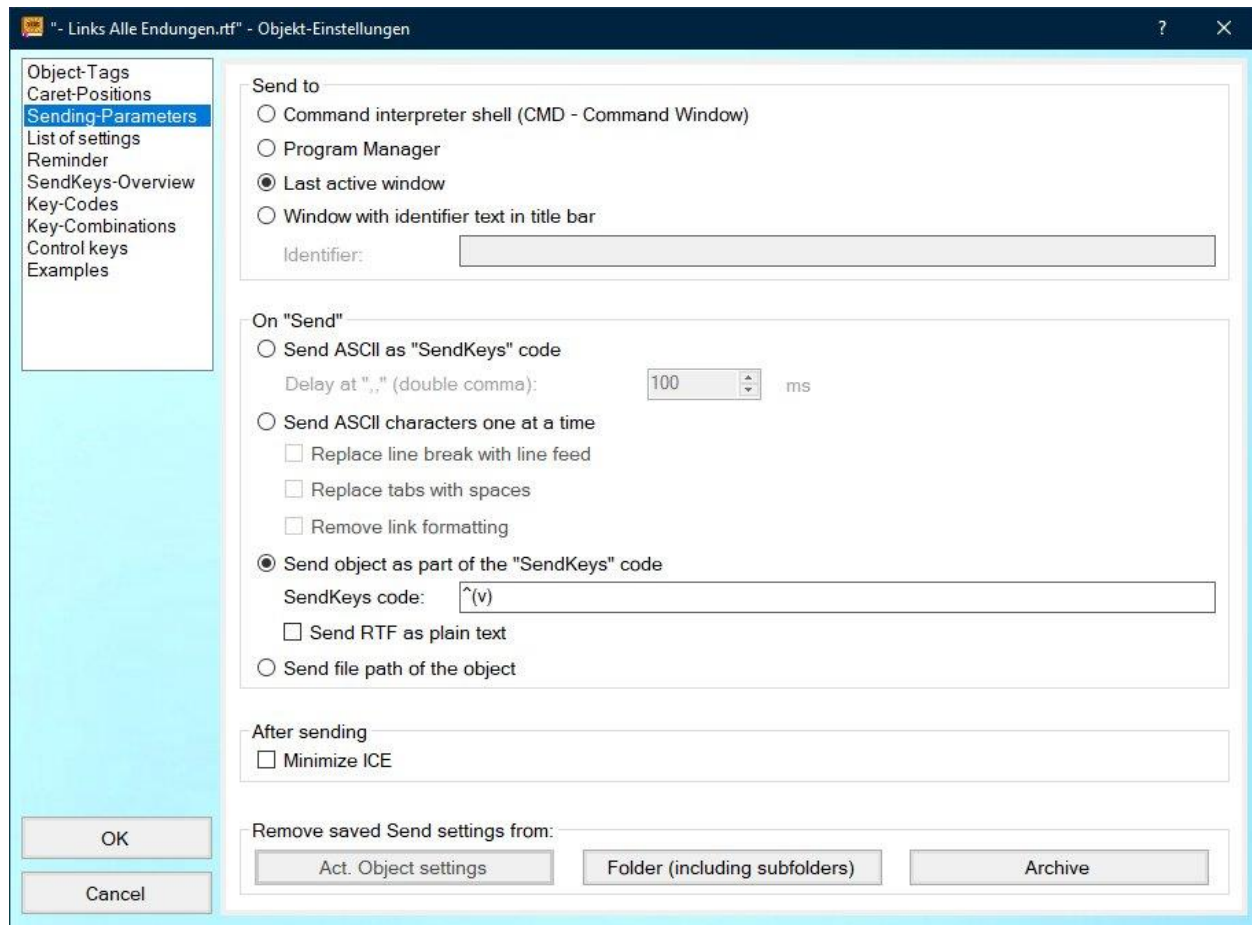
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If in the ICE settings in the ["Security questions" tab](#) the button "Ask before deleting" is activated, before deleting the saved caret positions from the archive, a question window will appear in which you can cancel the deletion process.

If the "Ask before deleting" button is not activated in the "Security questions" tab in the ICE settings, the saved caret positions will be deleted from the archive without query.



Tab 'Send parameters'



ICE organizes the folder and object settings according to the following scheme:

If you change these settings for a folder, the changed settings apply to all subfolders of this folder and all the objects it contains - unless these subfolders and objects have been assigned their own settings that you have changed.

If a folder and its parent folders up to the archive root folder do not (yet) have their own custom settings, the following default folder settings apply to that folder, its subfolders, and all objects contained therein.

Default folder settings

Send to

Last active window

On 'Send'

Send object as part of 'SendKeys' code

'Sendkeys code'

^(v)

After sending

No action



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For example, if you have created a folder that only contains objects whose contents consist of SendKeys codes, which are to be transmitted as such to third-party applications, you can set the "On 'Send'" property to "Send" in the folder properties of this folder Set ASCII as 'SendKeys' code".

This means that all contents of the objects in this folder (if you have not assigned your own object settings to them) are sent as 'SendKeys' codes when sending.

The setting priority is ordered as follows.

Highest priority -> Lowest priority

Object settings -> parent folder settings -> root folder (archive folder) settings -> default settings

This means that if an object has its own object settings, these will be executed when sending.

If an object does not have its own object settings, this object inherits the folder settings from its parent folder and executes them when sending.

If neither the object nor the parent folder has an object or folder settings file, its parent folders are searched up to the root folder for an existing folder settings file. If such a folder settings file is found in the folder hierarchy, its folder settings are used as object settings.

If none of the folders in the folder hierarchy, including the root folder, have their own folder settings file, the object inherits the default folder settings mentioned above and executes them when sending.

Conversely, this means that if you only change the folder settings settings in the root archive folder, these settings apply to all subfolders and the objects they contain, unless you use other subfolder or object settings.

Usage

Group "Send to"

The following four selection buttons are available to determine the target window:

Selection button: "Command Line Interpreter Shell (CMD-Command-Window)"

Opens the Command window (the familiar black DOS prompt) and sends the object contents to this window.

Selection button: "Program Manager" (the Windows desktop)

Sends the object contents to the desktop or with an introductory " \wedge {ESC})" to the Windows start menu.

Selection button: "Recently active windows"

Sends the object contents to the last active window, whose name you will find displayed at the top right of the ICE. If this window no longer exists, the window selection dialog opens (<['Windows list' window](#)>), in which You can select an available window as the target window.



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Please note the information on the output of the “Last active window” text box.

(<[View last active window](#)>)

Selection button: "Window with identifier text"

Sends the object content to the window that contains the entered text in its window title.

If there is no such window or several windows with the identifier text in their title bars, the above opens. Window selection dialog in which you can select an available window as the target window.

Text input field “Identifier”

In this field you enter the text that must be included in the window title of the window to which the object content is to be sent.

If several matching windows are found before sending the object content, the object content is sent to the first window whose title contains the identifier text.

If no window is found whose title contains the identifier text, the above window selection dialog opens in which you can select an available window as the target window.

Group "On 'Send'"

In ICE you can generally use the sendkeys function with the following three selection buttons:

Selection button: "Send ASCII as SendKeys code"

ICE thus offers you the opportunity to directly influence the SendKeys codes to be sent and to freely define them. This means you can use the SendKeys function as a remote control for any other application.

This gives you a wide range of options for controlling other applications using the ICE.

Numeric UpDown box "Delay at (" , ",") double comma"

In the numeric UpDown box "Delay at (" , ",") double comma" you select the waiting time in milliseconds which ICE should wait when detecting a double comma in the SendKeys code to be sent before executing the further SendKeys code commands.

Information on how to use the 'SendKeys' codes can be found here:

<[SendKeys overview](#)>



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Selection button: "Send ASCII characters one at a time"

Some applications and websites do not allow you to paste text from the clipboard. In these cases, you can use this function. This means that the characters are not inserted into the target window using Ctrl+V, but are passed character by character one after the other - as if you were entering the text on your keyboard - and thus outsmarts the application or website.

Replace line break with LineFeed button

Not all windows interpret line breaks the same way. Therefore, if the line breaks existing in the object content do not produce a line break in the receive window, you can try this setting. This means that ICE exchanges the line breaks to be sent with LineFeed characters.

Replace tabs with spaces button

The same applies to the tab characters. If submitting tab characters does not produce the desired result, you can have ICE convert each tab character into four spaces to be sent before sending.

Remove Link Formatting button

If you want to send object content that contains an ICE-compliant link, e.g. "<file:C:\Windows\Explorer.exe>" and only want to send the pure path from the link to the receiving window, activate this button. Then ICE only sends "C:\Windows\Explorer.exe" to the receiving window.

Selection button: "Send object as part of SendKeys code"

ICE can use the SendKeys function, for example, to transfer text and image objects to the desired other applications using a 'Ctrl+V' string sent to the target window (triggers the Windows 'Paste' function).

Text input field "SendKeys code"

In this field, in addition to the SendKeys code "^v)" to be sent, you can enter other SendKeys codes that should be executed before or after inserting the object content to a third-party application with Ctrl+V.

The SendKeys code "^v)" must always be present in the text input field. Otherwise an error message will be issued.

In the "Sendkeys code" input line you can also enter additional Sendkeys commands such as "^a)^v)".



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With "Ctrl+A" all existing text is then marked in the target window and then overwritten with the code "Ctrl+V" with the contents of the clipboard (or the object content, which is then in the clipboard).

Send RTF as Plain Text button

If this button is activated, the RTF object will be inserted into the target window in unformatted plain text format when sent.

However, if the button is deactivated, the RTF object is inserted into the target window in the existing RTF format.

Selection button: "Send file path of the object"

ICE uses the SendKeys function to pass the full object path of the selected object to the receiving window.

Group "After Sending"

Minimize ICE button

If you activate this button, ICE will be automatically minimized after sending an object's content to a third-party application.

Group "Set default parameters in"

"Object Settings" button

During this process, the saved search parameters from the object settings of the currently open text object are set to the default values described above.

Button "Folder (including subfolders)"

During this process, the saved search parameters from the object settings of all text objects in the currently open folder including its subdirectories are set to the default values described above.

"Archive" button

During this process, all saved search parameters from the object settings of all text objects in the currently open archive are set to the default values described above.



Tab 'List Settings'

Ordnerpfad	Objekt-Name	Objekt-Tags	Crt-Pos	Sel-
- FAVORITES	- Links Alle Endungen.rtf	Test, ToDo	854	25
ToDo	- ToDo.rtf	ToDo, Test	1076	6
Computer	# Formel von Dr. Roland Bro...		662	
CryptBeale Thomas J - Code	2023-04-02 05-29-28.txt		2451	
- PATH	2024-04-13 07-19-37.txt		1	77
- SCREENSHOTS	2024-04-19 23-49-57.bmp	ToDo		
- SCREENSHOTS	2024-04-19 23-56-38.bmp	ToDo		
Test1	OBI einkaufen.txt		9	66

This tab lists all folders and objects to which you have assigned settings that differ from the default values.
 You can use this list to get an overview of the folder/object settings you have changed. By clicking on one of the column headers, the contents of the list are sorted according to the selected column content.
 Double-clicking on an object in the list opens it in the main ICE window.

Usage:

Group "List of Folders and Objects with Saved Settings"

Selection button "Also show default settings"

If you activate this button, all entries in the columns of the list will appear filled out.
 The default entries, in this case used by ICE, are displayed in place of the entries that do not have any settings changed by the user.



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Selection button "Show only changed settings"

If you activate this button, only the entries in the columns of the list that were changed by the user will be displayed filled.

"Mainform in foreground when selected" button

If you have activated this button, when you double-click an entry in the list, the "Folder and Object Settings" window will be placed in the background and the selected object will be displayed in the ICE main window.

If this button is deactivated, the object is displayed in the main window of ICE when you double-click an entry, but the "Folder and Object Settings" window remains visible in the foreground.

'Remove saved settings from' group

"Select" button

This process removes the settings of the selected folder/item settings.

Button "Folder (including subfolders)"

This allows you to remove all folder/object settings in the current folder (including subfolders).

"Archive" button

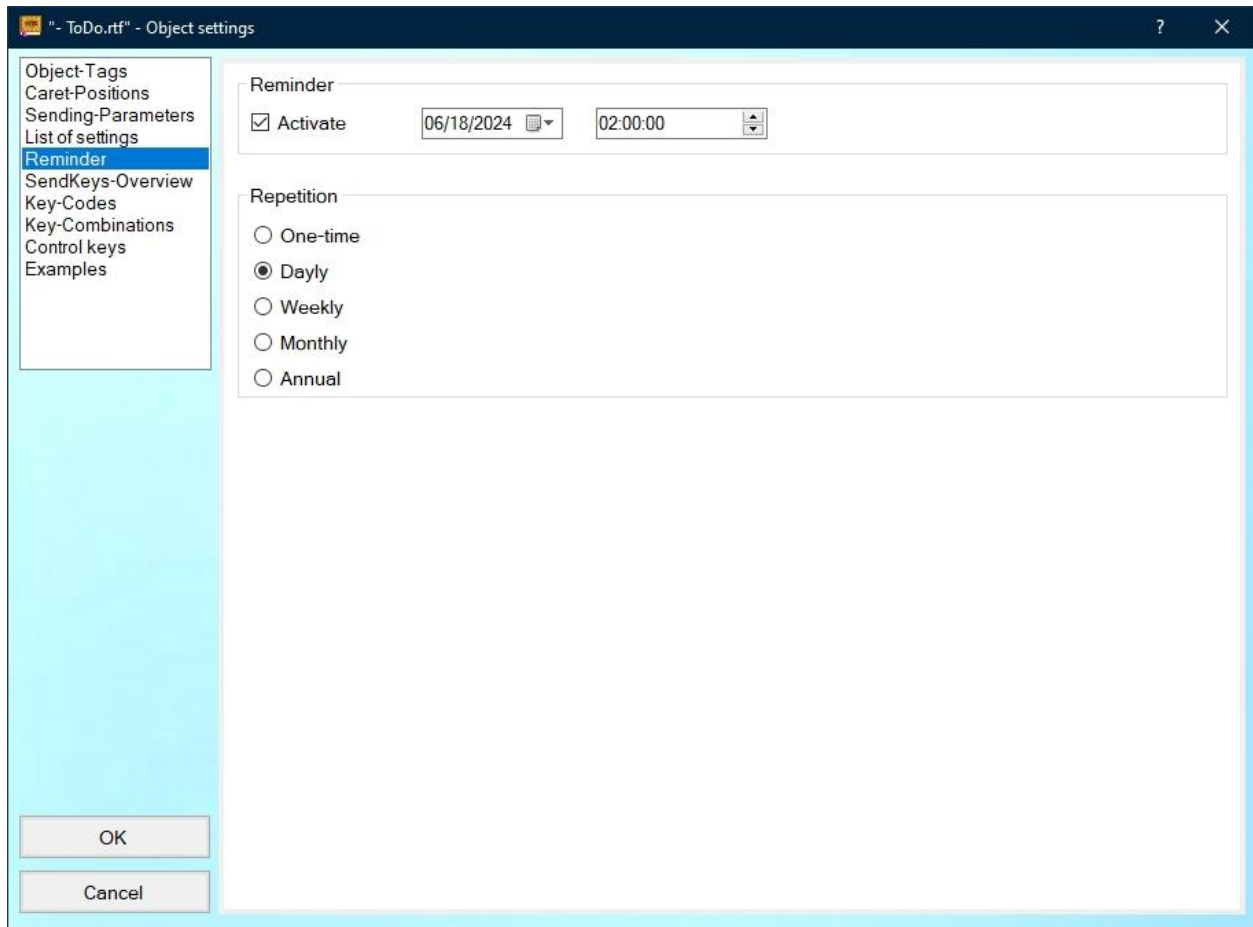
Deletes all folder/object settings in the currently open archive.

If in the ICE settings in the ["Security questions" tab](#) the button "Ask before deleting" is activated, a question window will appear before deleting the saved settings in which you can cancel the deletion process.

If the "Ask before deleting" button is not activated in the "Security questions" tab in the ICE settings, the saved caret positions will be deleted from the archive without query.



Tab 'Reminder'



In this tab you can assign an object alarm (reminder) to each object.

These object reminders are listed in the ICE settings in the ['Reminders' Tab](#). You can also delete these memories there.

When a set object alarm is triggered, ICE provides you with a ["Question" window](#) to display the object in question.

Usage:

"Reminder" group

Button "Activate"

If you activate this button, you can set the desired reminder time using the date and time selection boxes.

Date selection box

In this box you can select the date you want the above-mentioned "Question" window to appear.



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Time selection box

In this box you select the time on the date selected above when the "Question" window should be displayed.

"Repetition" group

"Once" selection button

The reminder is triggered only once at the set time.

"Daily" selection button

The reminder is triggered again daily at the set time.

"Weekly" selection button

The reminder is triggered again weekly at the set time.

"Monthly" selection button

The reminder is triggered again monthly at the set time.

"Annual" selection button

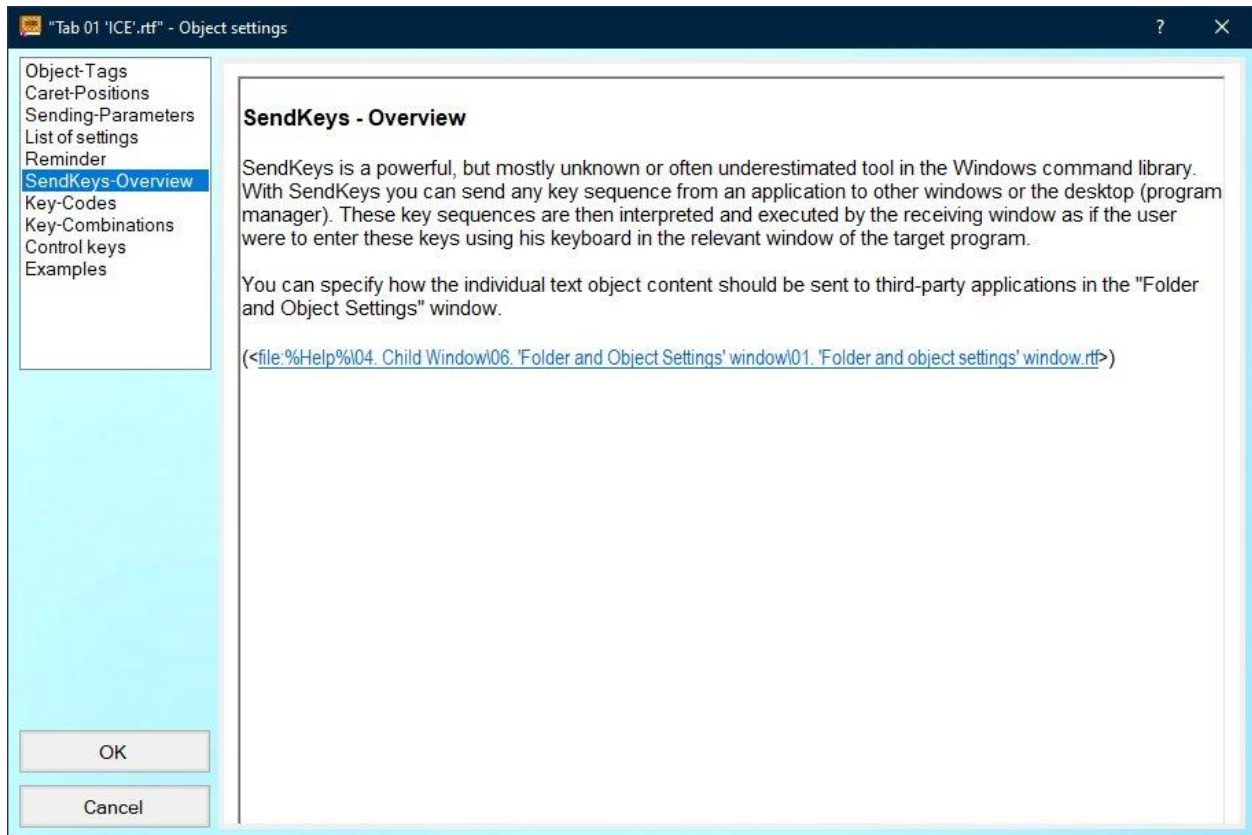
The reminder is triggered again annually at the set time.



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Tab 'Sendkeys'



The other tab pages "[Sendkeys Overview](#)", "[Key Codes](#)", "[Key Combinations](#)", "[Control Keys](#)" and "[Examples](#)" show the correlating help pages of this help archive.



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"Tab 01 'ICE'.rtf" - Object settings

Object-Tags
Caret-Positions
Sending-Parameters
List of settings
Reminder
SendKeys-Overview
Key-Codes
Key-Combinations
Control keys
Examples

SendKeys key codes

Displayable buttons

Each key is represented by one or more characters. To specify a single keyboard character, use the character itself.
For example, to represent the letter "A", use 'A'.
To specify multiple characters, append each additional character to the previous one. For example, "ABC" represents the letters 'A', 'B' and 'C'.

Non-displayable keys (control keys)

For characters that are not displayed when a key is pressed (e.g., ENTER or TAB) and for certain action keys, you can use the codes from the table shown in the Control Keys tab:

Special keys

Plus sign +	=	"Shift" key
Caret ^	=	"Ctrl" (Control) key
Percent sign %	=	"Alt" key

Brackets () { } []

These special keys have a special meaning for SendKeys or are used to generate key combinations.

OK
Cancel

"Tab 01 'ICE'.rtf" - Object settings

Object-Tags
Caret-Positions
Sending-Parameters
List of settings
Reminder
SendKeys-Overview
Key-Codes
Key-Combinations
Control keys
Examples

"SendKeys" - key combinations

You can specify SHIFT, CTRL, or ALT key combinations by specifying one or more of the following codes before the normal key code:

Key	Code
SHIFT	+
Ctrl	^
ALT	%

If SHIFT, CTRL, and ALT must be pressed simultaneously with several other keys, enclose the codes for the additional keys in parentheses.
For example, if you want to press the Shift key at the same time as the E and C keys, enclose these two keys in parentheses, so write: `+(EC)`.
However, if you want to first press the shift key with the "E" key and then press the "C" key without the shift key, write: `+(E)C` instead.
For the cross-Windows function "Paste from Clipboard", Ctrl+V, use `^(v)`.
You can also send multiple key combinations. E.g. "+^(L))" for "SHIFT+CTRL+L"

Special case: Call up task manager

Windows security restrictions prevent the Sendkeys function from being used to interact with the Sendkey code sequence "%({Del}))" sent to the Program Manager window (i.e. the Windows desktop). ("CTRL+ALT+Del") to call up the task manager.
Therefore, this key combination is blocked for sendkey code execution in all versions of Windows. However, you can use the code to open the task manager instead:

OK
Cancel



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

"Tab 01 'ICE'.rtf" - Object settings

- Object-Tags
- Caret-Positions
- Sending-Parameters
- List of settings
- Reminder
- SendKeys-Overview
- Key-Codes
- Key-Combinations
- Control keys**
- Examples

SendKeys - Non-displayable keys (control keys)

Key	Code
WINDOWS key	{WINDOWS}
BACKSPACE	{BACKSPACE}, {BS} oder {BKSP}
BREAK	{BREAK}
CAPS LOCK	{CAPSLOCK}
DEL	{DELETE} oder {DEL}
DOWN	{DOWN}
END	{END}
ENTER key	{ENTER} oder ~
ESC	{ESC}
HELP	{HELP}
POS 1	{HOME}
INSERT	{INSERT} oder {INS}
LEFT	{LEFT}
NUM	{NUMLOCK}
PICTURE DOWN	{PGDN}
PICTURE UP	{PGUP}
PRINT	{PRTSC}
RIGHT	{RIGHT}
SCOLL	{SCROLLLOCK}
TAB	{TAB}
UP	{UP}
F1	{F1}
F2	{F2}
F3	{F3}
F4	{F4}
F5	{F5}
...	...

OK
Cancel

"Tab 01 'ICE'.rtf" - Object settings

- Object-Tags
- Caret-Positions
- Sending-Parameters
- List of settings
- Reminder
- SendKeys-Overview
- Key-Codes
- Key-Combinations
- Control keys
- Examples**

SendKeys - Examples

- Example**
`^({ESC})` oder '{WINDOWS}'`
Sent to the "Program Manager" window, executes the Windows key (call up the Start menu)
- Example**
`^+({ESC})``
Sent to the Program Manager window, 'Ctrl+Shift+Escape' executes the Task Manager call
- Example**
`{Windows}{wait 500}{tab}{down}{enter}{wait 100}{down}{enter}`
Sent to the "Program Manager" window locks the PC in Windows 10

If fast user switching is activated in the registry ("HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Policies\System" DWORD 32 key "HideFastUserSwitching" value "0"), you can also carry out user switching by calling up this pop-up menu.

