MWBStuff6

Trevor Morris

COLLABORATORS

	TITLE : MWBStuff6		
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WRITTEN BY	Trevor Morris	February 24, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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MWBStuff6

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MAGIC WORKBENCH STUFF 6 by Trevor Morris

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Thanks to...

This is CARDWARE! Distribution

Disclaimer Index

NOTE: This guide was designed using the features of MultiView V40+. Therefore, those of you not using OS3.1+ may not get all of the BENEFITS. Also, the guide was designed for (and looks best with) Xen.font 8, so I have "forced" this font. To enable your own font, simply remove line 3 of this guide (@FONT Xen.font 8).

SYSOPS: Please name this achive MWBStuf6.lha if you post it. Thanx in advance!

Finally, for those of you with DirectoryOpus 5.5, you will notice that all icons have been saved as borderless and windows should appear snapshotted correctly as well.

1.2   Introduction

Introduction

MagicWB Stuff 6 is a collection of icons, patterns and other stuff which I make for everyone to enjoy. All I ask is that you send a postcard to Roman Patzner and email me to let me know what you think of this archive. All included icons and patterns follow the MWB standards (if they exist under the circumstances).

The original archive should contain the following (as well, some files may have associated icons):

Icons (dir) Misc (dir)

MUI (dir) P&C (dir)

Patterns (dir) S (dir)

TrevsDB - a snapshot of my WB SYSOPS.README - a note to sysops Stuff6.guide

NOTE TO SYSOPS: If anything is missing/added from/to the above list, please delete the archive from your BBS (my intent is NOT to spread any viruses). Also, please read the SYSOPS.README...Thanx!!

1.3   Pointer & Color (dir)

Pointer & Color

The P&C drawer should contain the following (as well, some files may have associated icons):

ClickForColors16 - Changes the palette to 16 colors (MWB). ClickForColors8 - Changes the palette to 8 colors (MWB). Click-ForPointer - Changes your pointer to look like mine. ClickMeFirst - Executes MagicWB-Demon (for correct 8 & 16 color palette). (You need to register MWB2.0 to get MagicWB-Demon). ClickMeForScreen - This will launch the ScreenPrefs util. If you want a 16 color MWB, just slide the colors to 16; if you an 8 color MWB, slide it to 8 colors and hit USE.

This drawer contains my palette and pointer prefs. Double-Clicking on their icons will only change your prefs until you reboot. If you wish to permanently save these prefs, double-click on the icons and then load the appropriate prefs util from your sys:prefs/ drawer (either PointerPrefs or PalettePrefs) and then click on SAVE. See About the MWB16 Icons.

1.4   S (dir)

S (dir)

The S drawer should contain the following:

Randomizer - a sample line for your startup-sequence (or user-startup) randomize your patterns using FilePick by Simon Brown. Shell-Startup - my shell start-up (rename yours and try this one out). AddMeToYourS-S - a sample line for 16 color MWB - See About the MWB16 Icons.

1.5   MUI (dir)

MUI (dir)

The MUI/Images/Trevor/Gradient/8/ drawer should contain the following images:

ArrowDown.mf0 ArrowDown.mf1 ArrowLeft.mf0 ArrowLeft.mf1 ArrowRight.mf0 ArrowRight.mf1 ArrowUp.mf0 ArrowUp.mf1 CheckMark.mf0 CheckMark.mf1 Cycle.mbr PopDrawer.mf0 PopDrawer.mf1 PopFile.mf0 PopFile.mf1 PopUp.mf0 PopUp.mf1 RadioButton.mf0 RadioButton.mf1

The CycleGad was copied from the included WD set, but I shortened it for inclusion in my set.

These are just some small images I drew for MUI because I found that all the other ones were to large. Copy them into your MUI drawer (The path follows the MUI3+ convention - people using less than version 3 will have to alter the path slightly).

A Template is included in the Misc (dir).

1.6   Misc (dir)

Misc (dir)

The Misc drawer should contain the following (as well, some files may have associated icons):

MUI_Template MWB_Template

MWB16Icons

The Templates may be used to create your own icons and buttons. They contain all icon standards of which I am currently aware (let me know if you find any that are missing).

1.7   Icons (dir)

Icons (dir)

The Icons drawer should contain the following:

16_Color (dir) Def_Icons (dir)

DOpus5 (dir) NewIcons (dir)

Miami (dir) HexaMine.info HexaMine.guide.info

Please note that some icons are merely "fix-ups," others are converted to MWB from other icon sets, and some are drawn from scratch. In particular, the Miami icons were originally drawn by Ralph Torchia and just cleaned-up/anti-aliased by me. See Thanks to....