OK
Cancel



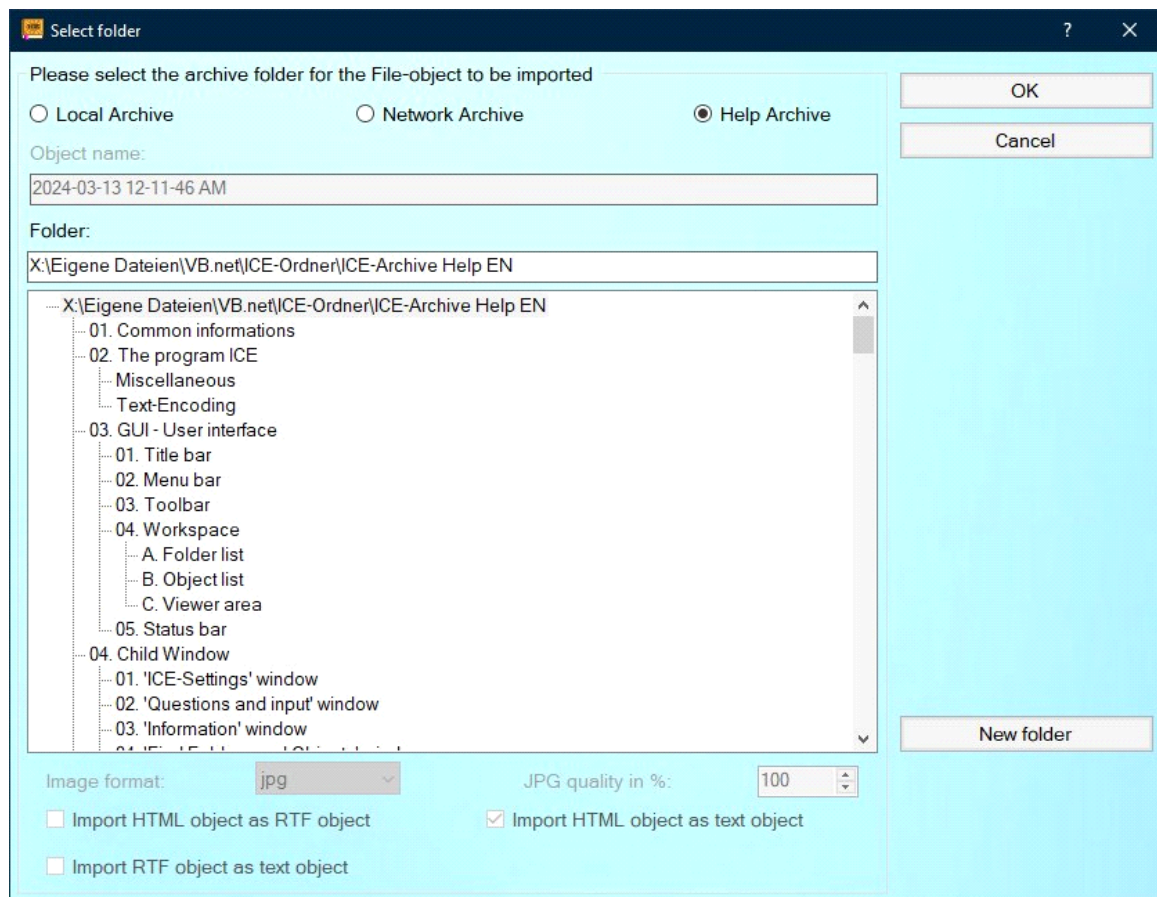
'Folder Selection' window

Description

The 'Folder selection' window appears when you import objects from the clipboard in ICE when you have selected the item "Select folder manually" in the "Target" drop-down box of an object type in the ICE settings in the ["Import" tab](#).

This window is similar to the [Input window](#) that you can display when importing clipboard objects.

However, in this window you can also select the desired target archive and the target folder into which the object(s) should be imported.



The difference to the normal input window when importing objects from the clipboard is that in this window you can manually select the target folder for the imported clipboard object within the currently open archive.

Depending on the object type of the clipboard object to be imported, you can select in this window in which format you want to import the object.

ICE remembers the folder you selected and offers it as an import destination the next time you open this window.



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Usage

“Ok” button

Confirms your selection and imports the object from the clipboard under the specified name and the selected object type into the selected target folder.

“Cancel” button

Discards the import of the clipboard object.

“New folder” button

Creates a new subfolder in the selected folder with a name you enter.

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



'Paragraph Settings' window

Symbol



Call

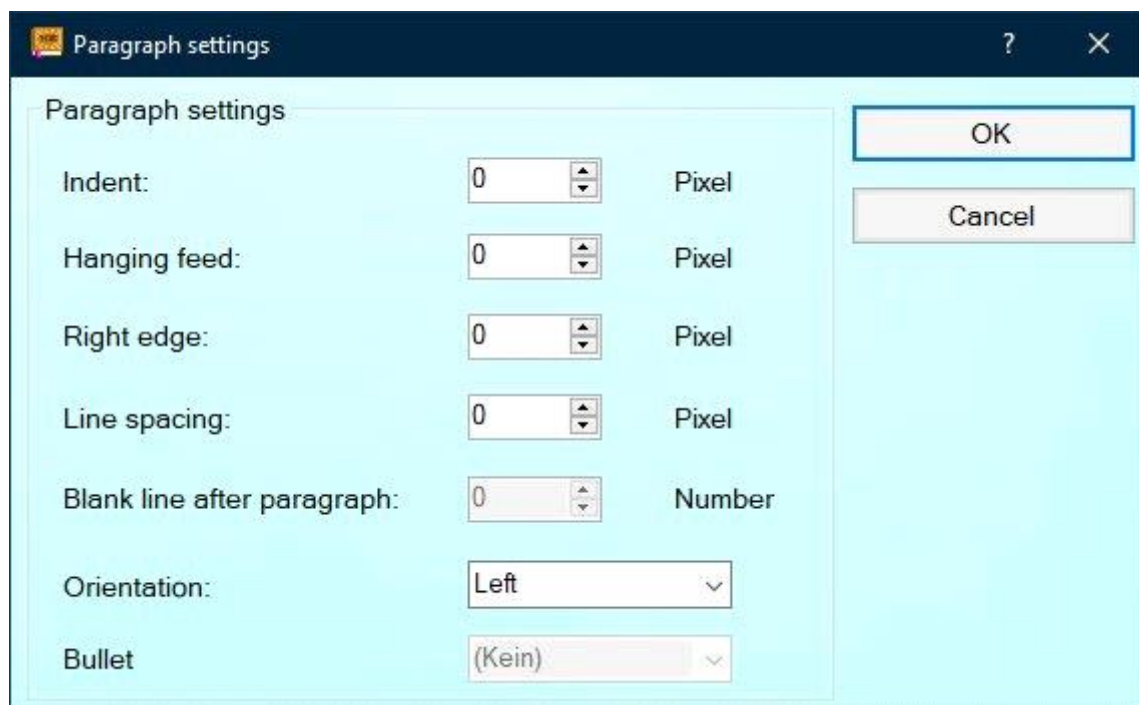
Text editor menu "Format", menu item "Paragraph"

or

Text editor context menu "Format", menu item "Paragraph"

Description

If you select one or more paragraphs in the text editor and then call up this window, you can change the following properties for these selected paragraphs:



Settings

Indent

This setting allows you to set the horizontal indentation of the highlighted paragraphs in pixels.

Hanging feeder

This allows you to set how large the horizontal indentation of the following lines of the respective paragraphs should be.



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Right edge

This setting sets the horizontal distance that the lines of the selected paragraphs should maintain from the right edge of the text editor.

Line spacing

With this setting you determine how large the vertical distance should be between the lines of the selected paragraphs.

Spacing by paragraph

If you select a value here, ICE will insert the set vertical distance below the selected area.

Alignment

By selecting one of the offered alignments in the drop-down box, you can align the selected paragraphs "Left Aligned", "Centered" or "Right Aligned".

Usage

"OK" button

If you click the "OK" button in the "Paragraph Settings" window, all of the settings changes you made in this window will be applied as new paragraph settings for the selected paragraphs and the "Paragraph Settings" window will be closed.

"Cancel" button

If you click on the "Cancel" button, the changes you have made to the paragraph settings will be discarded and the "Paragraph Settings" window will be closed.

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



'Window List' window

Symbol



Call

ICE menu “Extras”, menu item “Open window list”

or

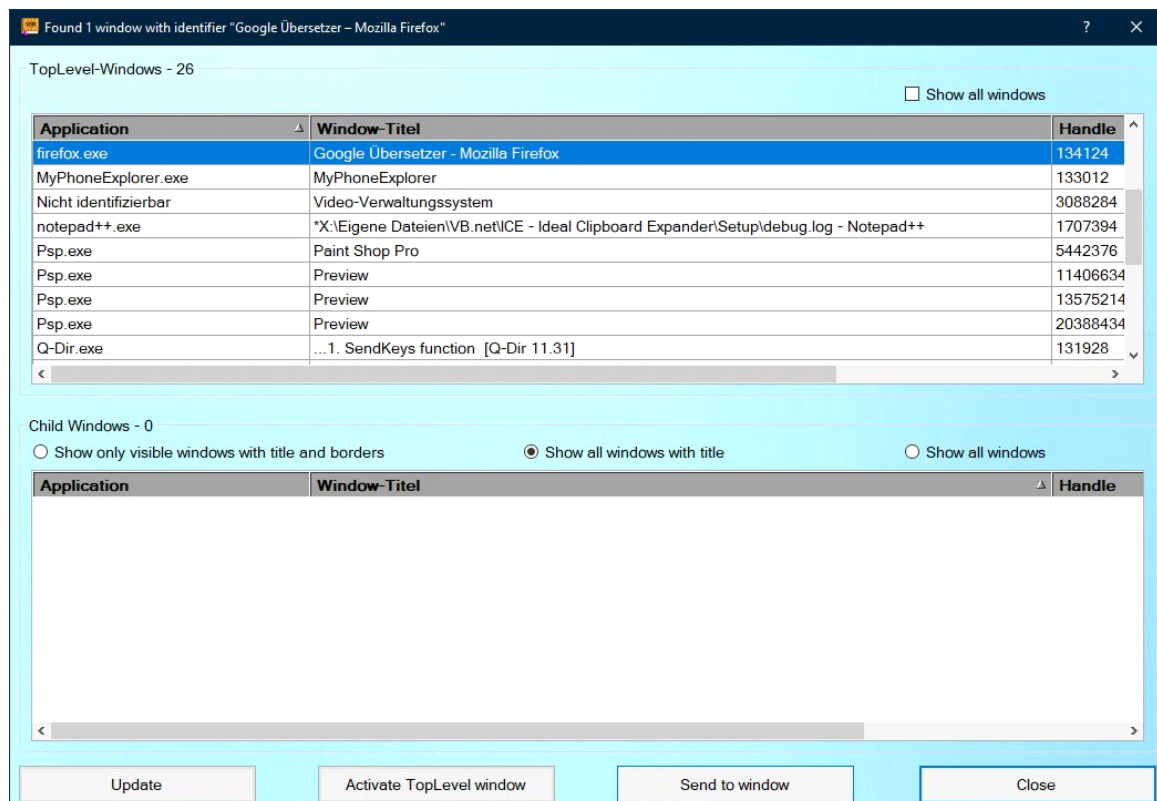
ICE toolbar

Description

Similar to the Task Manager, this window shows all applications and their window titles that are currently active on your computer.

You can use this window to send object content to any root window selected in this window using the 'SendKeys' function.

When you call up the window list in ICE, a [waiting window](#) appears, as long as ICE has the information on your processes that are running on the computer. As soon as the reading and sorting of the running processes is completed and the window list window is updated, this waiting window closes.





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Top list

In the top list you will find the root windows of the applications.

Show All Windows button

By activating the "Show all windows" button above the top list, you can also list applications that do not have a window title

Please note that the list will take longer to build if this button is activated.

Bottom list (for future use - not currently used)

The bottom list shows all child windows of the root window selected in the top list.

Above this child window list you can use three selection buttons to set further criteria for displaying the child windows.

Selection button "Show only visible windows with title and frame"

If this selection is activated, only child windows of the root window that have both a window title and a frame are listed.

Selection button "Show all windows with titles"

With this selection, all child windows of the selected root window are displayed if they have a window title.

Please note that the list will take longer to build if this button is activated.

Selection button "Show all windows"

This selection shows all child windows of the root window - including hidden, frameless and title less child windows.

Please note that the list will take longer to build if this button is activated.

Usage

"Update" button

With this button you cause ICE to update the two lists.

"Activate root window" button

If you click on the "Activate root window" button, the selected root window will - if possible - be activated and brought to the foreground.

"Send to Window" button

Clicking on the "Send to window" button sends the object content of the currently displayed object according to the ["Folder and object settings" window](#) specified parameters to the root window marked in the top list.

"Cancel" button



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If you click on the “Cancel” button, the “Window List” window will be closed.

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



'Change Object Crypt Key' window

Symbol

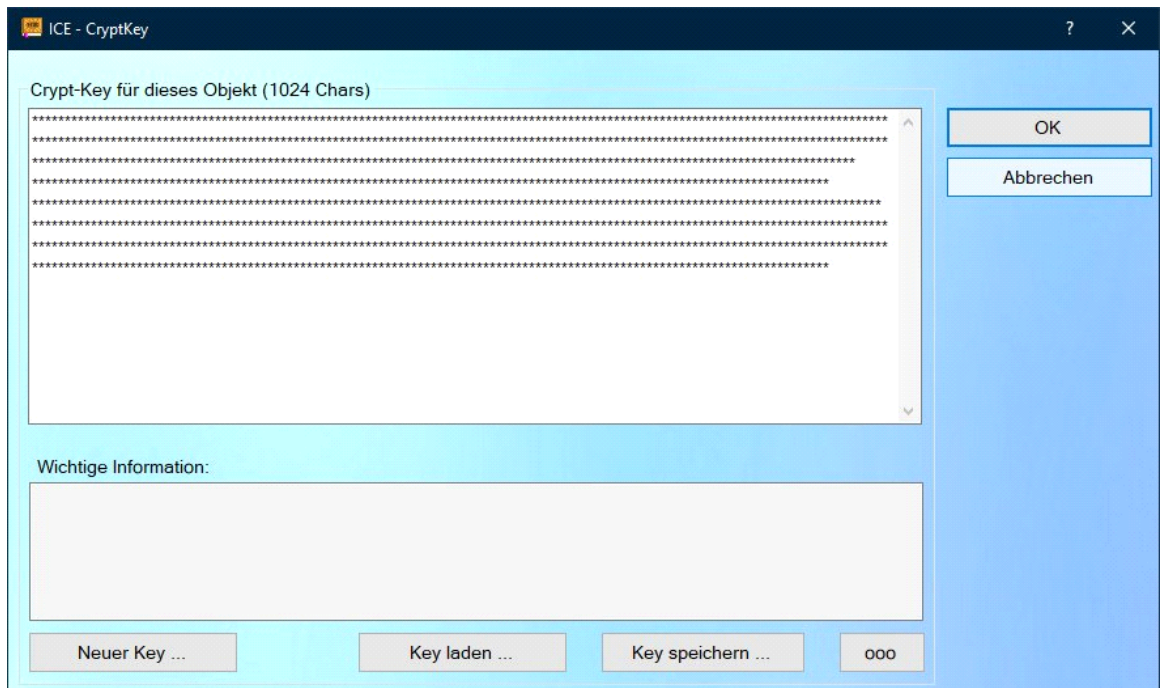


Call

Text editor and pic editor Menu "Encryption" - "Change object crypt key"

Description

To ensure secure and encrypted object exchange with other ICE users, you can encrypt the object displayed in this window with a different crypt key than your personal default object crypt key from the ICE settings in the [tab "ICE"](#).



By default, your personal default crypt key stored in the ICE settings is used to encrypt/decrypt all objects that you encrypt/decrypt in ICE.

Therefore, never pass on this personal default crypt key!

When you open this window, your personal object crypt key is loaded from the ICE settings into the text input window, which can be used to encrypt the object by default, provided you do not enter, load or renew another crypt key in this window have created.

Text input window

You can manually enter a crypt key in the large text input window. The length of the crypt key entered is displayed above the text input window. Manual entry usually does not correspond to the crypt key security of an automatically generated 1024-character crypt key.



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The crypt key entered must be at least 16 characters long and can consist of any printable characters.

Information window

The smaller text field shows you important information about the functions of the "New Key...", "Open...", "Save..." and "ooo" buttons when you move the mouse pointer over these buttons.

Please read and observe the respective information before clicking on one of these four buttons.

Encrypted object exchange with other ICE users

If you want to exchange encrypted objects with other people who also have ICE installed, you can create a directory, e.g. "ICE Keychain", in a secure storage location and create a separate crypt key for each of your contacts in this directory.

The contents of this "keychain" directory are then, for example:

1. "My personal Crypt-Key.txt" (your personal Crypt-Key from the ICE settings - **You may NEVER DISTRIBUTE this key!**)
 2. "Crypt-Key communication with person A.txt"
 3. "Crypt-Key communication with person B.txt"
- etc.

**Be sure to include this "keychain" directory in your data backups!
Because without these crypt keys you can no longer decrypt objects that were encrypted with one of these crypt keys.**

If you now send the respective communication crypt key to these people in a secure way, you can easily send your objects encrypted with the respective crypt key directly to these people as an email attachment in ICE.

The recipients then only need to import the received objects into their ICE and can then decrypt these objects with the above-mentioned crypt key they received and have them displayed in the ICE.

Of course, this approach also works if people send you objects that were encrypted with the same communication crypt key.

Then you can import and open the objects in ICE.

An error message appears stating that the crypt key used does not match and the object cannot be displayed decrypted. Now open this "Change Object Crypt Key" window and load the communication crypt key used for communication with the sender.

The object in question is displayed correctly decrypted after pressing the "OK" button.

Usage

Button "New Key..."

With this button you cause ICE to create a new 1024 character long randomly generated crypt key and output it in the text input window.

When you generate a new crypt key, ICE warns you before closing the window with the "OK" button if you have not yet saved this new key.



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TIP: If you just want to create a new object crypt key without encrypting the currently displayed object, you can have the new object crypt key created with this button, then the newly created object crypt key with the one described below Save the "Save Key..." button on a secure storage medium and then exit this window with the "Cancel" button.

Button "Load key..."

Opens a file open dialog to select an already saved crypt key and inserts it into the text input field.

This selected object crypt key applies only to the currently displayed object and only until you select this or another object in the object list. By selecting an object in the object list, the default object crypt key is always selected from the ICE settings in the "ICE" tab used as object crypt key.

If you try to display an object encrypted with a different object crypt key, an error message will appear, informing you that an object crypt key other than the default object crypt key is required to display the object. You must then load this other object crypt key used to encrypt the object in this window in order to be able to display the object decrypted in ICE.

Button "Save key..."

Opens a file save dialog to save the crypt key currently contained in the text input field.

Button "ooo"

With the button "ooo" you can display the crypt key in plain text or hide it.

"OK" button

Adopts the displayed crypt key for this object if the object is or is already encrypted.

If you have displayed an unencrypted object, then change the crypt key in this window and exit the window with the "OK" button, but then select another object without encrypting the current object with the new crypt key The new crypt key is not later applied to this object, but the standard crypt key from the ICE settings.

The crypt key selected in this window is only applied to objects that have already been stored in encrypted form, as well as to the immediately subsequent encryption of the objects that are currently displayed.

"Cancel" button

If you click on the "Cancel" button, the "Crypt Key" window will be closed and any object crypt key that may have been created or loaded for the current object will be discarded.



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Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



'Waiting' window

Description

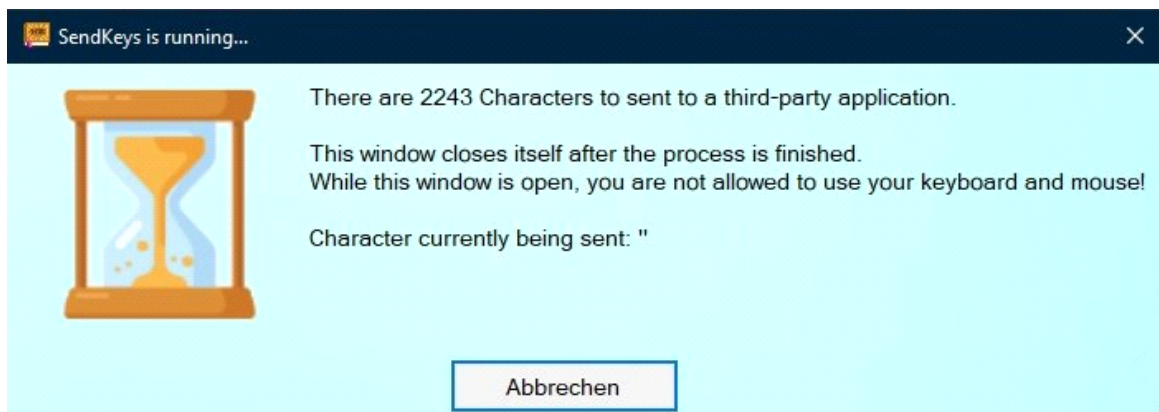
The 'Waiting' window is the only window in ICE that can close itself when the task that this window informs you about is completed.

The 'Waiting' window appears in four cases:

1. When sending object content

The following window appears when sending object content to a third-party application if you have activated the "Information when executing send keys" button in the ["Security questions" tab](#) in the 'ICE Settings' window.

As soon as you send object content to a third-party application using the ICE function "Paste object to clipboard and send" to have it inserted there, the following information window will be displayed and will show you the progress of the character transfer.



Usage:

"Cancel" button

You can end the ongoing SendKeys character transfer early using the "Cancel" button.

2. When composing email messages

When you let ICE send an email, ICE checks whether your mail program is started and displays this check in the following "Waiting" window.

If ICE detects that your email program has not started, a "Question" window will open and you can click a button to start the email program before the email composing window opens.

Reason: Whenever the Windows "Mailto" function is used - without the associated email program being started - the new email is displayed in the

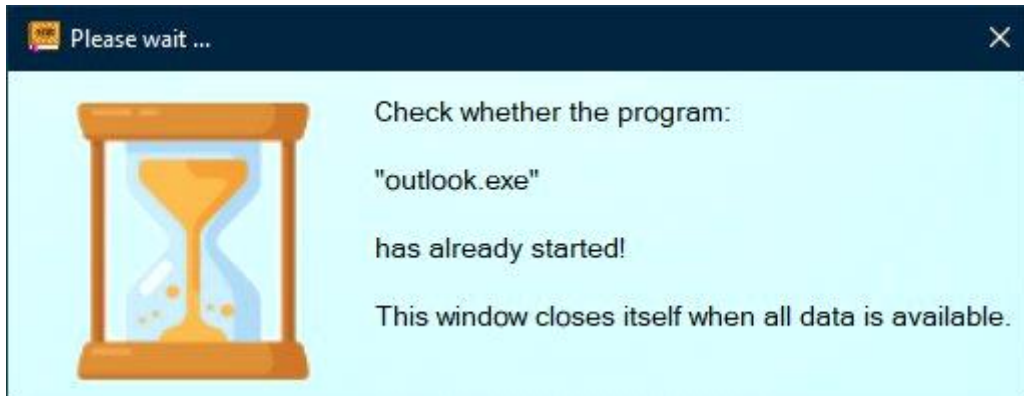


ICE – Ideal Clipboard Expander

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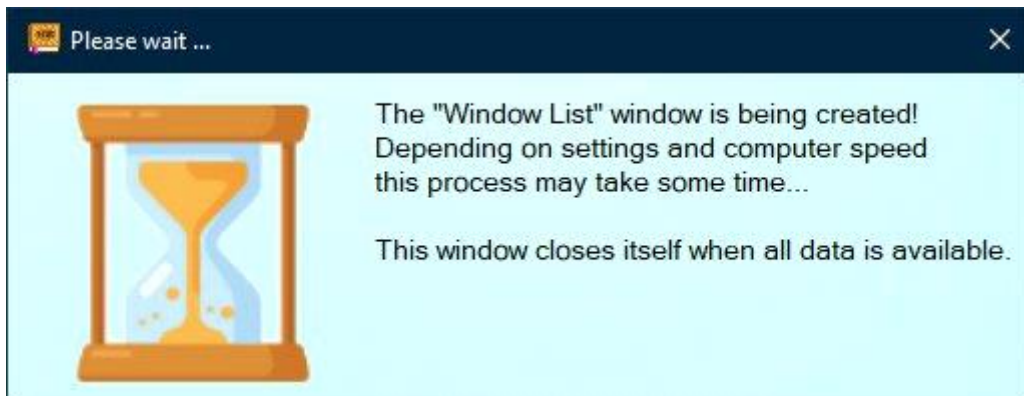
**"Email Compose Window" when you click on "Send". -Buttons are simply stored in the outbox of the email program.
This newly written email will only be sent when you open the email program and explicitly click the "Send" or "Send and Receive" button.
This strange Windows restriction has already caused many unwanted delays in sending emails.**

Therefore, ICE offers you to start your email program so that your newly written email can actually be sent immediately when you click the "Send" button.



3. When calling up the window list

If you call up the window list in ICE (<['Windows list' window](#)>), the following information window appears as long as ICE has the processes running on your computer. When the reading and sorting of the running processes is completed and the window list window is updated, this waiting window closes.



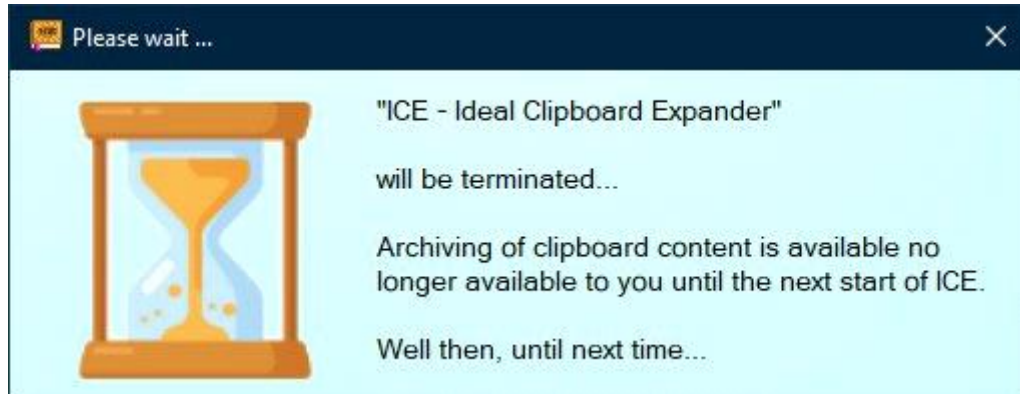
4. When exiting ICE

In the ICE settings, in the ["Security questions" tab](#).
If the "Inform me when closing the application" button is activated, the following information window appears as soon as you close ICE.



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'About ICE...' window

Symbol



Call

ICE menu "Help", menu item "About ICE..."

Description

If you open this window, ICE will display the postal address of our company in this window in a legally compliant manner, as well as the direct contact options for the responsible ICE developer.

Please only use the telephone contact to the developer in urgent emergencies.

Programmers don't really appreciate it when their deep concentration is disturbed by calls while coding...

For normal questions about ICE that may take some time to answer, please use email contact or send us a fax.

We usually answer questions about the software within 24 hours.

Additionally, the ICE version number you are currently using is displayed in this window.

Every time you open this window, ICE carries out an update check and shows you in this window whether an update is available for ICE or whether you are already using the latest version of ICE.

Usage

"Update information" button

If an update is available, you can click this button to find out about the features/bug fixes of the newly available ICE version.

"OK" button

Closes the "About ICE..." window

Button "?" in the title bar

Opens the help archive with this page that you are currently reading.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Window if license is available

If a license file is included, ICE displays the license owner of the license in this window.

The screenshot shows a window titled "About ICE ...". The content includes the Pi.M logo, the company name "Pi.M-Software Entwicklungen Allgäuer", the address "88074 Meckenbeuren, Gartenweg 7 Germany", the product name "ICE - Ideal Clipboard Expander", the version "Version: 2.0.8.8", and the license details: "License (max. 3 PCs in 1 household/company): Hubert Allgäuer, hAllgaeuer@[REDACTED].de (Updates: For all major versions!)". Contact information is provided for telephone, fax, mobile, email, and website. At the bottom, there are two buttons: "Update-Information" and "Close".

About ICE ...

 **Pi.M-Software
Entwicklungen
Allgäuer**

*88074 Meckenbeuren, Gartenweg 7
Germany*

ICE - Ideal Clipboard Expander

Version: 2.0.8.8

Product version is current

**License (max. 3 PCs in 1 household/company):
Hubert Allgäuer
hAllgaeuer@[REDACTED].de
(Updates: For all major versions!)**

Contact (times given in CET):

Tel:	+49 7542 9126 - 51	Mo. - Fr. 03:00 - 06:00 PM
Fax:	+49 7542 9126 - 20	All day
Mobile:	+49 170 9526 - 51 - 5	Mo. - Fr. 03:00 - 06:00 PM

E-Mail: <mailto:Info@ice-clipboard.de>

WWW: <https://www.ice-clipboard.de>

Update-Information Close



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Window if license is not available

If no license is integrated, ICE shows you the remaining days in this window, which you can use to check whether ICE is a useful application for you that will make your work on your PC easier.

The screenshot shows a window titled "About ICE ...". The content includes the Pi.M-Software logo, the company name "Pi.M-Software Entwicklungen Allgäuer", the address "88074 Meckenbeuren, Gartenweg 7 Germany", the product name "ICE - Ideal Clipboard Expander", the version "Version: 2.0.8.8", and a message: "Product version is current", "License (max. 3 PCs in 1 household/company):", "You are using the shareware version!", "30 Test days remaining...", and "(Updates: For current version 2.x.x.x)". Contact information is listed: "Contact (times given in CET):", "Tel: +49 7542 9126 - 51 Mo. - Fr. 03:00 - 06:00 PM", "Fax: +49 7542 9126 - 20 All day", "Mobile: +49 170 9526 - 51 - 5 Mo. - Fr. 03:00 - 06:00 PM", "E-Mail: <mailto:info@ice-clipboard.de>", and "WWW: <https://www.ice-clipboard.de>". At the bottom, there are two buttons: "Update-Information" and "Close".

You can read how to integrate a purchased license into ICE here:

[<Add license file>](#)



ICE – Ideal Clipboard Expander

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You can find out more about data protection during the update here:
<[Data protection](#)>



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Program functions

'ICE'-Functions

Here you will find the menu items for the “ICE” group described in the ICE menu.



or



['Import Objects automatically on/off' function](#)

Toggles automatic import of objects on/off.

This function works in parallel to the function of the same name in the ICE settings in the "Import" tab.



[Local Archive](#)



[Network Archive](#)



[ICE-Settings](#)



[Close ICE](#)



Local Archive

Symbol



Call

ICE menu "ICE", menu item "Local archive"

or

ICE toolbar

Description

This will close the archive currently displayed in ICE and display the local archive instead.

To do this, a local archive must be set up in the ICE settings [tab 'Paths'](#), otherwise this function cannot be selected.

When Local Archive is selected, the icon shown above will be surrounded by a blue frame in ICE's toolbar.

You can set up this archive on your PC and manage folders and objects in it that no other PC user in the network has access to, unless you create it in a shared folder. This archive is intended for single users or for storing objects that you do not want to share with other users on the network.

If you want to edit (edit) the objects in a created or selected archive, don't forget to go to the ICE settings in the ["User Interface" tab](#) to check whether editing permission is activated for the archive in question and, if necessary, activate the corresponding button. Otherwise, the objects that you add to this archive remain read-only - i.e. in non-editable read-only mode.



Network Archive

Symbol



Call

ICE menu "ICE", menu item "Network archive"

or

ICE toolbar

Description

This will close the archive currently displayed in ICE and display the network archive instead.

To do this, a network archive must be set up in the ICE settings [tab 'Paths'](#), otherwise this function cannot be selected.

When Network Archive is selected, the icon shown above will be surrounded by a blue frame in ICE's toolbar.

The network archive, like the local archive, is used to store objects in different folders. This archive is usually created on a server or in a shared folder so that different users in the network can also access the contents of this archive.

You can also use this network archive as a second archive at individual workstations if two people work under the same user account. This way you can enable each user to have their own ICE archive.

Sharing a user account is rightly always discouraged, but it is still practiced again and again.

If you want to edit (edit) the objects in a created or selected archive, don't forget to go to the ICE settings in the ["User Interface" tab](#) to check whether editing permission is activated for the archive in question and, if necessary, activate the corresponding button.

Otherwise, the objects that you add to this archive remain read-only - i.e. in non-editable read-only mode.



ICE – Ideal Clipboard Expander

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ICE Settings

Symbol



Call

ICE menu "ICE", menu item "ICE settings ..."

or

ICE toolbar

Description

Opens the [ICE settings window](#) in which you can specify all settings for the program.



ICE – Ideal Clipboard Expander

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Close ICE

Symbol



Call

ICE menu "ICE", menu item "Exit"

Description

Exits ICE (Application close).

If the **"Inform me when closing the application" button** is activated in the ICE settings, in the ["Security questions" tab](#), a waiting window appears for the duration of the ICE exit process.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

'Edit' function

Here you will find the menu items of the 'Edit' menu group of the ICE described.



The 'Paste' function in the main ICE window is only possible if there are folders or files in the clipboard



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Cut

Symbol



Call

ICE menu "Edit", menu item "Cut"

or

ICE toolbar

Description

Depending on the selection, the marked folder, the marked object(s) or the marked text excerpt will be copied to the clipboard.

For folders and objects, this means that if you select another folder in the folder list after clicking the "Cut" menu item and click "Paste" from the 'Edit' menu group, the marked folder/object will be moved from its original location is moved to the folder that was marked when "inserted".

For text documents, the selected text is copied to the clipboard by "cutting" and removed from the document.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Copy

Symbol



Call

ICE menu “Edit”, menu item “Copy”

or

ICE toolbar

Description

Depending on the selection, this copies the selected folder, the selected object(s) or the selected text excerpt to the clipboard.

For folders and objects, this means that if, after clicking the "Copy" menu item in the folder list, you select another folder and click "Paste" from the 'Edit' menu group, the marked folder/object will be copied into the folder, which was marked when "inserted".

For text documents, the selected text is copied to the clipboard using "Copy" and can be inserted elsewhere in the text using "Paste".



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Paste

Symbol



Call

ICE menu "Edit", menu item "Add"

or

ICE toolbar

Description

Depending on the selection, this will insert the previously cut or copied folder, the cut or copied object(s) or the selected text section at the current location.

For folders and objects, this means that if you select another folder in the folder list after clicking the "Cut" or "Copy" menu item and click "Paste" from the 'Edit' menu group, the cut/copied folder/object is inserted into the folder that is currently selected.

The 'Paste' function into the ICE folder or object list is only available if there are folders or files in the clipboard.



'Folder'-Functions

In this menu group you will find all the functions with which you can influence the left folder list and the folders it contains.



[Expand all nodes](#)



[Collapse all nodes](#)



[Import folder](#)



[New folder](#)



[Rename folder](#)



[Delete folder](#)



[Delete folder and object settings](#)



[Clean APPN and APPF folders](#)



[Clean default folder](#)



[Folder information](#)



[Folder settings](#)



[Update folder list](#)



Expand all nodes

Symbol



Call

ICE menu "Folder", menu item "Expand all nodes"

or

ICE toolbar

or

ICE folder context menu, menu item "Expand all nodes"

Description

This will cause ICE to expand and display all subfolder levels in the folder list.



Collapse all nodes

Symbol



Call

ICE menu "Folder", menu item "Expand all nodes"

or

ICE toolbar

or

ICE folder context menu, menu item "Collapse all nodes"

Description

This will close all subfolder levels in the folder list.

Only the subfolder level with the currently displayed object remains open.



Import folder

Symbol



Call

ICE menu “Folder”, menu item “Import folder”

or

ICE toolbar

or

ICE folder context menu, menu item “Import folder”

Description

A “Search Folder” dialog opens in which you can select a folder in order to insert it completely, including all subfolders and objects it contains, into ICE.

However, only the objects that correspond to the object types assigned for ICE are imported (<[Standard object types](#)>).

Objects with other endings are skipped and not imported into the ICE archive.

The selected folder and its entire contents are imported as a subfolder into the currently open folder.

You can check the path of the currently open target folder in the "Search folder" dialog.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

New folder

Symbol



Call

ICE menu “Folder”, menu item “New Folder”

or

ICE toolbar

or

ICE folder context menu, menu item “New Folder”

Description

Depending on the ICE settings, either a window appears in the ["Lists" tab](#) for input the new folder name or in the folder list a new line within the currently selected folder in which you must enter the new folder name.

If the **"Create and rename folder in folder list" button** is activated in the "Lists" tab in the ICE settings, a new line will appear within the currently selected folder in which you must enter the new folder name.

Is the above mentioned If the **"Create and rename folder in folder list" button** is not activated then an input window appears for entering the new folder name. When you complete this entry, the new folder appears within the currently selected folder.



Rename folder

Symbol



Call

ICE menu “Folder”, menu item “Rename folder”

or

ICE toolbar

or

ICE folder context menu, menu item “Rename folder”

Description

Depending on the ICE settings, either a window appears in the ["Lists" tab](#) for input the new folder name or the active folder line is displayed editable in the folder list and you must enter the new folder name in it.

If the **"Create and rename folder in folder list" button** is activated in the "Lists" tab in the ICE settings, the selected line in the folder list becomes editable and you must enter the new folder name in it.

Is the above mentioned If the **"Create and rename folder in folder list" button** is not activated then an input window appears for entering the new folder name. When you complete this entry, the selected folder will be renamed to the newly assigned name.

This function cannot be used if the "Create and rename folder in folder list" button is activated in the ICE settings in the "Lists" tab, as in this case renaming folders must be carried out directly in the folder list.



Delete folder

Symbol



Call

ICE menu “Folder”, menu item “Delete folder”

or

ICE toolbar

or

ICE folder context menu, menu item “Delete folder”

Description

Depending on the ICE settings, a security question appears in the ["Security questions" tab](#), the selected folder, including all subfolders and objects it contains, is deleted from the archive.

If the **"Ask before deletion" button** is activated in the "Security questions" tab in the ICE settings, a question window will appear before deleting the selected folder from the archive in which you can cancel the deletion process.

If the **"Ask before deletion" button** is not activated in the "Security questions" tab in the ICE settings, the selected folder will be deleted from the archive without query.



Delete folder and object settings

Symbol



Call

ICE menu “Folder”, menu item “Delete folder and object settings”

or

ICE toolbar

or

ICE folder context menu, menu item “Delete folder and object settings”

Description

This function has now been integrated into the new "List Settings" tab in the "Folder and Object Settings" window.

Information about the folder and object settings can be found here:

<[Folder and object settings' window](#)>



Clean APPN and APPF folders

Symbol



Call

ICE menu "Folders", menu item "Clean APPS and APPS folder"

or

ICE toolbar

or

ICE folder context menu, menu item "Clean APPN and APPF folders"

Description

When you activate this function, the following import folders existing in the currently open archive will be deleted.

"APPF - %ApplicationName%",
"APPF - %ApplicationName% - %WindowTitle%"
"APPN - %ApplicationName%"

During this process, all of the above-mentioned application folders, including their subfolders and all contained objects, are deleted from the current archive.

If in the ICE settings in the "[Security questions](#)" tab the button "Ask before deleting" is activated, before deleting these application folders from the archive, a question window will appear in which you can cancel the deletion process.

If the "Ask before deletion" button is not activated in the "Security questions" tab in the ICE settings, these import folders will be deleted from the archive without query.

Information about the APPF and APPN folders can be found here:
<[ICE overview](#)>

Application folder

ICE can even independently detect from which applications the objects were imported into the ICE via the clipboard.

If desired, ICE automatically imports new objects into folders named after the respective application names or their child windows.

These folders are created automatically when necessary.

The total number of characters of the complete archiving path including the name of these folders is limited to a maximum of 150 characters. Longer folder names are truncated.

You can choose between two options for automatically naming the respective folder.



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"Application" - The folder name is generated from the EXE name of the application only.

"Application and window title" - The folder name is formed from the application name and also the title of the application's child window or tab.

Example with the “Firefox” application:

Selection: "Application"

Folder name format: folder "-APPN - %APPLICATION NAME%".
Where “APPN” stands for “app name”.

With this setting, all objects copied from Firefox are saved to the same folder "- APPN - FIREFOX" in the ICE archive.
This means that not too many folders are created, which could affect the overview in the ICE.

Selection: "Application and window title"

Folder name format: Folder "- APPF - %APPLICATION NAME%" with subfolder: "%WindowTitle%"
The abbreviation "APPF" stands for "app window".

With this setting, the objects imported from the clipboard are saved in a folder which, in addition to the identifier "APPF" and the name of the application, also contains a subfolder with the name of the currently open child window (here the Firefox tab).
So, for example, the folder is named "- APPF - FIREFOX" with a subfolder "World News" when objects are copied from the Firefox "World News" tab.
This creates different named folders in the ICE archive depending on the tab open in Firefox, all of which begin with "APPF - FIREFOX" and the objects are saved in subfolders of this folder, which are given the names of the Firefox tabs.
This gives you a more precise auto-sorting of the imported objects.



Clean default folder

Symbol



Call

ICE menu “Folders”, menu item “Clean up default folder”

or

ICE toolbar

or

ICE folder context menu, menu item “Clean up default folder”

Description

When you activate this function, the following temporary default folders in the currently open archive are deleted:

"-PATH" - English "Path" for local directories.

"-APPS" - English "Applications" for local applications.

"- EMAIL" for email addresses.

"-URL" - English "Uniform Resource Locator" for "web address" (internet addresses).

"- TXT" for text objects - if "Select default folder by content" is activated, for all other text objects that are not listed as one of the four above. Text object subtypes can be classified. Or if “Select default folder by content” is deactivated, all plain text objects.

"-RTF" - English "Rich Text Format" i.e. "Formatted Text" for RTF objects.

"-PICS" - English "Images" for image objects.

"-HTML" - English “Hypertext Markup Language” i.e. “web page coded document format” for HTML objects.

"-FILES" - English for "files", i.e. for files imported from your file system (but only files that have a file format supported by ICE are imported).

During this process, all of the above-mentioned folders, including their subfolders and all contained objects, are deleted from the current archive.

If in the ICE settings in the ["Security questions" tab](#) the button **"Ask before deleting"** is activated, before deleting these default folders from the archive, a question window will appear in which you can cancel the deletion process.

If the **"Ask before deletion" button** is not activated in the "Security questions" tab in the ICE settings, these default folders will be deleted from the archive without query.

Information on using the default folders can be found here:

[<ICE overview>](#)



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Default folder

ICE can automatically archive all objects imported from the clipboard in the default folders assigned to different object types.

If the **"Select default folder by content" button** is activated in the ["Import" tab](#) of the ICE settings ICE can examine the contents of text-only clipboard objects, automatically distinguish the text content between the following four object subtypes and archive the objects in the appropriate folders:

"-PATH" - English "Path" for local directories.

"-APPS" - English "Applications" for local applications.

"- EMAIL" for email addresses.

"-URL" - English "Uniform Resource Locator" for "web address" (internet addresses).

In addition, ICE reformats this archived content directly during import so that the TXT-only object content created in ICE can be used directly in ICE as the following four link types:

So there are a total of nine different default folders into which ICE can automatically archive the objects newly copied to the clipboard and taken over by ICE.

Of course, you can also rename these default folders or assign any other existing folders in ICE in the ICE settings.



Folder Information

Symbol



Call

ICE menu “Folder”, menu item “Folder Information”

or

ICE toolbar

or

ICE object context menu, menu item “Information folder”

Description

This function opens the ["Information folder" window](#), point 1) and shows you the contents all columns of the current object in the object list.

The following applies:

If a folder does not have its own settings, every folder in the folder path backwards to the root directory is examined to see whether it has settings.

If such a folder is found, its settings are applied to the current folder.

If no folder is found up to the root directory that has settings, the folder default settings for the current folder are used.

<[Send parametes](#)>



Folder settings

Symbol



Call

ICE menu “Folder”, menu item “Folder Settings”

or

ICE toolbar

or

ICE folder context menu, menu item “Folder Settings”

Description

Opens the ["Folder and Object Settings" window](#).

Folder settings

Object tags:

[Enter and manage](#)

[Find objects](#)

Caret positions:

The setting options for cursor positions are not available here

Send parameters:

[Usage](#)

[Set to default values](#)



Update folder list

Symbol



Call

ICE menu “Folders”, menu item “Update folder list”

or

ICE toolbar

or

ICE folder context menu, menu item “Update folder list”

Description

If in the ICE settings in the ["Security questions" tab](#), the button **"Warn about changes by other applications"** is deactivated, ICE cannot automatically keep the folder and object list up to date because the file system watcher (FSW) is deactivated.

In this case, you can manually reload the folder list and thus update it.

If the **"Warn about changes by other applications" button** is activated, the folder list is automatically kept up to date and you do not need to use this function.



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'Object' functions

Here you will find all the functions with which you can influence the middle object list and the objects it contains.



[Objects Internal Edit On/Off](#)



[Previous object](#)



[Next object](#)



[Import object](#)



[Import object from clipboard](#)



[Copy object content to clipboard](#)



[Copy object to clipboard and send](#)



[Send object by email](#)



[Open/Execute object external](#)



[Rename object](#)



[Delete Object\(s\)](#)



[Object information](#)



[Object Settings](#)



[Update object list](#)



Objects Internal Edit On/Off

Symbol



The ability to edit the currently open archive has been disabled in the ICE settings

or



Internal editing of objects is disabled

or



Internal editing of objects is possible

Call

ICE menu "Object", menu item "Edit objects internally on/off"

or

ICE toolbar

or

ICE object context menu, menu item "Edit objects internally on/off"

Description

If in the ICE settings in the ["User Interface" tab](#) an administrator has enabled and activated the editing option for the current archive, this function allows users to switch internal editing of the objects in this archive on and off.

With this function you can release the objects in the three archives for editing, i.e. make them editable, or prevent them from being edited and switch them to read-only mode.

If the administrator has deactivated editing of the currently open archive in the ICE settings, this symbol is gray and cannot be operated by the user.

If editing of the currently open archive has been enabled by an administrator and the user enables this feature, the icon shown above will be shown in ICE's toolbar against a green background and surrounded by a blue frame. The user can then edit and/or delete the existing folders and objects.

If the administrator has activated the editing option for the currently open archive, but the user has deactivated this function, the background of the symbol appears in red and the blue frame around the symbol is missing. This means that no editing or deletion of folders and objects is possible.



Previous object

Symbol



Call

ICE menu "Object", menu item "Previous object"

or

ICE toolbar

or

ICE object context menu, menu item "Previous object"

or

Pressing Alt + "Cursor Left" on the keyboard

or

Pressing the "back" mouse button

Description

Use this to page back one object in the ICE history.

ICE timeline

ICE stores all objects opened during an ICE session in its history in chronological order. This allows you to browse through the objects accessed in this history.



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Next object

Symbol



Call

ICE menu “Object”, menu item “Next object”

or

ICE toolbar

or

ICE object context menu, menu item “Next object”

or

Press Alt + “Cursor Right” on the keyboard

or

Pressing the “Forward” mouse button

Description

This allows you to scroll one object further in the ICE history.

ICE timeline

ICE stores all objects opened during an ICE session in its history in chronological order. This allows you to browse through the objects accessed in this history.



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Import object

Symbol



Call

ICE menu "Object", menu item "Import object"

or

ICE toolbar

or

ICE object context menu, menu item "Import object"

Description

A file selection dialog opens in which you can select one or more objects in a folder to select these objects (as long as they are in the ICE settings in the ["File Types" tab](#) correspond to assigned ICE object types).

In the ICE settings you can specify in the ["Import" tab](#) into which archive and in which folder these manually imported objects should be saved.

In this window, all object types (<[Standard object types](#)>) that are linked to ICE are available for import into ICE.



Import object from clipboard

Symbol



Call

ICE menu "Object", menu item "Import object from clipboard"

or

ICE toolbar

or

ICE object context menu, menu item "Import object from clipboard"

Description

With this function you can manually import elements that are on the clipboard as new objects into ICE.

So that when you work in ICE you don't have to constantly ask yourself whether a text that you have just copied in the text editor should be imported into ICE as a new object. ICE generally prevents the automatic import of elements that are copied to the clipboard in ICE itself.

In order to still be able to import elements, such as texts from the text editor, the web browser or images from the Pic editor, you can use this function to manually import these elements as new objects into ICE.

If in the ICE settings the **button "Store objects in the default folder 'Import' during manual import"** in the ["Import" tab](#) is activated, these objects will be stored in the ICE settings in the ["Default folder" tab](#) for "Import" selected folder is saved.

During this manual import into the "Import" default folder, there is no query as to whether the object in question should be imported.

If the **"Store objects in the default 'Import' folder during manual import" button** in the "Import" tab is deactivated in the ICE settings, an object imported with this function is treated like an object automatically copied from the clipboard and according to the further "Import settings for these objects are saved.



Paste object to clipboard

Symbol



Call

ICE menu "Object", menu item "Paste object to clipboard"

or

ICE toolbar

or

ICE object context menu, menu item "Paste object to clipboard"

Description

Object types "Text", "RTF", "Image" and "HTML":

The contents of the object are pasted into the clipboard.

Other object types:

Other object types cannot be pasted to the clipboard.



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Copy object to clipboard and send

Symbol



Call

ICE menu "Object", menu item "Paste object to clipboard and send"

or

ICE toolbar

or

ICE object context menu, menu item "Paste object to clipboard and send"

Description

Object types "Text", "RTF", "Image" and "HTML":

If the currently displayed object corresponds to one of the aforementioned object types, its contents will be inserted into the clipboard.

If you have activated the **"Information when executing send keys" button** in the ["Security questions" tab](#) in the 'ICE Settings' window, a **"Waiting" window** will appear when sending object contents to a third-party application, which shows you the progress of the send function.

The object content is then sent to the third-party application specified there according to its object settings.

<[Folder and object settings](#)>

Please note the information on the output of the ["Last active window" text box](#).

Text and RTF objects can be sent either as "ASCII SendKeys codes" or as "part of the SendKeys code".

The other two object types "Image" and "HTML" are only ever sent to the corresponding target window as "part of the SendKeys code" - i.e. with 'Ctrl+V'.

To use the SendKeys codes that can be used, please read the following pages:

<[SendKeys overview](#)>

Other object types:

Other object types cannot be pasted to the clipboard and sent.