1.8   Icons (dir)

Icons (dir)

The Icons drawer should contain the following:

16_Color/ADPro.info Alicia.info AWeb.info Beach.info Buzz.info Courtney.info DasMP.info def_disk.info Demi.info DFA.info DPaint.info FCalc.info FWriter.info HD.info HD2.info IBrowse.info Iconian.info McLaren.info MKII.info MLink.info Multi-View.info Nagel.info PPaint.info RAM.info Scully.info Shell.info StopWindows.info Stratego.info System.info Term.info Toaster.info TTX.info Windows.info Work.info Def_Icons/def_asm.info def_h.info def_i.info DOpus5/ImagineObject.info Icon.info Group.info GPFaxFile.info Font.info FileType.info Environment.info Drawer.info DirectoryOpus.info Directory.info Default.info CanDo.info Buttons.info ARexxScript.info Archive.info AppIcon.info Animation.info AmigaGuide.info AmigaDOS.info Images.info Icons.info DOpus5.guide.info Module.info Modules.info Storage.info DOpusFuncs.guide.info ArcDir.guide.info CDOpus.guide.info TextDocument.info Template2.info Template.info Sound.info Settings.info Picture.info Lister.info FWDocument.info Library.info NewIcons/HexaMine.info Miami/Miami.icondock.info Program Icons Program Icons.info Guides & Texts Guides & Texts.info ImageDrawers ImageDrawers.info MiamiMWBIcons.README! MiamiMWBIcons.README!.info def_MiamiApp.info Program Icons/Miami3.info Miami2.info Miami.info Guides & Texts/Miami.guide.info Miami.README.info Miami.README_1ST.info Miami.README_FIRST.info ImageDrawers/MiamiDrawer4.info MiamiDrawer3.info MiamiDrawer2.info HexaMine.info HexaMine.guide.info

Please note that some icons are merely "fix-ups," others are converted to MWB from other icon sets, and some are drawn from scratch. In particular, the Miami icons were originally drawn by Ralph Torchia and just cleaned-up/anti-aliased by me. See Thanks to....

1.9   Patterns (dir)

Patterns (dir)

The Patterns drawer should contain the following (as well, some files may have associated icons):

Skulls.iff Stars.iff

VienedMarble.iff

Skulls conforms to the standard MWB8 palette set. However, Stars and VienedMarble are just nice repeating patterns with their own palettes, so you will need a screen depth greater than 4 (ie more than 16 colors) - CyberGfx is recommended.

1.10   System Requirements

System Requirements

An Amiga with OS2.0+...that's it!

Suggested System

An Amiga with OS3.1+ and a graphic board (using CyberGfx).

NOTE: OS1.X users may use MagicWB1.3 by Cléo Saulnier - available on aminet.

1.11   Installation

Installation

You may need to modify the enclosed goods slightly to adapt them to your environment (anything that I am currently aware of is explained within...feel free to let me know of anything I left out).

The contents of the original archive are listed in the Introduction, along with appropriate instructions.

The way in which I use the included patterns is to randomize them with MagicSelector which is now freeware! You may, however, preform the same thing by saving a preset for each picture (and window pattern), and then simply use WBPattern in conjunction with a random file selector such as FilePick. For example you could put the following line in your (User)Startup(-Sequence).

Prefs:WBPattern `C:FilePick Prefs:Presets/Pattern/#?.pre` USE

This simply tells WBPattern to load and USE (ie. not save) a random preset (where the path would reflect the appropriate destination on your harddrive). Please note that the FilePick command is within tilde quotes (upper-left key on your keyboard).

NOTE: OS2.X users - you'll have to use NickPrefs (which you can get in the MagicWorkBench archive) to display the backdrops, however, you can still randomize them in the same manner as described above.

NOTE: 4000 and 1200 owners - you'll probably have to run the images through DPaint or ADpro to remap the palette (the colors for the standard MWB palette tend to vary slightly for AGA machines and since IPrefs does such a shitty job at remapping, you will have to do it yourself and save them. As always, if you need help doing this, just drop me an email).

See also About the MWB16 Icons.

1.12   For your interest...

For your interest...

The following material was created on my system with an CyberVision64 Board (Phase 5), PPaint (Cloanto), Art Department Professional (Elastic Reality), and Iconian by Chad Randall (available on aminet).