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[SendKeys - Overview](#)

SendKeys is a powerful, but mostly unknown or often underestimated tool in the Windows command library.

With SendKeys you can send any key sequence from an application to other windows or the desktop (program manager). These key sequences are then interpreted and executed by the receiving window as if the user were to enter these keys using his keyboard in the relevant window of the target program.

You can specify how the individual text object content should be sent to third-party applications in the ["Folder and Object Settings" window](#).



Displayable buttons

Each key is represented by one or more characters. To specify a single keyboard character, use the character itself.

For example, to represent the letter "A", use 'A'.

To specify multiple characters, append each additional character to the previous one.

For example, "ABC" represents the letters 'A', 'B' and 'C'.

Non-displayable keys (control keys)

For characters that are not displayed when a key is pressed (e.g., ENTER or TAB) and for certain action keys, you can use the codes from the table shown in the Control Keys tab:

Special keys

Plus sign +	=	"Shift" key
Caret ^	=	"Ctrl" (Control) key
Percent sign %	=	"Alt" key

Brackets () { } []

These special keys have a special meaning for SendKeys or are used to generate key combinations.

If you want to use one of these characters as an actual character and not as an introduction to a key combination, put this character in curly brackets, e.g. `{}` or `{~}`.

For example, if you want to specify the percent sign as a character, use `{%}`.

If one of the characters "+", "^", "%" or "~" is used outside the curly brackets, this character is interpreted as the introduction to a key combination (see chapter "Key combinations").

Brackets

Round brackets: ()

These are used in SendKeys to define key combinations.

For example, if you want to press the Shift key at the same time as the E and C keys, enclose these two keys in parentheses, so write: `+(EC)`.

To make the parentheses act as a character and not as a key combination, type `{()}` and `{}`.

Square brackets: []

Square brackets have no special meaning in SendKeys.



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However, if you want to use square brackets as characters, you still have to put the square brackets in curly brackets ``{[]`` and ``{}``.

In other applications, square brackets sometimes have a special meaning that may be relevant if, for example, dynamic data exchange takes place.

Curly braces: { }

Use curly brackets to define the control keys that cannot be displayed and enclose their names.

To specify curly braces as characters rather than control key delimiters, use ``{}`` and ``{}``.

Using key combinations

If you want SHIFT, CTRL, and ALT to be pressed simultaneously with several other keys, enclose the codes for the additional keys to be pressed in parentheses. For example, if you want the SHIFT key to be pressed at the same time as the E and C keys, specify ``+(EC)``.

However, if you want to first press the shift key with the "E" key and then press the "C" key without the shift key, write: ``+(E)C`` instead.

For the cross-Windows function "Paste from clipboard", i.e. "Ctrl+V", use ``^(v)`` accordingly.

This command ``^(v)`` must ALWAYS be included in ICE's SendKeys code if you want ICE to paste an object from its archive into another application window via the clipboard! Because without Ctrl+V in the SendKeys code, ICE cannot paste any of its saved objects into the desired target application via the clipboard.

Key repeats

If you want to execute a key repeatedly, use ``{key number}`` (i.e. specifying the key and the number of repetitions). You must definitely note the required space between key and number.

For example, ``{LEFT 42}`` means that the CURSOR LEFT KEY is pressed 42 times. ``{h 10}`` means "h" is pressed 10 times.

Waiting times

You specify waiting times between two keys with ``{Wait xx}``. Where xx stands for the waiting time in 1000/seconds. So for a two second wait, type ``{Wait 2000}``.

You can also use a double comma character ",," to create the waiting time between two SendKeys commands defined in the object settings. E.g.: ``{RIGHT},,{ENTER}``. After sending the 'Cursor Right' key, ICE waits the waiting time set in the object settings before sending the 'Enter' key.



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Set focus

If, for example, you want to set the focus back to the calling window after starting an application in order to process further sendkey codes in it, use `{CallWindow}`.

Key combinations for Windows

You can look up the possible keyboard commands for Windows here:
<<https://support.microsoft.com/de-de/windows/tastenkombinationen-in-windows-dcc61a57-8ff0-cffe-9796-cb9706c75eec>>



SendKeys - Key combinations

You can specify SHIFT, CTRL, or ALT key combinations by specifying one or more of the following codes before the normal key code:

Key	Code
SHIFT	+
Ctrl	^
ALT	%

If SHIFT, CTRL, and ALT must be pressed simultaneously with several other keys, enclose the codes for the additional keys in parentheses.

For example, if you want to press the Shift key at the same time as the E and C keys, enclose these two keys in parentheses, so write: `+(EC)`.

However, if you want to first press the shift key with the "E" key and then press the "C" key without the shift key, write: `+(E)C` instead.

For the cross-Windows function "Paste from Clipboard", Ctrl+V, use `^(v)`.

You can also send multiple key combinations. E.g. "+(^L)" for "SHIFT+CTRL+L"

Special case: Call up task manager

Windows security restrictions prevent the Sendkeys function from being used to interact with the Sendkey code sequence "`^(%{Del})`" sent to the Program Manager window (i.e. the Windows desktop). ("`CTRL+ALT+Del`") to call up the task manager.

Therefore, this key combination is blocked for sendkey code execution in all versions of Windows.

However, you can use the code to open the task manager instead:

`^(+({ESC}))`

(Ctrl+Shift+ESC key) sent as ASCII code to the program manager to open the task manager.

Alternatively you can also send:

`taskmgr.exe{Enter}{Wait 250}{CallWindow}{wait 250}exit{enter}`

as ASCII codes to the CMD window to open the task manager.

This will:

1. Open the DOS window
2. Start the task manager from this
3. Waited 250ms for it to start
4. Bring the focus back to the DOS window
5. Wait 250ms for the DOS window to activate
5. Close the DOS window by pressing the "exit" and "Return" keys.

You can also use this command - with the sendkeys delay double comma (",,") and the waiting time required in the object settings with approx. 250ms instead of the "{Wait xx}" commands:

`taskmgr.exe{Enter},,{CallWindow},,exit{enter}`



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SendKeys - Non-displayable keys (control keys)

Key	Code
WINDOWS key	{WINDOWS}
BACKSPACE	{BACKSPACE}, {BS} oder {BKSP}
BREAK	{BREAK}
CAPS LOCK	{CAPSLOCK}
DEL	{DELETE} oder {DEL}
DOWN	{DOWN}
END	{END}
ENTER key	{ENTER} oder ~
ESC	{ESC}
HELP	{HELP}
POS 1	{HOME}
INSERT	{INSERT} oder {INS}
LEFT	{LEFT}
NUM	{NUMLOCK}
PICTURE DOWN	{PGDN}
PICTURE UP	{PGUP}
PRINT	{PRTSC}
RIGHT	{RIGHT}
SCOLL	{SCROLLLOCK}
TAB	{TAB}
UP	{UP}
F1	{F1}
F2	{F2}
F3	{F3}
F4	{F4}
F5	{F5}
F6	{F6}
F7	{F7}
F8	{F8}
F9	{F9}
F10	{F10}
F11	{F11}
F12	{F12}
F13	{F13}
F14	{F14}
F15	{F15}
F16	{F16}



SendKeys - Examples

1. Example

`^({ESC})` oder '{WINDOWS}`

Sent to the "Program Manager" window, executes the Windows key (call up the Start menu)

2. Example

`^(+({ESC}))``

Sent to the Program Manager window, 'Ctrl+Shift+Escape' executes the Task Manager call

3. Example

`{Windows}{wait 500}{tab}{down}{enter}{wait 100}{down}{enter}`

Sent to the "Program Manager" window locks the PC in Windows 10

If fast user switching is activated in the registry ("HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Policies\System" DWORD 32 key "HideFastUserSwitching" value "0"), you can also carry out user switching by calling up this pop-up menu.



Send object by email

Symbol



Call

ICE menu "Object", menu item "Send object by email"

or

ICE toolbar

or

ICE object context menu, menu item "Send object with email"

Description

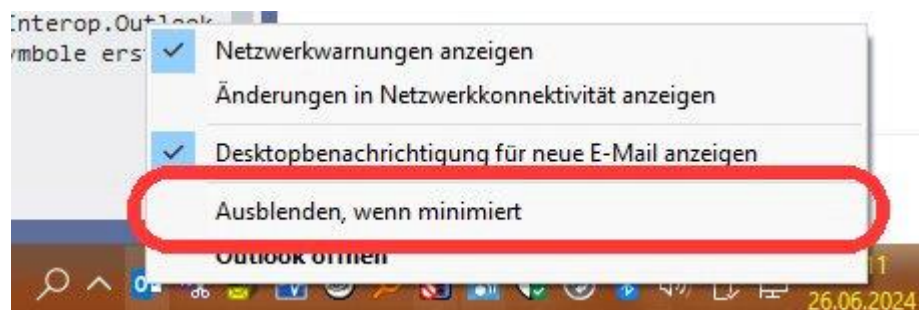
This function allows you, depending on the settings in the ICE settings in the ["E-mail" tab](#) set parameters to send objects via email to any recipient in the simplest possible way.

With this function, ICE checks whether your email application has already started - a ["Waiting" window](#) appears for the duration of this check.

If ICE determines that your email application has not started, you can start the email application by clicking a button in this waiting window before the email is sent to your email's outbox folder. email program.

This allows you to send the email immediately, which would otherwise remain in your outbox folder until the next time you start the email application.

Please note that ICE can only send emails with Outlook if the "Hide when minimized" button in the right mouse pop-up menu of the Outlook icon in the notification bar is disabled.





Open/Execute object external

Symbol



Call

ICE menu "Object", menu item "Open/Execute object externally"

or

ICE toolbar

or

ICE object context menu, menu item "Open/Execute object externally"

Description

Object types "Text", "RTF", "Image" and "HTML":

This opens the current object in the editor/viewer that matches its object type, which you can use in the ICE settings in the ["Paths" tab](#), as well as in the selection in the ICE settings in the ["Lists" tab](#).

In order not to be confused by two different object versions (the version displayed in the ICE and the version opened in the external editor and possibly changed in it), the object is hidden in the ICE when opened externally.

If you activate the **"Warn about changes by other programs" button** in the ["Security questions" tab](#) in the ICE settings, i.e. the [FileSystem Watcher](#), then edit the object in the external editor and the If you save an external edit, ICE warns you about the version conflict that has occurred.

ICE then offers you in a warning selection window to discard the changes that may have been made to the object in ICE and to use the version of the external editor instead or to overwrite the changes of the external editor with the version in ICE or to save the version in the ICE next to the object of the external editor as an object copy.

Other object types:

"Viewer": Are opened in the application assigned to the file extension of the object by the Windows system

"Shortcut": Executed in the Windows system.

"PDF": Opened in the viewer/editor selected in the "Lists" tab in the ICE settings.

"EXE": Run in the Windows system.



Rename object

Symbol



Call

ICE menu “Object”, menu item “Rename object”

or

ICE toolbar

or

ICE object context menu, menu item “Rename object”

Description

Depending on the ICE settings, either a window appears in the ["Lists" tab](#). Entering the new object name or the active folder line is displayed as editable in the object list and you must enter the new object name in it.

If the **"Rename objects in object list" button** is activated in the "Lists" tab in the ICE settings, the selected line in the object list becomes editable and you must enter the new object name in it.

Is the above mentioned If the **"Rename objects in object list" button** is not activated; an input window appears for entering the new object name. When you complete this entry, the selected object will be renamed with the newly assigned name.



Delete Object(s)

Symbol



Call

ICE menu “Object”, menu item “Delete object”

or

ICE toolbar

or

ICE object context menu, menu item “Delete object”

Description

Depending on the ICE settings, a security question appears in the ["Security questions" tab](#) the selected object(s) are deleted from the archive.

If the **"Ask before deletion" button** is activated in the "Security questions" tab in the ICE settings, a question window will appear before deleting the selected object(s) from the archive in which you can cancel the deletion process.

If the **"Ask before deletion" button** is not activated in the "Security questions" tab in the ICE settings, the selected objects will be deleted from the archive without query.



Object Information

Symbol



Call

ICE menu “Object”, menu item “Object Information”

or

ICE toolbar

or

ICE object context menu, menu item “Object information”

Description

This function opens the ["Object Information" window](#) and shows you the contents all columns of the current object in the object list.

The following applies:

If an object does not have its own settings, every folder in the folder path backwards to the root directory is examined to see whether it has settings.

If such a folder is found, its settings are applied to the current object.

If no folder is found up to the root directory that has settings, the folder default settings for the current object are used.

<[Send parameters](#)>



Object Settings

Symbol



Call

ICE menu “Object”, menu item “Object Settings”

or

ICE toolbar

or

ICE object context menu, menu item “Object Settings”

Description

Opens the "Folder and Object Settings" window.

Object settings

Object tags:

[Enter and manage](#)

[Find objects](#)

Caret positions:

[Save](#)

[Delete individually](#)

Caret positions can only be edited for text and RTF objects

Send parameters:

[Usage](#)

[Set to default values](#)



Update object list

Symbol



Call

ICE menu "Object", menu item "Update object list"

or

ICE toolbar

or

ICE object context menu, menu item "Update object list"

Description

If in the ICE settings in the ["Security questions" tab](#) the **button "Warn about changes by other applications"** is disabled, ICE cannot automatically keep the folder and object lists up to date because the FileSystemWatcher (FSW) is disabled. In this case, you can manually reload and update the object list.

If the **"Warn about changes by other applications" button** is activated, the object list is automatically kept up to date and you do not need to use this function.



'Viewer/Editors'-Functions

Here you will find the menu items described in the “Viewers/Editors” group in the ICE menu.



[Viewer Slider-Position](#)



[Text-Editor](#)



[RTF-Editor](#)



[Pic-Editor](#)



[Web browser](#)

Descriptions of the viewers/editors

[Text-Editor and RTF-Editor](#)

[Pic-Editor](#)

[Web browser](#)

These editors integrated into the ICE do not claim to be able to keep up with other professional text and image editors or web browsers in terms of their range of functions - that is not the goal at all.

Rather, these editors should only contain the basic and frequently required functions to display the text, image, HTML and PDF objects, as well as to be able to make minor changes to the existing text and image objects directly in the ICE, without having to do so having to start an external editor.

If you are missing special functions in one of the integrated editors, you can open the object in the external editor you have assigned with a mouse click and edit it there.



Viewer Slider-Position

Symbol



Call

ICE menu "Viewer/Editors", menu item "Viewer area ..."

or

ICE Viewer Slider Position Toolbar

Description

Menu selection "Viewer" - "Viewer area ..."

Here you can select at which positions the two sliders (horizontally movable separators between the folder list and the object list as well as between the object list and the viewer area) should be placed in the ICE.

"Viewer surface manually"

Both sliders are set to the last slider positions you manually selected.

"Viewer Area Browser"

Sets the left slider to 0, and thus only shows the object list (bookmark list) and the viewer area for browser use.

"Maximize viewer area"

Moves both sliders to 0 so that the viewer display area is as large as possible.

"Minimize viewer area"

Sets the right slider to the right edge. This means you have the display field of the object list at its maximum size.

Toolbar Viewer Slider Position icon

Each time you click on this symbol, the slider position is scrolled through the positions described above: "Manual", "Browser", "Maximized" and "Minimized" and the slider is thus placed according to the information above.

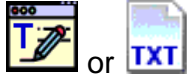


ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Text-Editor

Symbol



Call

ICE menu “Viewer/Editors”, menu item “Text Editor”



or

ICE toolbar



or

ICE object context menu, menu item "New Text Object"



or

Text editor context menu, menu item "New text object"



Description

Creates a new ASCII text or RTF object and asks you in an input window to enter the name for the new ASCII text document, which is then saved as a new object in the current folder.

This newly created object is then opened in the ICE text editor.

[<Common functions>](#)



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

RTF-Editor

Symbol



Call

ICE menu “Viewer/Editors”, menu item “RTF Editor” 

or

ICE toolbar 

or

ICE object context menu, menu item “New RTF object” 

or

Text editor context menu, menu item “New RTF object” 

Description

Prompts you to enter the name for the new RTF document that will be saved in the current folder.

Then open the RTF editor in the right field of the ICE workspace and display the new document.

<[Common functions](#)>



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Pic-Editor

Symbol



Call

ICE menu “Viewer/Editors”, menu item “Pic Editor”

or

ICE toolbar

Description

Opens the Pic Editor in the right field of the ICE workspace.

[<Pic Editor>](#)



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Web browser

Symbol



Call

ICE menu “Viewers/Editors”, menu item “Web browser”

or

ICE toolbar

Description

Opens the web browser in the right field of the ICE workspace.

<[Web browser](#)>



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

'Search'-Functions

The “Search” function of the ICE is described in this menu group.



[Search Folders - Objects](#)



Search Folders - Objects

Symbol



Call

ICE menu “Search”, menu item “Search folders and objects”

or

ICE toolbar

Description

This will open the ["Find Folders and Objects" window](#), in which you can search for folders and objects according to criteria you specify in the currently open archive.



'Backup'-Functions

Here you will find the menu items described in the “Backup” group in the ICE menu.



[Local Archive](#)



[Network-Archive](#)



[Help-Archive](#)



[Run backup](#)



[Run restore](#)



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Local Archive

Symbol



Call

ICE menu “Backup”, menu item “Local archive”

Description

This allows you to include or exclude the local archive in the backup job.

If the icon is surrounded by a blue frame, the local archive is included in the backup job.

If this blue frame is missing, the local archive is not included in the backup job.

You can also set this switch in the ICE settings in the [“Backup” tab](#).



Network Archive

Symbol



Call

ICE menu “Backup”, menu item “Network archive”

Description

This allows you to include or exclude the network archive from the backup job.

If the icon is surrounded by a blue frame, the network archive is included in the backup job.

If this blue frame is missing, the network archive is not included in the backup job.

You can also set this switch in the ICE settings in the [“Backup” tab](#).



Help Archive

Symbol



Call

ICE menu “Backup”, menu item “Help Archive”

Description

This allows you to include or exclude the help archive in the backup job.

If the icon is surrounded by a blue frame, the help archive is included in the backup job.

If this blue frame is missing, the help archive is not included in the backup job.

You can also set this switch in the ICE settings in the [“Backup” tab](#).



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Run Backup

Symbol



Call

ICE menu “Backup”, menu item “Run backup”

Description

If in the ICE settings in the [“Backup” tab](#) you can assign a root directory to the backups that have to be created. You can then execute a backup according to the parameters set in the ICE settings.

Is the **“Ask before backup/restore” button** activated in the [“Security questions” tab](#) in the ICE settings, an [“Information” window](#) (point 2) appears before executing the backup, which shows you the planned backup information and in which you can check the planned backup job and cancel it if necessary.

If this **“Ask before backup/restore” button** is deactivated, the backup will be started without further prompting.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Run Restore

Symbol



Call

ICE menu "Backup", menu item "Execute restore"

Description

If in the ICE settings in the ["Backup/Restore" tab](#) a root directory for is assigned to the backups to be created, and this root folder contains a backup of the current archive, you can use this restore function to restore the backed up archive with all its folders and objects to the currently open archive and thus completely overwrite the currently open archive.

Is the **"Ask before backup/restore" button** activated in the ["Security questions" tab](#) in the ICE settings, an ["Information" window](#) appears before executing the restore (point 2), which shows you the planned restore information and in which you can check the planned restore job before executing it.

If this **"Ask before backup/restore" button** is deactivated, the restore will be started without further prompting.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

'Tools'-Functions

Here you will find the menu items of the 'Extras' menu group of the ICE described.



[Open window list](#)



[Open ICE-History](#)



[List of installed apps](#)



[Show Desktop - Current User](#)



[Show Desktop - All Users](#)



[Show Start Menu - Current User](#)



[Show Start Menu - All Users](#)



['SnippingTool'](#)

'External Apps'

Up to ten application icons are displayed here, which you can integrate in the ICE settings in the "External Apps" tab.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Open window list

Symbol



Call

ICE menu “Tools”, menu item “Open window list”

or

ICE toolbar

Description

This allows you to open the ["Window List" window](#).



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

List of installed apps

Symbol



Call

ICE menu “Tools”, menu item “List of installed apps”

Description

This function opens in the file browser, which you have in the ICE settings in the ["Paths" tab](#) will provide a list of all applications installed on the computer.

If you have not selected an active file browser there, this list will be displayed in Windows Explorer.

Using this list, you can, for example, import shortcuts (file links) as objects into ICE in order to create a program start folder in ICE that contains your frequently used applications.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Show Desktop folder – Current User

Symbol



Call

ICE menu "Tools", menu item "Show Desktop folder - Current user"

Description

With this function you open the Desktop folder of the currently logged in user in the file browser, which you have in the ICE settings in the ["Paths" tab](#).

If you have not selected an active file browser there, the current user's Desktop folder will be displayed in Windows Explorer.

From this start menu you can, for example, import shortcuts (file links) as objects into ICE in order to create a program start folder in ICE that contains your frequently used applications.

The Desktop folder, with shortcuts that are only accessible to the current user, is stored here:

< C:\Users\%Username%\Desktop >



Show Desktop folder - All Users

Symbol



Call

ICE menu "Tools", menu item "Show Desktop - All users"

Description

This function opens the Desktop folder "All Users" in the file browser, which you can access in the ICE settings in the ["Paths" tab](#).

If you have not selected an active file browser there, the "All Users" Desktop folder will be displayed in Windows Explorer.

From this start menu you can, for example, import shortcuts (file links) as objects into ICE in order to create a program start folder in ICE that contains your frequently used applications.

The Desktop folder with the shortcuts that are displayed for all users can be found at:
<C:\Users\Public\Desktop>



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Show Start Menu – Current User

Symbol



Call

ICE menu "Tools", menu item "Show start menu - Current user"

Description

With this function you open the Windows start menu of the currently logged in user in the file browser, which you have in the ICE settings in the ["Paths" tab](#).

If you have not selected an active file browser there, the current user's Start menu folder will be displayed in Windows Explorer.

From this start menu you can, for example, import shortcuts (file links) as objects into ICE in order to create a program start folder in ICE that contains your frequently used applications.

The Windows start menu, with shortcuts that are only accessible to the current user, is stored here:

<file:%MyStartMenu%>



Show Start Menu - All Users

Symbol



Call

ICE menu "Tools", menu item "Show start menu - All users"

Description

This function opens the Windows start menu "All Users" in the file browser, which you can access in the ICE settings in the ["Paths" tab](#).

If you have not selected an active file browser there, the "All Users" start menu folder will be displayed in Windows Explorer.

From this start menu you can, for example, import shortcuts (file links) as objects into ICE in order to create a program start folder in ICE that contains your frequently used applications.

The Windows start menu with the shortcuts that are displayed for all users can be found at:

`<file:%CommonStartMenu%>`



ICE – Ideal Clipboard Expander

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'Help'-Functions

Here you will find the menu items of the ICE 'Help' menu group described.



[Help-Archive](#)



[Open PDF manual](#)



[Check for updates](#)



[Add license file](#)



[Submit errors to us](#)



[About ICE](#)



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Help Archive

Symbol



Call

ICE menu “Help”, menu item “Help Archive”

or

ICE toolbar

Description

This will close the archive currently displayed in ICE and display the help archive instead.

You can assign the path to the help archive in the ICE settings [tab “Paths”](#).

When the Help Archive is selected, the icon shown above will be surrounded by a blue frame in ICE's toolbar.

The help archive is supplied completely filled in the ICE installation package and is saved in this folder by default when ICE is installed:

<file:C:\Users\Public\Documents\ICE - Ideal Clipboard Expander\ICE-Archive Help EN\>.

The help archive shows you, among other things, this help document that you are currently reading.

Here you can learn the possibilities that ICE offers from a “living object,” so to speak.

Administrators can edit this help archive and, for example, make additions to the objects stored in it. To ensure that these administrative changes are displayed to every user, administrators can copy the help archive they have edited to the server and set the path to the help archive accordingly in the individual ICE applications. From now on, every user will always have access to the same help archive content. Alternatively, administrators can distribute the help archive to other PCs active in the network using the backup/restore function in the ICE.

If you want to edit (edit) the objects in a created or selected archive, don't forget to go to the ICE settings in the ["User Interface" tab](#) to check whether editing permission is activated for the archive in question and, if necessary, activate the corresponding button.

Otherwise, the objects that you add to this archive remain read-only - i.e. in non-editable read-only mode.

If you want to edit the help archive, you MUST move the help archive to another location before making your changes (["Paths" tab](#)).

Because with every update of ICE, the objects in the standard path of the help archive (<file:C:\Users\Public\Documents\ICE - Ideal Clipboard Expander\ICE-Archive Help EN\>) are replaced by the default help objects overwritten, which are included in the installation package.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

[Open PDF manual](#)

Symbol



Call

ICE menu “Help”, menu item “Open PDF manual”

Description

Opens depending on the language selected in the ["ICE" tab](#) of the ICE settings the matching PDF manual supplied with the ICE - Ideal Clipboard Expander in the PDF application assigned by the Windows system.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Check for updates

Symbol



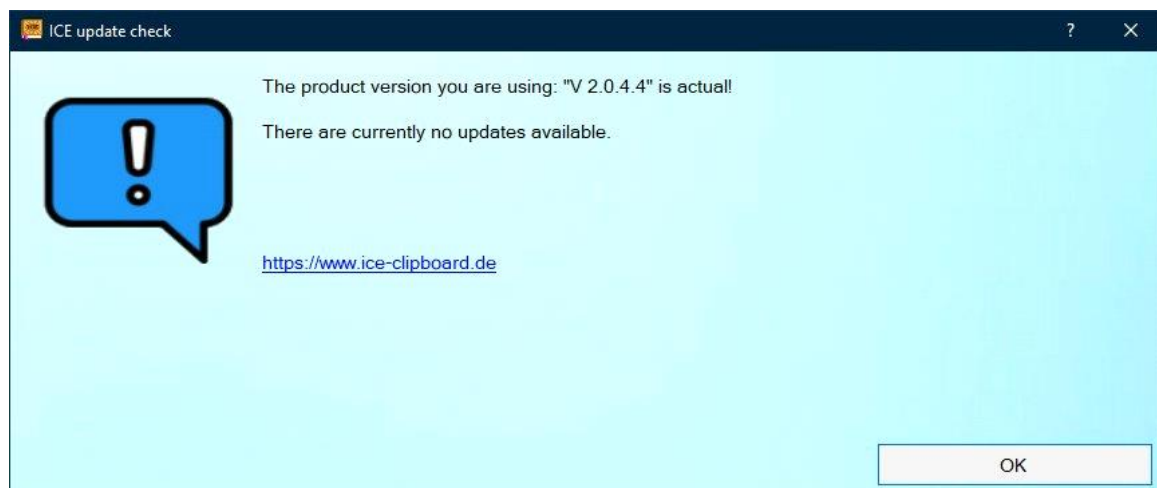
Call

ICE menu “Help”, menu item “Check for updates”

Description

ICE hereby loads a small text document from our website containing the most current version number of ICE published by us.

ICE compares this version number with the version number you are using and then informs you whether an update is available or whether you are already using the latest version.



Data protection during update checking



ICE – Ideal Clipboard Expander

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Add license file (Only available for members of the administrator group)

Symbol



Call

ICE menu “Help”, menu item “Include existing license”

Description

This allows you to integrate a license you purchased from us into ICE and thus remove the restriction of the 30-day trial period.

A file open dialog appears in which you must select the license file you received and confirm your file selection with the "OK" button.

With a valid license you unlock ICE for lifelong use.

Usage licenses

The version number of the ICE consists of:

Major version number (dot) Minor version number High (dot) Minor version number Middle (dot) Minor version number Lo

ICE differentiates between two types of licenses:

1. Minor-License

This entitles the buyer to receive all minor updates free of charge - recognizable by the ascending version information behind the first point of the version number - for the major version software from ICE that we offered at the time of purchase. For example, if you buy such a license for major version 2.x.x.x, you will receive all of the minor updates we publish below free of charge.

This means that with this license you can install and use all minor updates published by us until we publish version 3.x.x.x.

The minor updates we release include bug fixes and minor improvements.

However, the version jump to a higher major version number includes extensive changes, new functions or comparable features.

For usage license holders of minor licenses, this free minor update service of the software only expires with the publication of an update with a higher major version number - i.e. the first number of the version number.

This then means a comprehensive update with new functions and/or significant changes.

If the user wants to use this new major version, he or she must purchase a new minor or major usage license.



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Of course, in the event of a published major update, the user of a minor usage license can also permanently continue to use an existing minor usage license with a program version that matches this older usage license.

We permanently offer the highest minor version of each major version for download on our website (<<https://www.ice-clipboard.de>>).

However, for older program versions, once a major update is published, no further minor updates will be developed and delivered for the previous major version number.

Upgrade a Minor Use License to a Major Use License

If the user is legally in possession of a minor usage license purchased from us and orders the upgrade of their license to a major usage license from us, they will receive the major version at a discounted price.

When ordering an upgraded usage license, the purchaser must provide the exact same name and email address as when ordering the minor usage license previously (this information can be viewed in the ["About ICE" window](#)). Otherwise we unfortunately cannot process the upgrade order for technical reasons.

This upgrade terminates the use permission for the older minor use license. This entails the obligation to no longer use the previous minor usage license after receiving the major usage license and not to pass it on to third parties or make it accessible to them.

2. Major License

Purchasing a major license entitles the buyer to free, lifelong download, installation and use of all subsequent ICE versions published by us, including all other major updates.

The four ways to integrate the license we have received into ICE:

Requirement: ICE - Ideal Clipboard Expander must be installed.

1. As long as the test time has not yet expired, click on the "Include license" menu item in the "Help" menu, select the license file you received from us in the file open dialog that appears and confirm the dialog with "OK".
2. If the test period has already expired, a "Information" window will appear when you start ICE (point 3). In that window you can click on the "Include license" button to open a file open dialog where you can select the license file you received from us and confirm the file selection with "OK".
3. In the file browser (usually Windows Explorer), manually copy the license file you received into the folder <file:C:\Users\Public\Documents\ICE - Ideal Clipboard Expander>. With ICE closed, double-click the license file you received from us in the file browser (usually Windows Explorer).
4. From the next start of ICE, the license will be integrated and the 30-day trial period restriction will be lifted.

To use the licenses, please note our [terms of use](#).



ICE – Ideal Clipboard Expander

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[Submit errors to us ...](#)

Symbol



Call

ICE menu "Help", menu item "Notify error..."

Description

With this function, you can easily send us an email and inform us about any errors you have discovered in the ICE - Ideal Clipboard Expander.

Please describe the error that occurred as precisely as possible. Please also describe what actions you took before the error occurred in ICE. Thank you for your help in improving ICE - Ideal Clipboard Expander

We thank you for your help in further improving ICE - Ideal Clipboard Expander.

Best regards

Pi.M software

Hubert Allgäuer



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

About ICE ...

Symbol



Call

ICE menu “Help”, menu item “About ICE ...”

Description

With this function, the [“About ICE” window](#) opens.



Text- and RTF-Editor

Common functions

The text editor is in principle an independent program, but it is firmly integrated in the right field of the ICE workspace and is displayed here when you open a TXT or RTF object in ICE.

This editor uses the same elements for TXT objects and RTF text objects.

The difference is that text formatting is of course not possible in the TXT editor and the formatting functions for TXT objects are therefore grayed out.

These formatting options are only available to the user in the RTF editor for RTF objects.

However, all other functions are identical in both editors.

These editors integrated into the ICE do not claim to be able to keep up with other professional text and image editors or web browsers in terms of their range of functions - that is not the goal at all.

Rather, editors should only contain the basic and frequently required functions to display the text, image, HTML and PDF objects, as well as to be able to make minor changes to the existing text and image objects directly in the ICE, without having to do so having to start an external editor.

If you are missing special functions in one of the integrated editors, you can open the object in the external editor you have assigned with a mouse click and edit it there.

(ICE settings [tab “Status bar”](#))

or.

(ICE settings [tab “Lists”](#))



Save caret positions

The “caret” is the colloquial “cursor” in text input fields.

If the **"Show last caret position when opening documents" button** is activated in the ["Text Editor" tab](#) in the ICE settings, when the document is opened, it will scroll to the point where you left it. In addition, the caret position and any existing text selection at which this document was last closed are restored.

In addition, you can then use the **"Ask if in Text editor "last caret position should be displayed" button** in the [tab "Security questions"](#) of the ICE-Settings to select whether a question should appear when opening the documents for which a caret position has already been saved, whether ICE should display it from the saved caret position after loading the document, or whether the document should be shown from the first line instead.

If the **"Show last caret position when opening documents" button** is disabled in the "Text Editor" tab in the ICE settings, all newly opened documents are always displayed from the first line and the "Ask if in text" button is disabled. Editor last caret position is disabled in the Security Questions tab.

These caret positions are stored in the root directory of the respective archive in the settings file "Object-Settings.ice", in which the object tags and send parameters are also stored (<[Folders and object settings](#)>).

If you delete this settings file "Object-Settings.ice", the objects in question will lose all individual object settings that you have assigned to them.

You can also delete only the saved caret positions from the settings files (<[Caret positions](#)>).

The individual settings of the object tags and send parameters of the objects that you have assigned to them are retained.



Links in the ICE text editor

Links in TXT (Plain Text) and RTF (RichTextFormat formatted text) objects:

All plain text and RTF objects can contain five additional link types in their text, which can then be opened or executed in the object document simply with a mouse click.

The following link types must always be enclosed by greater/less than characters.

Links to internal objects in one of the archives

Such as `<file:%Help%\01. Common informations\03. System requirements.rtf>` to navigate to another object within the three ICE archives using a link contained therein in a text or RTF object and to display this object in the ICE.

As a placeholder for the archive path, use "%Local%" to open an object in the local archive, or "%Network%" or "%Help%" to access an object in one of the other two archives.

Links to objects in open archive paths are opened and displayed internally in ICE.

Email addresses (email links)

e.g. `<mailto:info@ICE-Clipboard.de>` you can also store it as text in text and RTF objects and thus create new emails to the relevant addressees with one click from ICE.

A mailto link can also be provided with a specified subject and other additional parameters.

Mailto links are opened in the email application stored in the Windows system when clicked.

Links to executable local files (app links) outside of the archives

(e.g. `<file:C:\Windows\explorer.exe>`) can also be saved as text in the text and RTF objects and executed by simply clicking on the file link in your Windows system.

For these app links, you can use the placeholder "%Username%".

When you click on links to executable files, they are executed in the Windows system.

Links to local directories (path links) outside the archives

For example, you can enter `<file:C:\Windows\System32\>` as text in the text and RTF objects and have this folder link opened directly in your desired file browser with one click.

Use the variable "%Username%" as a placeholder for the current user name in the link. So if you want to create a directory link to the current user's desktop, write the link like this: `<file:C:\Users\%Username%\Desktop\>` or more simply `<file:%MyDesktop%\>`.

Directory links are opened by clicking in the file browser that you have specified in the selection in the ICE settings [tab "Text Editor Links"](#) under "Paths".

Links to local TXT, RTF, image, HTML, PDF files outside the archives

These links can also be saved as text in the text and RTF objects.

You can also use the placeholder "%Username%" for these links.



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Links to local files are opened when clicked in the viewer/editor that you have set for the relevant file type in the selection in the "Text Editor Links" tab.

Website links (web links) and intranet links

Website links such as

<https://www.ice-clipboard.de>

or intranet links like

<file:///X:/My Documents/Own Webs/Own Home Page/index.htm>

<file:///C:/Program Files/Adobe/Acrobat DC/Acrobat/PDFSigQFormalRep.pdf>

can be entered as normal text in ICE's text and RTF objects.

Web links and intranet links are opened in the web browser that you selected under "URL" in the selection in the ICE settings tab "Text Editor Links".

You can find other placeholders for links available in ICE here:

<[Placeholders in the Links](#)>

Required formatting

Links in ICE only work as clickable links if they are entered in exactly the same format as the following examples.

Links to objects in the archives set up:

The archive paths can be located in different storage folders depending on the computer and the assignment of the archive paths.

So that the internal links always work - even if you move the archives to other storage locations, internal links to other objects in one of the three ICE archives can be declared in ICE with the following placeholders for the archives:

"%Local%", "%Network%" and "%Help%".

Example:

For links to items in the local archive:

<file:%Local%\Directory path within the archive\Object name with extension>

For links to objects in the network archive:

<file:%Network%\Directory path within the archive\Object name with extension>

For links to objects in the help archive:

<file:%Help%\01. General information\02. ICE Overview.rtf>



ICE – Ideal Clipboard Expander

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Email links

Examples:

Email link without addressee:

<mailto:?>

Email link only with addressee:

<mailto:info@ice-clipboard.de>

Email link with addressee and subject:

<mailto:info@ice-clipboard.de?subject=Pre-filled subject>

Email without addressee, with subject and body (mail text)

<mailto:?subject=Take a look&body=Here is the link to our website>

Email link with addressee, CC addressee and subject:

<mailto:info@ice-clipboard.de?cc=testCC@ice-clipboard.de&subject=Pre-filled subject>

Email link with addressee, BCC addressee and subject:

<mailto:info@ice-clipboard.de?bcc=testBCC@ice-clipboard.de&subject=Pre-filled subject>

Email link with addressee, CC addressee, BCC addressee and subject:

<mailto:info@ice-clipboard.de?cc=testCC@ice-clipboard.de&bcc=testBCC@ice-clipboard.de&subject=Pre-filled subject>

In the "mailto" string, the recipient email address must always begin with a "?" (question mark) must be separated from any additional parameters ("cc", "bcc", "subject" and "body"). The other parameters, however, must be separated from each other with "&" (ampersand). The order of the other parameters does not matter.

If the addressee, CC addressee, BCC addressee, subject or body are missing in the "mailto" links, the respective default entries from the "ICE Settings" - "Email" tab (<file:%Help%\04th Child Window\01st 'ICE Settings' Window\Tab 12 'Email'.rtf>) and inserted into the appropriate fields in the "Compose Email" window.

App links

Examples

<file:c:\windows\explorer.exe> or with placeholder <file:%Windir%\explorer.exe>

These links must point to existing files.

If a file linked in this way does not exist in the specified location, when you click on the link, an error window will be displayed informing you that the specified file does not exist.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Path links

Examples:

Directory with placeholder for user name <file:c:\users\%Username%\AppData\>

<file:C:\Windows\systemapps\> or with placeholder <file:%Windir%\systemapps\>

<file:c:\program files\> or with wildcard <file:%programfiles%\>

These links must point to existing folders.

If a folder linked in this way does not exist in the specified location, an error window will be displayed when you click on the link, informing you that the specified folder does not exist.

Links to local TXT, RTF, image, HTML, PDF files

Examples:

TXT: <file:C:\DumpStack.log> or <file:C:\Scripts\Test.txt>

RTF: <file:C:\Windows\Help\en-US\credits.rtf>

Image: <file:C:\Scripts\LogoPIM-Soft.bmp>

HTML: <file:C:\Scripts\U HTML.html>

PDF: <file:C:\Program Files\Adobe\Acrobat DC\Acrobat\PDFSigQFormalRep.pdf>

These links must point to existing objects.

If an object linked in this way does not exist in the specified location, an error window will be displayed when you click on the link, informing you that the specified object does not exist.

Web links and intranet links

Examples:

Web links

<http://www.ice-clipboard.de>

<https://www.ice-clipboard.de>

<www.ice-clipboard.de>

Intranet links

<file:///X:/My Documents/Own Webs/Own Homepage/index.htm>

<file:///172.21.101.35/File-Server/Own Files/Own Webs/Own Homepage/index.htm>

<file:///C:\Program Files\Adobe\Acrobat DC\Acrobat\PDFSigQFormalRep.pdf>

These links must point to existing websites or to local or network intranet pages.

If a linked web or intranet page does not exist, when you click on the link, an error window will be displayed informing you that the specified web/intranet page cannot be opened.



Placeholder in the links

Links must point to folders or objects existing in the relevant user folder. If a linked folder or object does not exist in the specified location, when you click on the link, an error window will be displayed informing you that the specified folder/object does not exist in the linked path.

When evaluating and calling up the linked folders/objects, ICE automatically replaces these placeholders with the corresponding folders before calling them up.

Placeholder for links to objects in the archive

The archive paths can be located in different storage folders depending on the computer and the assignment of the archive paths.

So that the internal links always work - even if you move the archives to other storage locations, internal links to other objects in one of the three ICE archives can be declared in ICE with the following placeholders for the archives: "%Local%", "%Network%" and "%Help%".

Examples:

%Local% - For links to items in the local archive:

<file:%Local%\Directory path within the archive\Object name with extension>

%Network% - For links to objects in the network archive:

<file:%Network%\Directory path within the archive\Object name with extension>

%Help% - For links to objects in the help archive:

<file:%Help%\Directory path within the archive\Object name with extension>

Placeholder for the Username

If you want to create a link to content from the current user account, use the placeholder "%Username%" in place of the user name. In this way, you ensure that other users can also use these links and, by clicking on the relevant link, are directed to the corresponding folder/object in their own user profile.

Example:

<file:C:\Users\%Username%\AppData\Roaming>



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Placeholder for system folders

Global placeholders

Placeholder	Call	Destination
%ProgramFiles%	<file:%ProgramFiles%\>	(<file:C:\Program Files\>)
%CommonProgramFiles%	<file:%CommonProgramFiles%\>	(<file:C:\Program Files\Common Files\>)
%ProgramFilesX86%	<file:%ProgramFilesX86%\>	(<file:C:\Program Files (x86)\>)
%CommonProgramFilesX86%	<file:%CommonProgramFilesX86%\>	(<file:C:\Program Files (x86)\Common Files\>)
%CommonAppData%	<file:%CommonAppData%\>	(<file:C:\ProgramData\>)
%CommonStartMenu%	<file:%CommonStartMenu%\>	(<file:C:\ProgramData\Microsoft\Windows\Start Menu\>)
%CommonPrograms%	<file:%CommonPrograms%\>	(<file:C:\ProgramData\Microsoft\Windows\Start Menu\Programs\>)
%CommonAdminTools%	<file:%CommonAdminTools%\>	(<file:C:\ProgramData\Microsoft\Windows\Start Menu\Programs\Administrative Tools\>)
%CommonStartup%	<file:%CommonStartup%\>	(<file:C:\ProgramData\Microsoft\Windows\Start Menu\Programs\Startup\>)
%CommonTemplates%	<file:%CommonTemplates%\>	(<file:C:\ProgramData\Microsoft\Windows\Templates\>)

Placeholder for User folder

Placeholder	Call	Destination
%MyUserProfile%	<file:%MyUserProfile%\>	(<file:C:\Users\%Username%\>)
%MyLocalAppData%	<file:%MyLocalAppData%\>	(<file:C:\Users\%Username%\AppData\Local\>)
%MyCDBurning%	<file:%MyCDBurning%\>	(<file:C:\Users\%Username%\AppData\Local\Microsoft\Windows\Burn\Burn\>)
%MyHistory%	<file:%MyHistory%\>	(<file:C:\Users\%Username%\AppData\Local\Microsoft\Windows\History\>)
%MyInternetCache%	<file:%MyInternetCache%\>	(<file:C:\Users\%Username%\AppData\Local\Microsoft\Windows\iNetCache\>)
%MyCookiesDir%	<file:%MyCookiesDir%\>	(<file:C:\Users\%Username%\AppData\Local\Microsoft\Windows\iNetCookies\>)
%MyRoamingAppData%	<file:%MyRoamingAppData%\>	(<file:C:\Users\%Username%\AppData\Roaming\>)
%MyNetworkShortcuts%	<file:%MyNetworkShortcuts%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Network Shortcuts\>)
%MyPrinterShortcuts%	<file:%MyPrinterShortcuts%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Printer Shortcuts\>)
%MyRecent%	<file:%MyRecent%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Recent\>)
%MySendTo%	<file:%MySendTo%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\SendTo\>)
%MyStartMenu%	<file:%MyStartMenu%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Start Menu\>)
%MyPrograms%	<file:%MyPrograms%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\>)
%MyAdminTools%	<file:%MyAdminTools%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\Administrative Tools\>)
%MyStartup%	<file:%MyStartup%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\Startup\>)
%MyTemplates%	<file:%MyTemplates%\>	(<file:C:\Users\%Username%\AppData\Roaming\Microsoft\Windows\Templates\>)
%MyDesktop%	<file:%MyDesktop%\>	(<file:C:\Users\%Username%\Desktop\>)
%MyDocuments%	<file:%MyDocuments%\>	(<file:C:\Users\%Username%\Documents\>)
%MyFavorites%	<file:%MyFavorites%\>	(<file:C:\Users\%Username%\Favorites\>)
%MyMusic%	<file:%MyMusic%\>	(<file:C:\Users\%Username%\Music\>)
%MyPictures%	<file:%MyPictures%\>	(<file:C:\Users\%Username%\Pictures\>)
%MyVideos%	<file:%MyVideos%\>	(<file:C:\Users\%Username%\Videos\>)



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

Placeholder for shared folders

Placeholder	Call	Destination
%CommonDesktop%	<file:%CommonDesktop%\>	(<file:C:\Users\Public\Desktop>)
%CommonDocuments%	<file:%CommonDocuments%\>	(<file:C:\Users\Public\Documents>)
%CommonMusic%	<file:%CommonMusic%\>	(<file:C:\Users\Public\Music>)
%CommonPictures%	<file:%CommonPictures%\>	(<file:C:\Users\Public\Pictures>)
%CommonVideos%	<file:%CommonVideos%\>	(<file:C:\Users\Public\Videos>)

Placeholder for system folders

Placeholder	Call	Destination
%WinDir%	<file:%WinDir%\>	(<file:C:\Windows>)
%FontsDir%	<file:%FontsDir%\>	(<file:C:\Windows\Fonts>)
%Resources%	<file:%Resources%\>	(<file:C:\Windows\Resources\>)
%SystemDir%	<file:%SystemDir%\>	(<file:C:\Windows\System32\>)
%SystemDir64%	<file:%SystemDir64%\>	(<file:C:\Windows\SysWOW64\>)



User interface

As with most Windows applications, the user interface (program interface) of the ICE text editor is made up of various components, which are often comparable in structure and arrangement.

1. [Menu bar](#)

In the menu bar of the ICE text editor, as in many Windows applications, all of the application's available functions are divided into groups and can be executed by selecting the various menu titles and the menu items contained in their menu lists.

2. [Toolbar](#)

As in other Windows applications, the text editor toolbar offers one-click quick access to the application's frequently needed functions.

3. [Work area](#)

The work area of the text editor is the input area in which you can display the documents and edit them.

4. [Status bar](#)

The status bar of the text editor is divided into five output labels (information), which are displayed separated from each other by " - ".

Character counter:

This label prints the current caret position in position/total number of characters.

Row, column of caret:

The row and column in which the caret is located are shown here.

Selection length:

In this label, the text editor shows the number of selected characters / total number of characters.

Indent:

This label shows the indentation set for the current caret line (paragraph).

Zoom level:

The current zoom level that applies to the entire document is displayed here.



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Menubar

In the text editor's menu bar, as in many Windows applications, all of the application's available functions are divided into groups and can be executed by selecting the various menu titles and the menu items contained in their menu lists.

In addition, the “Encoding” drop-down box is available in the text editor’s menu bar

Text objects

In this drop-down box you select the desired encoding (the code page) with which all open text objects should be displayed.

Information about encoding ASCII texts can be found here: (<[Encoding of Text objects](#)>).

RTF objects

In this drop-down box you select the desired encoding (the code page) with which all open RTF objects should be displayed.

Note that most Word processors (RTF editors such as Word, WordPad, ABIWord, etc.) can only process and display RTF documents with a 7-bit ASCII encoding such as "Windows-1252". RTF objects with other encodings such as "utf-8" are displayed correctly in ICE, but are then only displayed as RTF source code in Word processors. (<https://en.wikipedia.org/wiki/Rich_Text_Format>). Therefore, if possible, do not change the RTF encoding, but leave it at "Windows-1252"



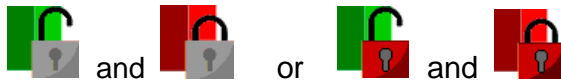
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Toolbar

The text editor toolbar, like in other Windows applications, provides one-click quick access to the application's frequently used functions.

'Text Encrypt/Decrypt' function



'Import text' function



'New TXT Document' function



'New RTF document' function



'Save text document' function



'Save text document as' function



'Cut' function



'Copy' function



'Paste' function





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'Insert date time' function



'Insert Image' function



'Browse object' function



'Bold' function

B

'Italic' function

I

'Underline' function

u

'Strikethrough' function

~~S~~

'Increase indentation' function



'Decrease indent' function



'Left aligned' function





'Centered' function



'Right aligned' function



'Font color' function



'Font' function



'Increase font size' function



'Decrease font size' function



Drop-down box 'Font'

The desired font can be selected in this box.

Text editor

The font is set for the entire object.

RTF editor

The selected font is set for the selected text area.

Drop-down box 'Font size'

The desired font size can be selected in this box.

Text editor

The font size is set for the entire object.

RTF editor

The selected font size is set for the selected text area.



Work area

The work area of the text editor is the input area in which you can display the documents and edit them.

Status bar

The status bar of the text editor is divided into five output labels (information), which are displayed separated from each other by " - ".

Character counter:

This label outputs the current caret position in position/total number of characters.

Row, column of caret:

The row and column in which the caret is located are shown here.

Selection length:

In this label, the text editor shows the number of selected characters / total number of characters.

Indent:

This label shows the indentation set for the current caret line (paragraph).

Zoom level:

The current zoom level that applies to the entire document is displayed here.



Text-Editor Functions

The menu and toolbar functions of the text editor are listed here.

['File' functions](#)

['Edit' functions](#)

['Search' functions](#)

['Zoom' functions](#)

['Format' functions](#)

['Encryption' functions](#)



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'File' functions

Here you will find the menu items described in the "File" group in the text editor menu.



[New TXT-Dokument](#)



[New RTF-Dokument](#)



[Import Text-Object](#)



[Save Text-Dokument](#)



[Save Text-Dokument as ...](#)



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New TXT document

Symbol



Call

Text editor menu "File", menu item "New TXT document"

or

Text editor toolbar

or

Text editor context menu "New TXT document"

Description

When executing this function, the text editor prompts you in an input window to enter a name for the new TXT object.

Once you have entered the desired name and confirmed it by clicking the "OK" button, ICE will create the new TXT object and open it so that you can begin editing it.



New RTF-Document

Symbol



Call

Text editor menu "File", menu item "New RTF document"

or

Text editor toolbar

or

Text editor context menu "New RTF document"

Description

When executing this function, the text editor prompts you in an input window to enter a name for the new RTF object.

Once you have entered the desired name and confirmed it by clicking the "OK" button, ICE will create the new RTF object and open it so that you can begin editing it.



Import Text-Object

Symbol



Call

Text editor menu "File", menu item "Import text object"

or

Text editor toolbar

Description

This function opens a file selection window in which you can import text files into ICE as TXT and RTF objects.

If you select a text file or several text files in this window and confirm your selection with the "Open" button, the selected text files will be imported into the currently open folder in ICE.

In this function you only have access to the text and encrypted text [object types](#) which are linked to ICE (<[Standard Object Types](#)>), available for import into ICE.

However, the ["Import object" function](#) in the [ICE menu](#) bar and the [ICE toolbar](#) can be used with all of them Import ICE linked object types.



Save text document

Symbol



Call

Text editor menu “File”, menu item “Save text document”

or

Text editor toolbar

or

Text editor context menu "Save text document"

Description

With this function you save the currently displayed text object in the text editor.

This function can only be selected if the displayed document has been edited since it was opened and is not an empty, newly created text object.



Save text document as ...

Symbol



Call

Text editor menu "File", menu item "Save text document as..."

or

Text editor toolbar

or

Text editor context menu "Save text document as..."

Description

With this function you will be asked in a file save dialog to enter a name and the desired storage folder for the text object to be saved.

If you enter a name for the text object and have selected the storage folder and then click the "Save" button, the currently displayed text object in the text editor will be saved under the selected name in the selected storage folder ..

This function can only be selected if the document displayed is not an empty, newly created text object.



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'Edit' functions

Here you will find the menu items described in the “Edit” group in the text editor menu.



[Undo](#)



[Redo](#)



[Cut](#)



[Copy](#)



[Paste](#)



[Insert Date / Time](#)



[Insert image ...](#)



[Mark all](#)



[Open Char map ...](#)



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Undo

Symbol



Call

Text editor menu "Edit", menu item "Undo"

or

Text Editor Context Menu Undo

Description

Discards the last change in the Text object



Redo

Symbol



Call

Text editor menu "Edit", menu item "Restore"

or

Text editor context menu "Restore"

Description

Restores the text object to its previous state.



Cut

Symbol



Call

Text editor menu “Edit”, menu item “Cut”

or

Text editor toolbar

or

Text editor context menu "Cut"

Description

This will copy the selected text excerpt to the clipboard.

The selected text is copied to the clipboard by "cutting" and removed from the document.



Copy

Symbol



Call

Text editor menu “Edit”, menu item “Copy”

or

Text editor toolbar

or

Text editor context menu "Copy"

Description

This copies the selected text section to the clipboard.

The selected text is copied to the clipboard using "Copy" and can be inserted elsewhere in the text using "Paste".



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The ultimate extension for the Windows clipboard

Paste

Symbol



Call

Text editor menu “Edit”, menu item “Insert”

or

Text editor toolbar

or

Text editor context menu "Insert"

Description

This will paste the previously cut or copied text section at the current location.

The 'Paste' function in the text editor is only available when:

- for TXT objects there are text objects in the clipboard.
- For RTF objects, there are text or image objects or meta objects (combined text and image objects) in the clipboard.



Insert Date / Time

Symbol



Call

Text editor menu “Edit”, menu item “Insert date/time”

or

Text editor toolbar

or

Text editor context menu "Insert date/time"

Description

Inserts the current date and time in the caret position in the format "MM.DD.YYYY
HH:MM:SS AM/PM".



[Insert Image ...](#)

Symbol



Call

Text editor menu "Edit", menu item "Insert image..."

or

Text editor toolbar

or

Text editor context menu "Insert Image..."

Description

Opens a file open dialog in which you can select an image file.
If you then click on the "Open" button, the selected image will be inserted into the existing text at the caret position.

This function is only available in the RTF editor.



Mark all

Symbol



Call

Text editor menu “Edit”, menu item “Select all”

or

Text editor context menu "Select all"

Description

Marks the complete content of the currently displayed text object.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

[Open Char map ...](#)

Symbol



Call

Text editor menu "Edit", menu item "Open character table..."

or

Text editor context menu "Open character map..."

Description

This function opens the Windows file "Charmap.exe" on your PC. You can select any character in this character table and then insert it into your text object using "Ctrl+V".



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

'Search' functions

The “Search” function of the ICE is described in this menu group.



[Browse object ...](#)



[Search next](#)



[Web search 1](#)



[Web search 2](#)



[Web search 3](#)



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[Browse Object contents ...](#)

Symbol



Call

Text editor menu "Search", menu item "Search object..."

or

Text editor toolbar

Description

With this function you can open the ["Browse Object" window](#).

This allows you to search the currently displayed text object for text fragments and, if desired, replace the found locations with the replacement text entered.



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[Search next](#)

Symbol



Call

Text editor menu “Search”, menu item “Find next”

Description

This searches for and displays the next occurrence of the search term entered in the "Search Object" window in the current text object.



Web search 1

Symbol



Call

Text editor menu “Search”, menu item “Web search 1”

or

Text editor context menu "Web search 1"

Description

Creates a web link from the selected text in the current text object and passes it to the browser as a URL/web address.

In the ICE settings in the ["Text editor" tab](#), ICE offers three freely definable options for passing selected text with parameters to the web browser.

To do this, a so-called string (i.e. a character string) is formed from the content of the first text field + the text selected in the text editor + the content of the second text field and this is passed on to the web browser as a web address.

In the delivery state of ICE, the following is entered here:

The web search for the selected text is stored in the “DuckDuck-Go” search engine.

The standard strings next to the name “DuckDuckGo” are:

"https://duckduckgo.com/?q=%22" and "%22"

(Where the %22 represents the HTML code for the apostrophe).

These two strings with the marked text inserted between them are passed as a web link to the selected web browser and accessed in it.

This means you can search for any tagged terms with one click in the “DuckDuckGo” search engine.

This function is only available if a text area is selected in the currently displayed text object.



Web search 2

Symbol



Call

Text editor menu “Search”, menu item “Web search 2”

or

Text editor context menu "Web search 2"

Description

Creates a web link from the selected text in the current text object and passes it to the browser as a URL/web address.

In the ICE settings in the ["Text editor" tab](#), ICE offers three freely definable options for passing selected text with parameters to the web browser.

To do this, a so-called string (i.e. a character string) is formed from the content of the first text field + the text selected in the text editor + the content of the second text field and this is passed on to the web browser as a web address.

In the delivery state of ICE, the following is entered here:

The web search for the selected text is stored in the “DuckDuck-Go” search engine.

The standard strings next to the name “Translate with Google En-De” are:

"https://translate.google.de/?sl=en&tl=de&text=" and "&op=translate&hl=de"

(Where the %22 represents the HTML code for the apostrophe).

These two strings with the marked text inserted between them are passed as a web link to the selected web browser and accessed in it.

This means you can search for any tagged terms with one click in the “DuckDuckGo” search engine.

This function is only available if a text area is selected in the currently displayed text object.



Web search 3

Symbol



Call

Text editor menu “Search”, menu item “Web search 3”

or

Text editor context menu "Web search 3"

Description

Creates a web link from the selected text in the current text object and passes it to the browser as a URL/web address.

In the ICE settings in the ["Text editor" tab](#), ICE offers three freely definable options for passing selected text with parameters to the web browser.

To do this, a so-called string (i.e. a character string) is formed from the content of the first text field + the text selected in the text editor + the content of the second text field and this is passed on to the web browser as a web address.

In the delivery state of ICE, the following is entered here:

The web search for the selected text is stored in the “DuckDuck-Go” search engine.

The standard strings next to the name “Translate with Google De-En” are:

"https://translate.google.de/?sl=de&tl=en&text=" and "&op=translate&hl=de"

(Where the %22 represents the HTML code for the apostrophe).

These two strings with the marked text inserted between them are passed as a web link to the selected web browser and accessed in it.

This means you can search for any tagged terms with one click in the “DuckDuckGo” search engine.

This function is only available if a text area is selected in the currently displayed text object.



'Zoom' functions

Here you will find the menu items described in the “Zoom” group in the text editor menu.



[Increase Zoom](#)



[Decrease Zoom](#)



Increase Zoom

Symbol



Call

Text editor menu “Zoom”, menu item “Enlarge zoom”

or

Text editor context menu “Zoom”, menu item “Enlarge zoom”

Description

Increases the zoom factor by one level each time you execute this function.

This only changes the display of the current text object, but does not change the actual text object.



Decrease Zoom

Symbol



Call

Text editor menu “Zoom”, menu item “Zoom out”

or

Text editor context menu “Zoom”, menu item “Zoom out”

Description

Reduces the zoom factor by one level each time this function is executed.

This only changes the display of the current text object, but does not change the actual text object.



'Format' functions

Here you will find the menu items described in the "Format" group in the text editor menu.

B [Bold](#)

I [Italic](#)

u [Underline](#)

~~S~~ [Strikethrough](#)

 [Increase Indentation](#)

 [Decrease Indentation](#)

 [Left aligned](#)

 [Centered](#)

 [Right aligned](#)

 [Paragraph](#)

C [Font color](#)

ƒ [Font](#)

S [Increase font size](#)



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S [Decrease font size](#)

A [Upper case](#)

a [Lower case](#)



Bold

Symbol

B

Call

Text editor menu "Format", menu item "Bold"

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Bold"

Description

Formats the selected text area in the currently displayed text object as "bold".

This function is only available in the RTF editor.



Italic

Symbol

I

Call

Text editor menu “Format”, menu item “Italic”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Italic"

Description

Formats the selected text area in the currently displayed text object as "Italic".

This function is only available in the RTF editor.



Underline

Symbol

u

Call

Text editor menu “Format”, menu item “Underlined”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Underlined"

Description

Formats the selected text area in the currently displayed text object as underlined.

This function is only available in the RTF editor.



Strikethrough

Symbol



Call

Text editor menu “Format”, menu item “Strikethrough”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Strikethrough"

Description

Formats the selected text area in the currently displayed text object as strikethrough.

This function is only available in the RTF editor.



Increase Indentation

Symbol



Call

Text editor menu “Format”, menu item “Increase indentation”

or

Text editor toolbar

or

Text editor context menu “Format”, menu item “Increase indentation”

Description

Increases the indentation of the current paragraph by the increment set in the ICE settings in the ["Text Editor" tab](#).

This function is only available in the RTF editor.



Decrease Indentation

Symbol



Call

Text editor menu “Format”, menu item “Reduce indentation”

or

Text editor toolbar

or

Text editor context menu “Format”, menu item “Reduce indentation”

Description

Reduces the indentation of the current paragraph by the increment set in the ICE settings in the ["Text Editor" tab](#).

This function is only available in the RTF editor.



Left align

Symbol



Call

Text editor menu “Format”, menu item “Left Aligned”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Left Aligned"

Description

In the currently displayed text object, formats the paragraph in which the caret is located as left-aligned.

This function is only available in the RTF editor.



Centered

Symbol



Call

Text editor menu “Format”, menu item “Centered”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Centered"

Description

In the currently displayed Text object, formats the paragraph in which the caret is located as Centered.

This function is only available in the RTF editor.



Right aligned

Symbol



Call

Text editor menu “Format”, menu item “Right aligned”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Right aligned"

Description

In the currently displayed text object, formats the paragraph in which the caret is located as "Right Aligned".

This function is only available in the RTF editor.



Paragraph

Symbol



Call

Text editor menu “Format”, menu item “Paragraph”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Paragraph"

Description

Opens the ["Paragraph Settings" window](#) to set the parameters to be set for the current paragraph.

After confirming your paragraph settings with the "OK" button, the current paragraph will be formatted according to these parameters.

This function is only available in the RTF editor.



Font color

Symbol

C

Call

Text editor menu “Format”, menu item “Font color”

or

Text editor toolbar, symbol **C**

or

Text editor context menu "Format", menu item "Font color"

Description

This function opens a color selection dialog for selecting a color. After confirming the selection with the "OK" button, the font color of the marked area is displayed in the previously selected color.

The font color that is assigned to the character/selected text area at the caret position is displayed in the symbol "C" in the toolbar.

In the TXT editor:
Changes the font color of the entire document.

In the RTF editor:
Changes the font color of the selected text area or from the caret position if no text area is selected.



Font

Symbol



Call

Text editor menu “Format”, menu item “Font”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Font"

Description

Opens a font selection dialog in which you can specify the font, font size, font color and font style for the selected text area.

**In the TXT editor:
Changes the font color of the entire document.**

**In the RTF editor:
Changes the font color of the selected text area or from the caret position if no text area is selected.**



Increase font size

Symbol

S

Call

Text editor menu “Format”, menu item “Increase font size”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Increase font size"

Description

Increases the font size by one increment.

In the TXT editor:

Changes the font color of the entire document.

In the RTF editor:

Changes the font color of the selected text area or from the caret position if no text area is selected.



Decrease font size

Symbol

S

Call

Text editor menu “Format”, menu item “Reduce font size”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Reduce font size"

Description

Reduces the font size by one increment.

In the TXT editor:

Changes the font color of the entire document.

In the RTF editor:

Changes the font color of the selected text area or from the caret position if no text area is selected.



Upper case

Symbol

A

Call

Text editor menu “Format”, menu item “Large font”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Large font"

Description

Converts the text of the selected text area to uppercase.

This function is only available in the RTF editor and if a text area is selected in the currently displayed text object.



Lower case

Symbol

a

Call

Text editor menu “Format”, menu item “Lower font”

or

Text editor toolbar

or

Text editor context menu "Format", menu item "Lower font"

Description

Converts the text of the selected text area to lowercase.

This function is only available in the RTF editor and if a text area is selected in the currently displayed text object.

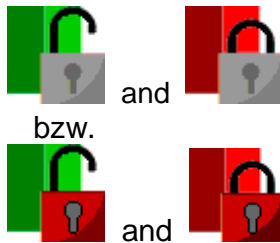


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The ultimate extension for the Windows clipboard

'Encryption' functions

Here you will find the menu items described in the “Encryption” group in the text editor menu.



[Encrypt object decrypt](#)



[Change Object-Crypt-Key ...](#)

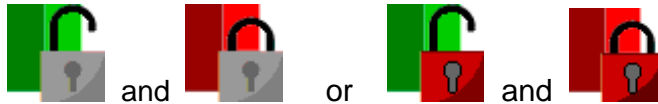


ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

[Encrypt object / decrypt object](#)

Symbol



Call

Text-Editor menu "Encryption", menu item "Encrypt object"

or

Text-Editor toolbar

Description

Encrypts or decrypts the currently displayed text object with the default crypt key specified in the ICE settings in the ["ICE" tab](#) or in the ["Change object crypt key" window](#) specified object crypt key.

A text object stored unencrypted is indicated by the green icon shown above, while a text object stored encrypted is indicated by the red icon above.

Display of the encryption symbol in the toolbar when the default crypt key is active for the currently displayed object.

If the default crypt key is loaded for this object, the encryption symbol is displayed in the toolbar with a gray padlock. This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



"Encrypt object"

This symbol is displayed for an unencrypted object. The object is displayed unencrypted every time it is opened.

Usage:

By clicking this symbol, the displayed object is saved encrypted with the default crypt key, but is displayed decrypted.



"Decrypt object"

This symbol is displayed for an object encrypted with the default crypt key. The object is automatically displayed decrypted with the default crypt key every time it is opened, but remains stored encrypted as a file.

Usage:

When you click on this symbol, the displayed object is saved and displayed decrypted with the default crypt key.



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Display of the encryption symbol in the toolbar for an active object crypt key <> default crypt key for the currently displayed object.

If an object crypt key other than the default crypt key for the currently displayed object was loaded for the current object in the "Object Crypt Key" window, the padlock in this encryption symbol in the toolbar is displayed in red.

This symbol informs you that a different object crypt key is required to decrypt and display the object than the default crypt key set in the ICE settings in the "ICE" tab once you have created this object with this function "Encrypt object" / "decrypt object".



"Encrypt object"

This symbol is displayed if the object is unencrypted, but the object crypt key is currently changed in the "Change Object Crypt Key" window. The object is displayed unencrypted every time it is opened.

However, if the current object is encrypted in this status by clicking on this symbol, the object crypt key selected in the "Change object crypt key" window and not the default crypt key is used for encryption.

This object can then only be displayed decrypted when called up again if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

If you select another object from the object list without encrypting the object, the assignment of the object crypt key is discarded and the default crypt key is specified again as a potential encryption key for this object.

Usage:

When clicked, encrypts the currently displayed object with the Crypt-Key object and saves this object encrypted with the Crypt-Key object.



"Decrypt object"

This symbol is displayed for an encrypted object for which an object crypt key that does not correspond to the default crypt key was selected for encryption in the "Change Object Crypt Key" window.

This object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

As soon as you decrypt this object and select another object from the object list, the default crypt key is assigned to this object again for future encryption.

Usage:

When clicked, decrypts the currently displayed object with the object Crypt-Key and saves the object decrypted.

For the error message "Object ... cannot be opened - Reason: Crypt key used does not match the encrypted object"

In this case, clicking on this symbol opens the ["Change Object Crypt Key" window](#) for selecting a suitable object crypt key.



Change object crypt key

Symbol



Call

Text-Editor menu “Encryption”, menu item “Change object crypt key”

Description

Opens the ["Change Object Crypt Key" window](#).

After confirming the object crypt key selection in this window with the "OK" button, the currently displayed HTML object is saved encrypted with the object crypt key specified in this window, but at the same time displayed decrypted.

When selecting an object in the object list, the default crypt key from the ICE settings in the ["ICE" tab](#) is used as a potential object crypt key.

The object crypt key loaded in this window is therefore only valid for the currently displayed object.

If you try to display an object that is not encrypted with the default crypt key but with a different object crypt key, an error message will appear informing you that a different crypt key is required to decrypt and display this object. than the default object crypt key is required.

You must then load the other object crypt key used to encrypt the object in this "Change object crypt key" window in order to be able to display the object decrypted in ICE.

If an object crypt key for the displayed object is loaded in this window, which is not the default crypt key, the symbol described under ["Encrypt object decrypt"](#) is displayed with a red padlock.

This informs you that in the future, for the object encrypted in this way, a different object crypt key will be required to decrypt and display the object than the default crypt key specified in the ICE settings in the "ICE" tab.

Display of the encryption symbol in the toolbar when the default crypt key is loaded for the currently displayed object.

If the default crypt key is loaded in this window, the encryption symbol is displayed in the toolbar with a gray padlock.

This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



For an unencrypted object.

The object is displayed every time it is opened.



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For an object encrypted with the default crypt key. The object is automatically decrypted and displayed with the default crypt key every time it is opened.

Display of the encryption symbol in the toolbar for a loaded object crypt key <-> default crypt key for the currently displayed object.

If an object crypt key is loaded for the displayed object in this window, which is not the default crypt key, the encryption symbol is displayed in the toolbar with a red padlock.

This informs you that in the future, for the object encrypted in this way, a different object crypt key will be required to decrypt and display the object than the default crypt key specified in the ICE settings in the "ICE" tab.

Then, each time you open the encrypted object in this window, you must load the corresponding object crypt key in order to be able to view the object decrypted.



For an unencrypted object but a changed object crypt key. The object is displayed every time it is opened.

However, if this object is encrypted in this status, the object crypt key selected in this "Change object crypt key" window and not the default crypt key is used for encryption and this object can only be displayed decrypted when called up again, when the object crypt key used to encrypt the object is then loaded in this "Change object crypt key" window.



If the object is encrypted and the object crypt key is changed (the object is automatically displayed decrypted in the ICE). However, this object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is then loaded in this "Change object crypt key" window.



Pic-Editor

In principle, the Pic Editor is an independent program that is firmly integrated in the right field of the ICE workspace and is displayed here when you open an image object in ICE.

These editors integrated into the ICE do not claim to be able to keep up with other professional text and image editors or web browsers in terms of their range of functions - that is not the goal at all.

Rather, editors should only contain the basic and frequently required functions to display the text, image, HTML and PDF objects, as well as to be able to make minor changes to the existing text and image objects directly in the ICE, without having to do so having to start an external editor.

If you are missing special functions in one of the integrated editors, you can open the object in the external editor you have assigned with a mouse click and edit it there.

([<Tab "Status bar">](#))

or.

([<Tab "Lists">](#))



The Pic-Editor user interface

As with most Windows applications, the Pic Editor user interface is made up of various components, which are often comparable in structure and arrangement.

1. Menu bar

In the menu bar of the Pic Editor, as in many Windows applications, all of the application's available functions are divided into groups and can be executed by selecting the various menu titles and the menu items contained in their menu lists.

2. Toolbar

The Pic Editor toolbar, like other Windows applications, provides one-click quick access to the application's frequently used functions.

3. Work area

The work area of the Pic Editor is the image display area in which you can view the images and edit them.

4. Status bar

The status bar of the Pic Editor is divided into three output labels (information), which are displayed separated from each other by " - ".

1. Labels

Display size - Displays depending on the image display selection one of the four labels (<[Image functions](#)>):

"Original size"
"Original size (centered)"
"Display size (maintain ratio)"
"Display size (ignore ratio)"

2. Labels

(original image width, original image height - image formatting)

3. Labels

Default:
(current X position in the image, current Y position in the image)

When selecting an area:
(Start position of the selection X,Y) -> (End position of the selection X,Y) =
(marked width, marked height) = marked area in pixels.



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The ultimate extension for the Windows clipboard

Menu bar

In the menu bar of the Pic Editor, as in many Windows applications, all of the application's available functions are divided into groups and can be executed by selecting the various menu titles and the menu items contained in their menu lists.



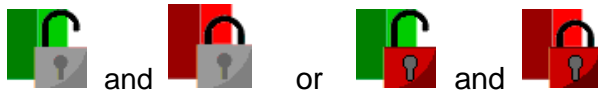
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Toolbar

The Pic Editor toolbar, like other Windows applications, provides one-click quick access to the application's frequently used functions.

'Image encrypt/decrypt' function



'Import image' function



'Save image' function



'Save image as' function



'Rotate Left' functions



'Rotate right' function



'Flip horizontally' function



'Flip vertically' function



'Cropping' function





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'Original size' function



'Original size (center)' function



'Display size (maintain ratio)' function



'Display size (ignore ratio)' function





Work area

The work area of the Pic Editor is the image display area in which you can view the images and edit them.

Status bar

The status bar of the Pic Editor is divided into three output labels (information), which are displayed separated from each other by " - ".

1. Labels

Display size - Displays depending on the selected image display ([<Image functions>](#))
one of the four advertisements:

"Original size"
"Original size (centered)"
"Display size (maintain ratio)"
"Display size (ignore ratio)"

2. Labels

(original image width, original image height - image formatting)

3. Labels

Default:
(current X position in the image, current Y position in the image)

When selecting an area:
(Start position of the selection X,Y) -> (End position of the selection X,Y) =
(marked width, marked height) = marked area in pixels



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Pic-Editor functions

The menu and toolbar functions of the Pic Editor are listed here.

['File' functions](#)

['Edit' functions](#)

['Image' functions](#)

['Encryption' features](#)



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'File' functions

Here you will find the menu items of the “File” group in the Pic Editor menu described.



[Import image object](#)



[Save Image](#)



[Save image as ...](#)



Import image

Symbol



Call

Pic-Editor menu “File”, menu item “Import image”

or

Pic-Editor toolbar

Description

This function opens a file selection window in which you can import images into ICE as image objects.

If you select an image or several images in this window and confirm your selection with the "Open" button, the selected images will be imported into the currently open folder in ICE.

In this function, only the image and encrypted image [object types](#) that are linked to ICE are available to you available for import into ICE.

However, the "Import object" function in the [ICE menu](#) bar and the [ICE toolbar](#) can be used with all of them Import ICE linked object types.



Save Image

Symbol



Call

Pic-Editor menu “File”, menu item “Save image”

or

Pic-Editor toolbar

or

Pic-Editor context menu "Save image"

Description

With this function you save the currently displayed image object in the pic editor.

This function can only be selected if the displayed image has been edited since it was opened.



Save image as ...

Symbol



Call

Pic-Editor menu "File", menu item "Save image as..."

or

Pic-Editor toolbar

or

Pic-Editor context menu "Save image as..."

Description

With this function you will be asked in a file save dialog to enter a name and the desired storage folder for the image object to be saved.

If you enter a name for the image object and have selected the storage folder and then click the "Save" button, the currently displayed image object in the Pic Editor will be saved under the selected name in the selected storage folder ..



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'Edit' functions

Here you will find the menu items described in the "Edit" group in the Pic Editor menu.



[Rotate left](#)



[Rotate right](#)



[Flip horizontally](#)



[Flip vertically](#)



[Cropping](#)



Rotate left

Symbol



Call

Pic-Editor menu “Edit”, menu item “Rotate left”

or

Pic-Editor toolbar

or

Pic-Editor context menu “Edit”, menu item “Rotate left”

Description

This function rotates the displayed image 90° counterclockwise each time it is executed.



Rotate right

Symbol



Call

Pic-Editor menu “Edit”, menu item “Rotate right”

or

Pic-Editor toolbar

or

Pic-Editor context menu “Edit”, menu item “Rotate right”

Description

This function rotates the displayed image 90° clockwise each time it is executed.



Flip horizontally

Symbol



Call

Pic-Editor menu “Edit”, menu item “Flip horizontally”

or

Pic-Editor toolbar

or

Pic-Editor context menu “Edit”, menu item “Flip horizontally”

Description

This function reflects the displayed image around its horizontal (lying) axis.



Flip vertically

Symbol



Call

Pic-Editor menu “Edit”, menu item “Flip vertically”

or

Pic-Editor toolbar

or

Pic-Editor context menu “Edit”, menu item “Flip vertically”

Description

This function reflects the displayed image around its vertical (standing) axis.



Cropping

Symbol



Call

Pic-Editor menu “Edit”, menu item “Crop”

or

Pic-Editor toolbar

or

Pic-Editor context menu “Edit”, menu item “Crop”

Description

With this function you crop the displayed image to the previously selected image area.

This function can only be selected if a selection frame marks the image area to be cropped.



'Image' functions

Here you will find the menu items described in the “Image” group in the Pic Editor menu.



[Original size](#)



[Original size \(center\)](#)



[Display size \(maintain ratio\)](#)



[Display size \(ignore ratio\)](#)



Original size

Symbol



Call

Pic-Editor menu “Image”, menu item “Original size”

or

Pic-Editor toolbar

or

Pic-Editor context menu "Image", menu item "Original size"

Description

This function shows the image object in its original dimensions.
If the image object is larger than the display area of the Pic Editor, only the upper left area of the image object is displayed.



Original size (center)

Symbol



Call

Pic-Editor menu "Image", menu item "Original size (center)"

or

Pic-Editor toolbar

or

Pic-Editor context menu "Image", menu item "Original size (center)"

Description

This function shows the image object in its original dimensions.
If the image object is larger than the display area of the Pic Editor, the image is centered and only the middle area of the image object is displayed.



Display size (maintain ratio)

Symbol



Call

Pic-Editor menu "Image", menu item "Display size (maintain ratio)"

or

Pic-Editor toolbar

or

Pic-Editor context menu "Image", menu item "Display size (maintain ratio)"

Description

This function shows the image object adapted to the display area of the Pic Editor and stretches or reduces the original image so that the longest side is adjusted to the display area of the Pic Editor and the shorter side is adjusted accordingly in the image ratio.



Display size (ignore ratio)

Symbol



Call

Pic-Editor menu "Image", menu item "Display size (ignore ratio)"

or

Pic-Editor toolbar

or

Pic-Editor context menu "Image", menu item "Display size (ignore ratio)"

Description

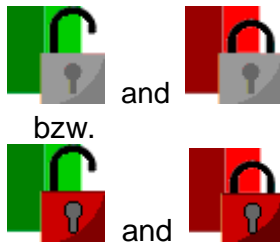
This function shows the image object adapted to the display area of the Pic Editor and stretches or shrinks the original image so that both sides are adapted to the display area of the Pic Editor.

This can cause the image to appear distorted.



'Encryption' functions

Here you will find the menu items described in the “Encryption” group in the text editor menu.



[Encrypt object decrypt](#)



[Change Object-Crypt-Key ...](#)

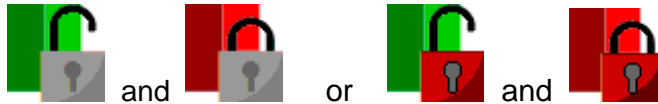


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[Encrypt object / decrypt object](#)

Symbol



Call

Pic-Editor menu "Encryption", menu item "Encrypt object"

or

Pic-Editor toolbar

Description

Encrypts or decrypts the currently displayed text object with the default crypt key specified in the ICE settings in the ["ICE" tab](#) or in the ["Change object crypt key" window](#) specified object crypt key.

A text object stored unencrypted is indicated by the green icon shown above, while a text object stored encrypted is indicated by the red icon above.

Display of the encryption symbol in the toolbar when the default crypt key is active for the currently displayed object.

If the default crypt key is loaded for this object, the encryption symbol is displayed in the toolbar with a gray padlock. This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



"Encrypt object"

This symbol is displayed for an unencrypted object. The object is displayed unencrypted every time it is opened.

Usage:

By clicking this symbol, the displayed object is saved encrypted with the default crypt key, but is displayed decrypted.



"Decrypt object"

This symbol is displayed for an object encrypted with the default crypt key. The object is automatically displayed decrypted with the default crypt key every time it is opened, but remains stored encrypted as a file.

Usage:

When you click on this symbol, the displayed object is saved and displayed decrypted with the default crypt key.



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Display of the encryption symbol in the toolbar for an active object crypt key <> default crypt key for the currently displayed object.

If an object crypt key other than the default crypt key for the currently displayed object was loaded for the current object in the "Object Crypt Key" window, the padlock in this encryption symbol in the toolbar is displayed in red.

This symbol informs you that a different object crypt key is required to decrypt and display the object than the default crypt key set in the ICE settings in the "ICE" tab once you have created this object with this function "Encrypt object" / "decrypt object".



"Encrypt object"

This symbol is displayed if the object is unencrypted, but the object crypt key is currently changed in the "Change Object Crypt Key" window. The object is displayed unencrypted every time it is opened.

However, if the current object is encrypted in this status by clicking on this symbol, the object crypt key selected in the "Change object crypt key" window and not the default crypt key is used for encryption.

This object can then only be displayed decrypted when called up again if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

If you select another object from the object list without encrypting the object, the assignment of the object crypt key is discarded and the default crypt key is specified again as a potential encryption key for this object.

Usage:

When clicked, encrypts the currently displayed object with the Crypt-Key object and saves this object encrypted with the Crypt-Key object.



"Decrypt object"

This symbol is displayed for an encrypted object for which an object crypt key that does not correspond to the default crypt key was selected for encryption in the "Change Object Crypt Key" window.

This object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

As soon as you decrypt this object and select another object from the object list, the default crypt key is assigned to this object again for future encryption.

Usage:

When clicked, decrypts the currently displayed object with the object Crypt-Key and saves the object decrypted.

For the error message "Object ... cannot be opened - Reason: Crypt key used does not match the encrypted object"

In this case, clicking on this symbol opens the ["Change Object Crypt Key" window](#) for selecting a suitable object crypt key.



Change object crypt key

Symbol



Call

Pic-Editor menu “Encryption”, menu item “Change object crypt key”

Description

Opens the ["Change Object Crypt Key" window](#).

After confirming the object crypt key selection in this window with the "OK" button, the currently displayed HTML object is saved encrypted with the object crypt key specified in this window, but at the same time displayed decrypted.

When selecting an object in the object list, the default crypt key from the ICE settings in the ["ICE" tab](#) is used as a potential object crypt key.

The object crypt key loaded in this window is therefore only valid for the currently displayed object.

If you try to display an object that is not encrypted with the default crypt key but with a different object crypt key, an error message will appear informing you that a different crypt key is required to decrypt and display this object. than the default object crypt key is required.

You must then load the other object crypt key used to encrypt the object in this "Change object crypt key" window in order to be able to display the object decrypted in ICE.

If an object crypt key for the displayed object is loaded in this window, which is not the default crypt key, the symbol described under ["Encrypt object decrypt"](#) is displayed with a red padlock.

This informs you that in the future, for the object encrypted in this way, a different object crypt key will be required to decrypt and display the object than the default crypt key specified in the ICE settings in the "ICE" tab.

Display of the encryption symbol in the toolbar when the default crypt key is loaded for the currently displayed object.

If the default crypt key is loaded in this window, the encryption symbol is displayed in the toolbar with a gray padlock.

This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



For an unencrypted object.

The object is displayed every time it is opened.



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For an object encrypted with the default crypt key. The object is automatically decrypted and displayed with the default crypt key every time it is opened.

Display of the encryption symbol in the toolbar for a loaded object crypt key <-> default crypt key for the currently displayed object.

If an object crypt key is loaded for the displayed object in this window, which is not the default crypt key, the encryption symbol is displayed in the toolbar with a red padlock.

This informs you that in the future, for the object encrypted in this way, a different object crypt key will be required to decrypt and display the object than the default crypt key specified in the ICE settings in the "ICE" tab.

Then, each time you open the encrypted object in this window, you must load the corresponding object crypt key in order to be able to view the object decrypted.



For an unencrypted object but a changed object crypt key. The object is displayed every time it is opened.

However, if this object is encrypted in this status, the object crypt key selected in this "Change object crypt key" window and not the default crypt key is used for encryption and this object can only be displayed decrypted when called up again, when the object crypt key used to encrypt the object is then loaded in this "Change object crypt key" window.



If the object is encrypted and the object crypt key is changed (the object is automatically displayed decrypted in the ICE). However, this object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is then loaded in this "Change object crypt key" window.



Web browser

The web browser is essentially an independent program that is permanently integrated into the right field of the ICE workspace and is displayed here when you open a web page, a PDF document or an HTML object in ICE.

If in the ICE settings in the [tab "Text Editor Links"](#) the internal web browser is set as the default browser for ICE and you open a web link in ICE, this URL will be opened and displayed in the ICE web browser.

This web browser integrated into the ICE does not claim to be able to keep up with other professional web browsers in terms of its range of functions - that is not the goal at all.

Rather, these editors should only contain the basic and frequently required functions in order to be able to display HTML and PDF objects as well as web pages directly in ICE without having to start an external web browser.

If you are missing special functions in the integrated web browser, you can open the object in the external web browser you have assigned with a mouse click.



The Web browser user interface

As with most Windows applications, the user interface of the web browser is made up of various components, which are often comparable in structure and arrangement.

1. Menu bar

In the menu bar of the web browser, as in many Windows applications, all available functions of the application are divided into groups and can be carried out by selecting the various menu titles and the menu items contained in their menu lists.

2. Toolbar

The web browser toolbar, like other Windows applications, provides one-click quick access to the application's frequently used functions.

3. Work area

The web browser workspace is the web browser interface in which you can display web pages, PDF and HTML documents.

4. Status bar

The web browser's status bar is divided into three output labels (information), which are displayed separated from each other by " - ".



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Menu bar

In the menu bar of the web browser, as in many Windows applications, all available functions of the application are divided into groups and can be carried out by selecting the various menu titles and the menu items contained in their menu lists.



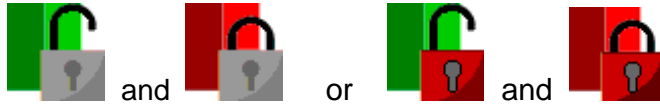
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Toolbar

The web browser toolbar, like other Windows applications, provides one-click quick access to the application's frequently used functions.

'HTML document encrypt/decrypt' function



'Import HTML object' function



'Previous page' function



'Next page' function



'Refresh Page' function



'Go to home page' function



'Go to search engine page' function



'Increase Zoom' function



'Decrease Zoom' function





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['Call address' function](#)



['Add bookmark' function](#)





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[Previous page](#)

Symbol



Call

Web browser toolbar

Description

This function scrolls back a page in the web browser's page history and displays it.



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[Next page](#)

Symbol



Call

Web browser toolbar

Description

This function scrolls forward and displays a page in the web browser's page history.



ICE – Ideal Clipboard Expander

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[Refresh page](#)

Symbol



Call

Web browser toolbar

Description

This function reloads and displays the currently displayed web page.



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[Go to home page](#)

Symbol



Call

Web browser toolbar

Description

This function calls the homepage saved in the ICE settings in the ["Web browser" tab](#) and displays it.



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[Go to search engine page](#)

Symbol



Call

Web browser toolbar

Description

This function calls the search engines stored in the ICE settings in the ["Web browser" tab](#) and displays it.



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Increase Zoom

Symbol



Call

Web browser menu “Zoom”, menu item “Enlarge zoom”

or

Web browser toolbar

Description

Increases the zoom factor by one level each time you execute this function.

This only changes the display of the ad in the web browser, but does not change the actual HTML object.



Decrease Zoom

Symbol



Call

Web browser menu "Zoom", menu item "Zoom out"

or

Web browser toolbar

Description

Reduces the zoom factor by one level each time this function is executed.

This only changes the display of the ad in the web browser, but does not change the actual HTML object.



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Call address

Symbol



Call

Web browser toolbar

Description

This function allows you to access and display the page entered in the address bar of the web browser.



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[Add bookmark](#)

Symbol



Call

Browser menu “Bookmarks”, menu item “Add bookmarks”

or

Add Bookmarks Web Browser Toolbar

Description

Adds in the ICE settings in [the "Default folder" tab](#) assigned “Favorites” folder the currently displayed web page or the displayed HTML document or the displayed PDF document as a bookmark in the form of a text object to the "Favorites" folder. In this folder the bookmarks can be organized as desired.

In contrast to the other objects, the bookmarks stored in this folder are always displayed in the ["Text editor links" tab](#) is opened in the assigned web browser.



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Work area

The web browser workspace is the web browser interface in which you can display web pages, PDF and HTML objects.

Status bar

The status bar of the web browser shows you the loading status of the website being accessed as well as the currently selected zoom level.



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Web browser functions

The menu functions of the web browser are listed here.

['File' functions](#)

['Zoom' functions](#)

['Bookmarks' functions](#)

['Tools' functions](#)

['Encryption' functions](#)



ICE – Ideal Clipboard Expander

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'File' functions

Here you will find the menu items of the “File” group in the web browser menu described.



[Import HTML-Object](#)



[Save HTML-Document as ...](#)



Import HTML-Object

Symbol



Call

Web browser menu "File", menu item "Import HTML object"

Description

This function opens a file selection window in which you can import HTML documents into ICE as HTML objects.

If you select an HTML document or several HTML documents in this window and confirm your selection with the "Open" button, the selected images will be imported into the currently open folder in ICE.

In this function you only have the HTML and encrypted HTML [object types](#) that are linked to ICE (<file :%Help%\02. The program ICE\Other\05. Standard Object Types.rtf>), available for import into ICE.

However, the "Import object" function in the [ICE menu bar](#) and the [ICE toolbar](#) can be used with all of them Import ICE linked object types.



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Save HTML-Document as ...

Symbol



Call

Web browser menu "File", menu item "Save HTML document as..."

Description

With this function you will be asked in a file save dialog to enter a name and the desired storage folder for the HTML object to be saved.

If you enter a name for the HTML object and have selected the storage folder and then click the "Save" button, the HTML object currently displayed in the web browser will be saved under the selected name in the selected storage folder.



'Zoom' functions

Here you will find the menu items described in the “Zoom” group in the web browser menu.



[Increase Zoom](#)



[Decrease Zoom](#)



Increase Zoom

Symbol



Call

Web browser menu “Zoom”, menu item “Enlarge zoom”

or

Web browser toolbar

Description

Increases the zoom factor by one level each time you execute this function.

This only changes the display of the ad in the web browser, but does not change the actual HTML object.



Decrease Zoom

Symbol



Call

Web browser menu "Zoom", menu item "Zoom out"

or

Web browser toolbar

Description

Reduces the zoom factor by one level each time this function is executed.

This only changes the display of the ad in the web browser, but does not change the actual HTML object.



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'Bookmarks' function

Here you will find the menu items described in the “Bookmarks” group in the web browser menu.



[Add bookmark](#)



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

[Add bookmark](#)

Symbol



Call

Browser menu “Bookmarks”, menu item “Add bookmarks”

or

Add Bookmarks Web Browser Toolbar

Description

Adds in the ICE settings in [the "Default folder" tab](#) assigned “Favorites” folder the currently displayed web page or the displayed HTML document or the displayed PDF document as a bookmark in the form of a text object to the "Favorites" folder. In this folder the bookmarks can be organized as desired.

In contrast to the other objects, the bookmarks stored in this folder are always displayed in the ["Text editor links" tab](#) is opened in the assigned web browser.



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'Tools' functions

Here you will find the menu items of the “Extras” group in the web browser menu described.



[Page source text](#)



[Developer-Tools](#)



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Page source text

Symbol



Call

Web browser menu “Tools”, menu item “Page source code”

Description

Opens a new text editor window and displays the page source code of the currently displayed HTML object or web page.



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Developer-Tools

Symbol



Call

Web browser menu “Extras”, menu item “Developer Tools”

Description

Opens a new Dev Tools window with the CEF Browser Developer Tools.

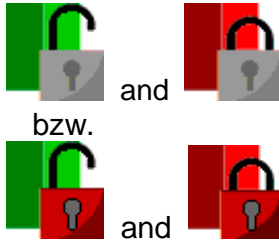


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'Encryption' functions

Here you will find the menu items described in the “Encryption” group in the text editor menu.



[Encrypt object decrypt](#)



[Change Object-Crypt-Key ...](#)

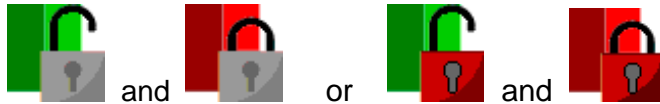


ICE – Ideal Clipboard Expander

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[Encrypt object / decrypt object](#)

Symbol



Call

Web browser menu "Encryption", menu item "Encrypt object"

or

Web browser toolbar

Description

Encrypts or decrypts the currently displayed text object with the default crypt key specified in the ICE settings in the ["ICE" tab](#) or in the ["Change object crypt key" window](#) specified object crypt key.

A text object stored unencrypted is indicated by the green icon shown above, while a text object stored encrypted is indicated by the red icon above.

Display of the encryption symbol in the toolbar when the default crypt key is active for the currently displayed object.

If the default crypt key is loaded for this object, the encryption symbol is displayed in the toolbar with a gray padlock. This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



"Encrypt object"

This symbol is displayed for an unencrypted object. The object is displayed unencrypted every time it is opened.

Usage:

By clicking this symbol, the displayed object is saved encrypted with the default crypt key, but is displayed decrypted.



"Decrypt object"

This symbol is displayed for an object encrypted with the default crypt key. The object is automatically displayed decrypted with the default crypt key every time it is opened, but remains stored encrypted as a file.

Usage:

When you click on this symbol, the displayed object is saved and displayed decrypted with the default crypt key.



ICE – Ideal Clipboard Expander

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Display of the encryption symbol in the toolbar for an active object crypt key <-> default crypt key for the currently displayed object.

If an object crypt key other than the default crypt key for the currently displayed object was loaded for the current object in the "Object Crypt Key" window, the padlock in this encryption symbol in the toolbar is displayed in red.

This symbol informs you that a different object crypt key is required to decrypt and display the object than the default crypt key set in the ICE settings in the "ICE" tab once you have created this object with this function "Encrypt object" / "decrypt object".



"Encrypt object"

This symbol is displayed if the object is unencrypted, but the object crypt key is currently changed in the "Change Object Crypt Key" window. The object is displayed unencrypted every time it is opened.

However, if the current object is encrypted in this status by clicking on this symbol, the object crypt key selected in the "Change object crypt key" window and not the default crypt key is used for encryption.

This object can then only be displayed decrypted when called up again if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

If you select another object from the object list without encrypting the object, the assignment of the object crypt key is discarded and the default crypt key is specified again as a potential encryption key for this object.

Usage:

When clicked, encrypts the currently displayed object with the Crypt-Key object and saves this object encrypted with the Crypt-Key object.



"Decrypt object"

This symbol is displayed for an encrypted object for which an object crypt key that does not correspond to the default crypt key was selected for encryption in the "Change Object Crypt Key" window.

This object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

As soon as you decrypt this object and select another object from the object list, the default crypt key is assigned to this object again for future encryption.

Usage:

When clicked, decrypts the currently displayed object with the object Crypt-Key and saves the object decrypted.

For the error message "Object ... cannot be opened - Reason: Crypt key used does not match the encrypted object"

In this case, clicking on this symbol opens the ["Change Object Crypt Key" window](#) for selecting a suitable object crypt key.



Change object crypt key

Symbol



Call

Web browser menu “Encryption”, menu item “Change object crypt key”

Description

Opens the ["Change Object Crypt Key" window](#).

After confirming the object crypt key selection in this window with the "OK" button, the currently displayed HTML object is saved encrypted with the object crypt key specified in this window, but at the same time displayed decrypted.

When selecting an object in the object list, the default crypt key from the ICE settings in the ["ICE" tab](#) is used as a potential object crypt key.

The object crypt key loaded in this window is therefore only valid for the currently displayed object.

If you try to display an object that is not encrypted with the default crypt key but with a different object crypt key, an error message will appear informing you that a different crypt key is required to decrypt and display this object. than the default object crypt key is required.

You must then load the other object crypt key used to encrypt the object in this "Change object crypt key" window in order to be able to display the object decrypted in ICE.

If an object crypt key for the displayed object is loaded in this window, which is not the default crypt key, the symbol described under ["Encrypt object decrypt"](#) is displayed with a red padlock.

This informs you that in the future, for the object encrypted in this way, a different object crypt key will be required to decrypt and display the object than the default crypt key specified in the ICE settings in the "ICE" tab.

Display of the encryption symbol in the toolbar when the default crypt key is loaded for the currently displayed object.

If the default crypt key is loaded in this window, the encryption symbol is displayed in the toolbar with a gray padlock.

This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



For an unencrypted object.

The object is displayed every time it is opened.



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For an object encrypted with the default crypt key. The object is automatically decrypted and displayed with the default crypt key every time it is opened.

Display of the encryption symbol in the toolbar for a loaded object crypt key <-> default crypt key for the currently displayed object.

If an object crypt key is loaded for the displayed object in this window, which is not the default crypt key, the encryption symbol is displayed in the toolbar with a red padlock.

This informs you that in the future, for the object encrypted in this way, a different object crypt key will be required to decrypt and display the object than the default crypt key specified in the ICE settings in the "ICE" tab.

Then, each time you open the encrypted object in this window, you must load the corresponding object crypt key in order to be able to view the object decrypted.



For an unencrypted object but a changed object crypt key. The object is displayed every time it is opened.

However, if this object is encrypted in this status, the object crypt key selected in this "Change object crypt key" window and not the default crypt key is used for encryption and this object can only be displayed decrypted when called up again, when the object crypt key used to encrypt the object is then loaded in this "Change object crypt key" window.



If the object is encrypted and the object crypt key is changed (the object is automatically displayed decrypted in the ICE). However, this object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is then loaded in this "Change object crypt key" window.



Encryption in ICE

Default-Crypt-Key

The default crypt key is used to encrypt and decrypt all of your objects when you encrypt or decrypt the objects using the "Encrypt/Decrypt Object" function

[<in Text-Editor>](#)

[<in Pic-Editor>](#)

[<in Web browser>](#)

The default crypt key can be changed in the ICE settings in the ["ICE" tab](#).
For your own safety, never give away the default crypt key ([<Important! First steps>](#)).

Display of the encryption symbol in the toolbar when the default crypt key is loaded for the currently displayed object.

If the default crypt key is loaded for this object, the encryption symbol is displayed in the toolbar with a gray padlock.
This informs you that the default crypt key set in the ICE settings in the "ICE" tab will be used to encrypt this object.



"Encrypt object"

This symbol is displayed for an unencrypted object.
The object is displayed unencrypted every time it is opened.

Usage:

By clicking this symbol, the displayed object is saved encrypted with the default crypt key, but is displayed decrypted.



"Decrypt object"

This symbol is displayed for an object encrypted with the default crypt key.
The object is automatically displayed decrypted with the default crypt key every time it is opened, but remains stored encrypted as a file.

Usage:

When you click on this symbol, the displayed object is saved and displayed decrypted with the default crypt key.

Object crypt key

The object crypt key is used to exchange encrypted objects with other ICE users.
You must explicitly select this key for a displayed object in the ["Change object crypt key" window](#).

An object crypt key selected in this window only encrypts/decrypts the currently displayed object.

If another object is selected from the object list, the encryption key automatically switches back to the default crypt key mentioned above.



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Display of the encryption symbol in the toolbar for a loaded object crypt key <> default crypt key for the currently displayed object.

If an object crypt key other than the default crypt key for the currently displayed object was loaded for the current object in the "Object Crypt Key" window, the padlock in this encryption symbol in the toolbar is displayed in red.

This symbol informs you that a different object crypt key is required to decrypt and display the object than the default crypt key set in the ICE settings in the "ICE" tab once you have created this object with this function "Encrypt object "encrypt decrypt".



"Encrypt object"

This symbol is displayed if the object is unencrypted, but the object crypt key is currently changed in the "Change Object Crypt Key" window. So if the object crypt key <> default crypt key.

The object is displayed unencrypted.

However, if the current object is encrypted in this status by clicking on this symbol, the object crypt key selected in the "Change object crypt key" window and not the default crypt key is used for encryption.

This object can then only be displayed decrypted when called up again if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

If you select another object from the object list without encrypting the object, the assignment of the object crypt key is discarded and the default crypt key is specified again as a potential encryption key for this object.

Usage:

When clicked, encrypts the currently displayed object with the Crypt-Key object and saves this object encrypted with the Crypt-Key object.



"Decrypt object"

This symbol is displayed for an encrypted object for which an object crypt key that does not correspond to the default crypt key was selected for encryption in the "Change Object Crypt Key" window.

This object can only be displayed decrypted when called up again from the object list if the object crypt key used to encrypt the object is loaded in the "Change object crypt key" window.

As soon as you decrypt this object and then select another object from the object list, the default crypt key will be assigned to this object again for future encryption.

Usage:

When clicked, decrypts the currently displayed object with the selected object crypt key and saves the object decrypted.

If the error message "Object ... cannot be opened - Reason: Crypt key used does not match the encrypted object" is displayed

In this case, clicking on this symbol opens the "Change Object Crypt Key" window for selecting a suitable object crypt key.



ICE – Ideal Clipboard Expander

The ultimate extension for the Windows clipboard

[<in Text-Editor>](#)
[<in Pic-Editor>](#)
[<in Web browser>](#)

Basic information about encrypting objects

Since the default or object crypt key used to encrypt/decrypt objects is first encrypted with another key - which is permanently integrated in the ICE - and the object is then finally encrypted/decrypted with this new key generated from it, The default or object crypt key can only be used in ICE to decrypt the encrypted objects.

This means that without ICE, an object cannot be decrypted even if an attacker has the corresponding object crypt key.

The best way to protect your encrypted data is to secure the ICE start with a program password set up in the ICE settings in the "ICE" tab so that no third party other than yourself can use your ICE.

If you do not exchange encrypted ICE objects with any other ICE user via email or other means, you usually only need to have ICE create a new personal default crypt key after the initial installation and you can use this to encrypt all of your ICE objects save.

However, in order to exchange encrypted objects with other ICE users, they must of course not receive your default crypt key in order to decrypt the objects they have received in order to be able to encrypt and decrypt the exchanged objects. Because with your personal default crypt key, anyone could have the objects encrypted with it on your PC displayed decrypted.

Therefore, ICE offers the option of encrypting and decrypting any objects with an object crypt key other than the default crypt key

If you want to exchange encrypted objects with other people who also have ICE installed, you can create a directory, e.g. "ICE keyring", in a secure storage location and for each of your contacts in this directory using the "Change object crypt key" window Create your own newly created object crypt key for encrypted communication with this contact.

The contents of this "keychain" directory are then, for example:

1. "My personal default crypt key.txt" (your personal default crypt key from the ICE settings - you may NEVER pass this on!)
 2. "Crypt-Key communication with person A.txt"
 3. "Crypt-Key communication with person B.txt"
- etc.

**Be sure to include this "keychain" directory in your data backups!
Because without these crypt keys you can no longer decrypt objects that were encrypted with one of these crypt keys.**

Encrypted object exchange with other ICE users

If you now send the respective communication crypt key to these people in a secure way, you can easily access your objects encrypted with the respective object crypt key directly in the ICE properties in the ["Email" tab](#) if the settings are correct Send ICE to these people as an Outlook email.



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Encrypt object with an object crypt key other than your own default crypt key

To do this, open the object to be sent in ICE.

Then click on the menu item "Change Object Crypt Key" in the "Encryption" editor menu.

In the "Change Object Crypt Key" window that now opens, create a new object crypt key by clicking on the "New Key..." button, which you will only use for data exchange with a communication partner and save it in that v.g. "ICE keychain" folder.

Or, if you have already created this object crypt key, load the object crypt key created for communication with the recipient from the "ICE keychain" folder mentioned above and confirm the object crypt key change with the "OK" button.

Now the object is stored encrypted with the crypt key you received and displayed in ICE.

You can now recognize that encryption has been carried out with an object crypt key, which is not the default crypt key, by the red padlock in the encryption symbol in the toolbar of the object editor.

Send encrypted object as an email attachment

If you want to send objects conveniently and directly in ICE as Outlook mail attachments, you must select the "Send object by email" selection button in the "Send object by email" group in the "Email" ICE settings tab. Send object as email attachment" option.

But of course you can also send the encrypted object in the traditional way as an email attachment.

TIP: To do this, you can right-click the "Object" label in the ICE status bar when the object is displayed. This will copy the object path to the clipboard and you can simply paste this path into the "Insert Attachment" window of your mail program and confirm your selection.

This will add the object as an attachment to the email to be sent.

After sending the object, you can of course decrypt this object again in your ICE or encrypt it with your default crypt key.

Receiving an object via email and importing that object into ICE

The recipient then only needs to save the object received via email locally and import this object into their ICE.

There are various options available in ICE for importing objects:

- Directly save the objects in the mail program in the desired folder of the ICE archive.
- Using DragDrop, i.e. dragging the objects that have already been saved locally from a file browser (usually Windows Explorer) into the ICE folder list.
- By copying the objects already saved locally in the file browser and pasting them into the folder or object list of the ICE (<Paste>)
- Using the ICE ["Import object" function](#) of the objects already saved locally into the desired folder of the ICE archive .



Call up encrypted object in ICE.

When you call up an encrypted object that has not been encrypted with your own default crypt key, an error message is displayed stating that the object in question cannot be displayed decrypted with the default crypt key.

Then the recipient must click on the menu item "Change Object Crypt Key" in the "Encryption" editor menu.

In the "Change Object Crypt Key" window that now opens, the recipient now unloads the object crypt key you received from his "ICE key training" folder mentioned above and confirms the object crypt key change with the "OK" button.

Now the object is decrypted with the crypt key you received and displayed in the recipient's ICE.

Encrypted communication in both directions

Of course, this procedure also works in the opposite direction if you receive encrypted objects by email that were encrypted with the same communication crypt key that you used to send your encrypted object email attachments to your communication partner. Or if you are in possession of the object crypt key with which the sender encrypted the object sent to you.

Then you can import and open the received objects in ICE into your ICE as described above.

An error message appears stating that your own default crypt key does not match and the object cannot therefore be displayed decrypted.

Now open the "Change object crypt key" window in your ICE and load the object crypt key used for communication with the communication partner or the appropriate object crypt key.

The object in question will be displayed correctly decrypted in your ICE after pressing the "OK" button.



The FileSystem-Watcher (FSW)

The FileSystem Watcher (FSW) can constantly monitor the currently open archive with minimal CPU load and react in real time if a folder or object in the currently open ICE archive is changed.

All folders in the currently open archive are monitored, as well as all files in the currently open archive whose file extensions are declared in the ICE settings in the ["File types" tab](#) as file types that can be used in ICE.

Such a change can be made either in ICE by yourself, another program on your local PC or by other network users who are also currently accessing the ICE archive you are viewing.

If you, other applications or network users make changes to objects or folders in the currently open ICE archive, the folder and object lists are automatically updated so that you always see the current directory and file structure in the archive.

However, if the object you are currently opening is changed by file operations outside of ICE, you will be informed by the warning selection window described below and will have to make a choice as to how this file conflict should be handled.

Call

Switching the FileSystem Watcher on/off

In the ICE settings in the ["Security Questions" tab](#) you can use the **"Warn about changes by other applications" button** to switch the FileSystem Watcher on and off.

Alternatively, you can switch the FileSystem Watcher on and off by clicking the LED symbol on the left in the ICE toolbar.

Turned on

The FileSystem Watcher monitors the currently displayed archive for changes

Switched off

The FileSystem Watcher does not monitor changes to the currently open archive.

But you can still do it manually to refresh to display the current contents of the folder and object lists.

- [Update the folder list](#)
- [Update the object list](#)



Status display of the FileSystem Watcher

The status of the FSW is indicated by an "LED indicator" on the left of the ICE toolbar.

Background color

If the background of the "LED" display turns blue, you have made changes to the currently displayed object and have not yet saved them.

FileSystem Watcher switched off:



"LED" gray, background transparent

If the "LED" appears gray, you will not be informed when other programs or network users change the objects in the currently open archive.

The transparent background shows you that you have not edited or changed the currently displayed object.



"LED" gray, background blue

If the "LED" is gray, you will not be informed when other programs or network users change the objects in the currently open archive.

The blue background informs you that you have made changes to the currently displayed object and have not yet saved them.

The blue LED background color changes back to the gray LED with a transparent background as soon as you save your changes to the current object or select another object from the object list.

FileSystem Watcher activated:



"LED" green, background transparent

As long as the FSW does not detect any changes in the file system of the currently opened archive, this is indicated by a green "LED".

The transparent background shows you that you have not edited or changed the currently displayed object.



"LED" green, background blue

No changes were detected by third-party applications in the archive, but you yourself have made changes to the currently displayed object and have not yet saved them.

The blue LED background color changes back to the green LED with a transparent background as soon as you save your changes to the current object or select another object from the object list.



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"LED" yellow, background transparent

If this "LED" turns yellow, folders or objects in the current archive that are not currently displayed have just been modified by other applications or network users. The relevant lists are therefore automatically re-read and displayed.

The transparent background shows you that you have not edited or changed the currently displayed object.

The yellow LED color changes back to the green LED as soon as you select another object from the object list.



"LED" yellow, background blue

Folders or objects in the current archive that are not currently displayed have just been changed by other applications or network users. The relevant lists are therefore automatically re-read and displayed. The blue background signals that you have made changes to the currently displayed object and have not yet saved them.

The yellow LED color changes back to the green LED as soon as you select another object from the object list.

The blue LED background color changes back to the yellow LED with a transparent background as soon as you save your changes to the current object.



"LED" red, background transparent

If this "LED" turns red, the currently displayed object has been changed by another application/network user.

Then you have to decide in a warning selection window that appears whether you:

- Save any changes you may have made to the object in an object copy with the suffix "(copy xx)" automatically added,
- Overwrite the external editing with your object version or
- Discard any edits you may have made to the object want.

The transparent background shows you that you have not edited or changed the currently displayed object.

The red LED color changes back to the green LED as soon as you select another object from the object list.



"LED" red, background blue

If this "LED" turns red, the currently displayed object has been changed by another application/network user. And you have made changes to the currently displayed object but have not yet saved them.



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Then you have to decide in a warning selection window that appears whether you:

- Save any changes you may have made to the object in an object copy (with the suffix “(copy xx)” automatically added),
- Overwrite the external editing with your object version or
- Discard any edits you may have made to the object want.

The red LED color changes back to the green LED as soon as you select another object from the object list.

The blue LED background color changes back to transparent background as soon as you save your changes to the current object.



The Clipboard Watcher

The clipboard watcher is constantly active with minimal CPU load and monitors the changes in the clipboard in the background.

If you are in the ICE settings in the ["Import" tab](#) in at least one of the five If you have activated the import into the ICE archive of possible clipboard formats, the Clipboard Watcher will recognize the changes to the clipboard contents and ICE will import the new clipboard contents according to your selected parameters in the above named Tab "Import" into the ICE archive.

The clipboard watcher cannot be explicitly switched on and off as it is an elementary part of the functionality of ICE.

However, if you deactivate the "Import objects from clipboard" button in the "Import" ICE settings tab mentioned above or select "Do not archive objects" in the upper drop-down box for all five clipboard formats, ICE will not import any objects from the clipboard.



The CodePages.ini file

This text file 'CodePages.ini', which can be viewed with any text editor, is saved in the application's installation folder during the installation of ICE.

This installation folder is located in:

<file:%ProgramFiles%\ICE - Ideal Clipboard Expander\>

By changing the entries in this file you can add any CodePages to the encoding selection box in ICE.

The entries in the 'CodePages.ini' file must be structured as follows:

Codepage, Name, Display-Name

Where:

Codepage = numerical indication of the codepage

Name = Name of the code page

Display name = Name to be displayed for the code page

After restarting ICE, you can use the newly added CodePages to the ICE object types in the ICE text and RTF editor.

**Only change this file if you really know what you are doing with it.
As a precaution before making any changes to this file, make a backup copy of the 'CodePages.ini' file so that you can restore this file to the delivery state at any time in the event of problems.**



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CodePages.ini

```
' ICE - Encoding List
,
' Contains:
' Codepage, Name, Display-Name
,
' Top-Position (Default)
1252,Windows-1252,Western European (Windows) ASCII++
28591,iso-8859-1,Western European (ISO) ASCII+ANSI
65001,utf-8,Unicode (UTF-8)
20127,us-ascii,US-ASCII
,
' All
708,ASMO-708,Arabic (ASMO 708)
950,big5,Chinese Traditional (Big5)
866,cp866,Cyrillic (DOS)
875,cp875,IBM EBCDIC (Greek Modern)
21025,cp1025,IBM EBCDIC (Cyrillic Serb.-Bulgarian)
50221,csISO2022JP,Japanese (JIS-Allow 1 byte Kana)
720,DOS-720,Arabic (DOS)
862,DOS-862,Hebrew (DOS)
51936,EUC-CN,Chinese Simplified (EUC)
51932,euc-jp,Japanese (EUC)
20932,EUC-JP,Japanese (JIS 0208-1990, 0212-1990)
51949,euc-kr,Korean (EUC)
54936,GB18030,Chinese Simplified (GB18030)
936,gb2312,Chinese Simplified (GB2312)
52936,hz-gb-2312,Chinese Simplified (HZ)
20838,IBM-Thai,IBM EBCDIC (Thai)
37,IBM037,IBM EBCDIC (US-Canada)
858,IBM0858,OEM Multilingual Latin I
20924,IBM0924,IBM Latin-1
1047,IBM1047,IBM Latin-1
1140,IBM1140,IBM EBCDIC (US-Canada-Euro)
1141,IBM1141,IBM EBCDIC (Germany-Euro)
1142,IBM1142,IBM EBCDIC (Denmark-Norway-Euro)
1143,IBM1143,IBM EBCDIC (Finland-Sweden-Euro)
1144,IBM1144,IBM EBCDIC (Italy-Euro)
1145,IBM1145,IBM EBCDIC (Spain-Euro)
1146,IBM1146,IBM EBCDIC (UK-Euro)
1147,IBM1147,IBM EBCDIC (France-Euro)
1148,IBM1148,IBM EBCDIC (International-Euro)
1149,IBM1149,IBM EBCDIC (Icelandic-Euro)
20273,IBM273,IBM EBCDIC (Germany)
20277,IBM277,IBM EBCDIC (Denmark-Norway)
20278,IBM278,IBM EBCDIC (Finland-Sweden)
20280,IBM280,IBM EBCDIC (Italy)
20284,IBM284,IBM EBCDIC (Spain)
20285,IBM285,IBM EBCDIC (UK)
20290,IBM290,IBM EBCDIC (Japanese katakana)
20297,IBM297,IBM EBCDIC (France)
20420,IBM420,IBM EBCDIC (Arabic)
20423,IBM423,IBM EBCDIC (Greek)
20424,IBM424,IBM EBCDIC (Hebrew)
```



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437,IBM437,OEM United States
500,IBM500,IBM EBCDIC (International)
737,ibm737,Greek (DOS)
775,ibm775,Baltic (DOS)
852,ibm852,Central European (DOS)
855,IBM855,OEM Cyrillic
857,ibm857,Turkish (DOS)
860,IBM860,Portuguese (DOS)
861,ibm861,Icelandic (DOS)
863,IBM863,French Canadian (DOS)
864,IBM864,Arabic (864)
865,IBM865,Nordic (DOS)
869,ibm869,Greek, Modern (DOS)
870,IBM870,IBM EBCDIC (Multilingual Latin-2)
20871,IBM871,IBM EBCDIC (Icelandic)
20880,IBM880,IBM EBCDIC (Cyrillic Russian)
20905,IBM905,IBM EBCDIC (Turkish)
1026,IBM1026,IBM EBCDIC (Turkish Latin-5)
50220,iso-2022-jp,Japanese (JIS)
50222,iso-2022-jp,Japanese(JIS-1Byte Kana-SO/SI)
50225,iso-2022-kr,Korean (ISO)
28591,iso-8859-1,Western European (ISO) ASCII+ANSI
28592,iso-8859-2,Central European (ISO) ASCII+ANSI
28593,iso-8859-3,Latin 3 (ISO) ASCII+ANSI
28594,iso-8859-4,Baltic (ISO) ASCII+ANSI
28595,iso-8859-5,Cyrillic (ISO) ASCII+ANSI
28596,iso-8859-6,Arabic (ISO) ASCII+ANSI
28597,iso-8859-7,Greek (ISO) ASCII+ANSI
28598,iso-8859-8,Hebrew (ISO-Visual) ASCII+ANSI
38598,iso-8859-8-i,Hebrew (ISO-Logical) ASCII+ANSI
28599,iso-8859-9,Turkish (ISO) ASCII+ANSI
28603,iso-8859-13,Estonian (ISO) ASCII+ANSI
28605,iso-8859-15,Latin 9 (ISO)
1361,Johab,Korean (Johab)
20866,koi8-r,Cyrillic (KOI8-R)
21866,koi8-u,Cyrillic (KOI8-U)
949,ks_c_5601-1987,Korean
10000,macintosh,Western European (Mac)
932,shift_jis,Japanese (Shift-JIS)
1201,unicodeFFFE,Unicode (Big endian)
20127,us-ascii,US-ASCII
1200,utf-16,Unicode
12000,utf-32,Unicode (UTF-32)
12001,utf-32BE,Unicode (UTF-32 Big endian)
65000,utf-7,Unicode (UTF-7)
65001,utf-8,Unicode (UTF-8)
874,windows-874,Thai (Windows)
1250,windows-1250,Central European (Windows)
1251,windows-1251,Cyrillic (Windows)
1252,Windows-1252,Western European (Windows) ANSI
1253,windows-1253,Greek (Windows)
1254,windows-1254,Turkish (Windows)
1255,windows-1255,Hebrew (Windows)
1256,windows-1256,Arabic (Windows)
1257,windows-1257,Baltic (Windows)



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1258,windows-1258,Vietnamese (Windows)
20000,x-Chinese-CNS,Chinese Traditional (CNS)
20002,x-Chinese-Eten,Chinese Traditional (Eten)
20001,x-cp20001,TCA Taiwan
20003,x-cp20003,IBM5550 Taiwan
20004,x-cp20004,TeleText Taiwan
20005,x-cp20005,Wang Taiwan
20261,x-cp20261,T.61
20269,x-cp20269,ISO-6937
20936,x-cp20936,Chinese Simplified (GB2312-80)
20949,x-cp20949,Korean Wansung
50227,x-cp50227,Chinese Simplified (ISO-2022)
20833,x-EBCDIC-KoreanExtended,IBM EBCDIC
29001,x-Europa,Europa
20106,x-IA5-German,German (IA5)
20108,x-IA5-Norwegian,Norwegian (IA5)
20107,x-IA5-Swedish,Swedish (IA5)
20105,x-IA5,Western European (IA5)
57006,x-iscii-as,ISCII Assamese
57003,x-iscii-be,ISCII Bengali
57002,x-iscii-de,ISCII Devanagari
57010,x-iscii-gu,ISCII Gujarati
57008,x-iscii-ka,ISCII Kannada
57009,x-iscii-ma,ISCII Malayalam
57007,x-iscii-or,ISCII Oriya
57011,x-iscii-pa,ISCII Punjabi
57004,x-iscii-ta,ISCII Tamil
57005,x-iscii-te,ISCII Telugu
10004,x-mac-arabic,Arabic (Mac)
10029,x-mac-ce,Central European (Mac)
10008,x-mac-chinesesimp,Chin. Simplified(Mac)
10002,x-mac-chinesetrad,Chin. Traditional(Mac)
10082,x-mac-croatian,Croatian (Mac)
10007,x-mac-cyrillic,Cyrillic (Mac)
10006,x-mac-greek,Greek (Mac)
10005,x-mac-hebrew,Hebrew (Mac)
10079,x-mac-icelandic,Icelandic (Mac)
10001,x-mac-japanese,Japanese (Mac)
10003,x-mac-korean,Korean (Mac)
10010,x-mac-romanian,Romanian (Mac)
10021,x-mac-thai,Thai (Mac)
10081,x-mac-turkish,Turkish (Mac)
10017,x-mac-ukrainian,Ukrainian (Mac)



'Last active window' display

In the [ICE toolbar](#) you will find a text field on the right that shows you the last active window.

This display is structured as follows:

"Window Owner | Window Title"

You can access these windows by making the appropriate selection in the ["Folders and Object settings" window](#) - in the ["Send parameters" tab](#) or have objects sent manually.

Display "Admin only" in this text box

For some applications, the window owner cannot be read if you do not start ICE with higher rights (administrator rights).

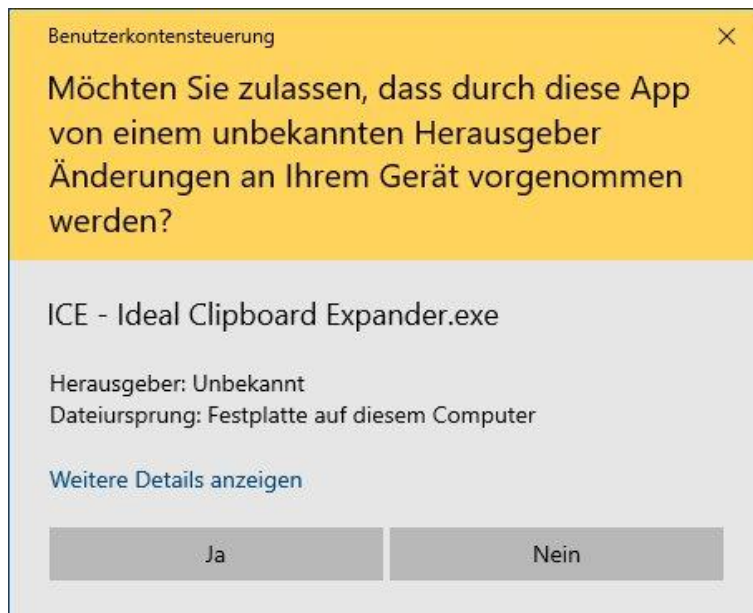
In this case, the text "Admin only" will be displayed instead of the window owner. Sending object content to such windows is not possible.

If you want to send objects to these windows, you must start ICE with administrator rights.

Start ICE with extended rights

To do this, you must click the "Start with extended Administrator rights" button in the ["ICE" tab](#) of the ICE settings and then restart ICE.

Each time you start it in the future, ICE will then ask whether you want to run ICE, depending on your UAC (User Account Control) settings.



This security issue occurs because ICE is now running with elevated privileges.

After confirming this question with the "Yes" button, all windows with owners will be displayed in ICE and you can send objects to all windows.



DragDrop between ICE and third-party applications

In ICE, depending on the [ICE settings in the "Lists" tab](#), you can use DragDrop to copy or move folders and files between ICE and third-party applications such as Windows Explorer.

Unfortunately, Microsoft has limited this DragDrop option so that DragDrop of folders and files can only be used between two applications, both of which are started with either normal user rights or extended administrator rights.

Unfortunately, DragDrop doesn't work if ICE is started with extended rights and Windows Explorer, which can only be started with normal rights.

If you want to move or copy folders and files in an ICE that is started with extended rights and Windows Explorer, you will come across Microsoft's restrictions.

Solution:

The only solution to this problem in this case is that you use an alternative Windows Explorer replacement such as Install the very good and comprehensive "Q-Dir" (<https://www.softwareok.de/?Download=Q-DIR>) and start it with extended rights.

With such an Explorer replacement launched with elevated privileges, you can then exchange folders and files between ICE and this third-party application, even if ICE is launched with elevated privileges.



The Icon Cache

ICE can use a so-called icon cache to display the files in the archives more quickly.

1. If the use of the icon cache is activated:

When the program starts, ICE checks whether an undamaged icon cache file is present and loads its contents into its memory.

If the icon cache file is missing or damaged, ICE rebuilds the icon cache file.

This means that ICE reads the icon from every file contained in one of the archives and saves it in the icon cache file in a list in the format:

```
Complete file path to file 1, file icon 1  
Complete file path to file 2, file icon 2  
Complete file path to file 3, file icon 3  
Complete file path to file 5, file icon 4  
....
```

This process can take some time and is therefore carried out in the background. Once this background process is complete, ICE reads the contents of the newly created icon cache file into its memory.

If the user then opens a folder in one of the ICE archives, the file names of the files in the folder are read into the object list.

When the object list is structured in this way, ICE checks for each file read into the folder whether its file path (with the "file icon" appendix) is already contained in the icon cache file read into the memory.

Check:

- If such an entry is present in the icon cache, ICE fetches the icon directly from the icon cache and displays it in the object list to the left of the file name.
- If ICE does not find a corresponding file path in the icon cache, ICE reads the icon from the file, extracts this icon and adds the file path with the appended file icon to the icon list in the icon cache.

Using the icon cache means that the files in the folders are read much faster, as the file icons are then loaded directly from memory and displayed in the object list.

2. If the use of the icon cache is deactivated:

If the user opens a folder in one of the ICE archives, the files in the folder are read into the object list.

With this structure of the object list, ICE reads the file icon for each file in the folder, extracts this icon and displays this icon in the folder list to the left of the file name.

This means that every time you change folders, ICE has to read the file icons again from the files in the folder, extract them and display them in the folder list.



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This means that it takes longer to build the object list every time you change folder.

If the user renames files or moves them to another folder, the original entries of the files remain in the icon cache and a new entry is created in the icon cache for the renamed/moved files the next time the files are read into the object list and their icon is saved to the new icon cache entry for the file path.

It is therefore recommended to rebuild the icon cache after major renaming/moving actions in order to remove the orphaned entries described from the icon cache file.