If you have the desire to create your own backgrounds and icons (which I strongly encourage, so that I don't have to work so hard ;), here's what I do:

The Color BackDrops

First I find a pic I like <g>, scan it (if it isn't already an image), then load it into ADPro with the workbench palette locked (assuming you are already running the proper palette (or you could load the palette from the MWB16Icons Template). You should run the image through ADPro TWICE!: once with Floyd dithering (or the algorithm of your choice) on, and then a second pass with it off. The reason for the two passes is because some parts of the pic will look good dithered, and others won't, so I pick pieces out of each to make the final image. If you do not have ADPro...THEN BUY IT...well, you can remap the image with the MWB palette right in PPaint (DPaint, etc.)...experiment for yourself...

The last step is the most time consuming. You will need to spend a lot of time fixing the image up (hand antialiasing, dithering...) in order to make it look nice . One tip: sometimes it's easiest to just trace the outline of the pic in PPaint and then use the stencil to wipe out the rest of the image. Now it's just like a paint by number! Use the ranges tool to get the nice dithering effects. The magic wand tool in programs such as OpalPaint also help to get rid of a lot of colors which are similar (thereby allowing you to reduce the palette).

Also I've discovered that darkening the palette (especially the pinks and browns) will allow you to render some nice looking images with better better results on skin tones - you may need to mess with the colors a few times before you get the desired look. Next, simply load the image into PPaint and load the orginal palette back in (do not remap!). Finally you will need to anti-alias the image for best results.

NOTE: The dithering and anti-aliasing can make all the difference in the world. Although, you have to develop a knack for it and it is very tedious and time consuming, it makes the image look 100% better (IMO).

The Grey-Scale Backgrounds

To make your own grey-scale images, just load your favorite picture into ADPro. Run the Color-To-Grey operator. Set your screen-mode to whatever your workbench is and a 4 color palette (make sure that dithering is envoked - Floyd works well, and that the palette is sorted from Lightest to Darkest - this option is in the Palette Requester in the Display Menu). Now render the screen. Edit the palette (in the Display menu) as follows: copy the fourth color to the third and then adjust the second color so that it is about midway between color 1 and color 3 (which is the same as 4). So you now have a three color palette. Render the image again.

Now load the image into PPaint (or whatever) and remap the palette to the 3 grey colors of the MWB palette (you will need to swap the background grey with the second color to remap (since in ADPro we picked sort from lightest to darkest) and then swap them back and remap again). That's it, or...

Sorry if this sounds confusing, but it IS quite tedious. Feel free to drop me a line if you get stuck or can't uderstand what I've tried to explain here. Also, I would appreciate it VERY much if you would send me any pictures you make!

GOOD LUCK!!

1.13   About the MWB16 Icons

About the MWB16 Icons

These 16 colour icons were created using ADPro (Elastic Reality), PPaint (Cloanto) and Iconian (Chad Randall - aminet:util/wb). With a 16 colour WB and the right tools it is really easy to create nice looking icons!

The icons in 16_Color (dir) follow the standards proposed by Roman Patzner and R.E.Spence. This also implies that the icons were designed to be used without the default borders which OS2.0+ adds. To remove the borders you must have one of the following (there may be others): MCP1.20+ (ALiEN DESiGN - available from http://www.cs.tu-berlin.de/~zerocom/aliendesign.html), NoFillNoDraw.lha (Kamel Biskri (kbiskri@pratique.fr) - aminet/util/wb), or Directory Opus 5.5 (Jonathon Potter & GPSoftware - http://www.livewire.com.au/gpsoft/dopus55.html).

To install 16 colour palette on your system:

1. Change your screenmode to 16 colors. 2. Load the User-Startup into your editor and change the MagicWB-Demon to: Run >NIL: C:MagicWB-Demon 4,123,123,123 5,175,175,175 6,170,144,124 7,255,169,151 8,80,80,80 9,40,62,91 10,96,128,96 11,226,209,119 12,255,212,203 13,122,96,72 14,210,210,210 15,229,93,93 (This line is provided in the S (dir) of this archive). 3. Do the same with your Startup-Sequence (if required). 4. Load Prefs/Palette and change the last four colours to 255,212,203 122,96,72 210,210,210 229,93,93 and save it. After re-boot everything should work fine.

The colors below should match with their description if you've succeeded:

0. Background -> 149,149,149 8. Darkgrey -> 80, 80, 80 1. Black -> 0, 0, 0 9. Antrahzit -> 40, 62, 91 2. White -> 255,255,255 10. Green -> 96,128, 96 3. Blue -> 59,103,162 11. Yellow -> 226,209,119 4. Med.grey -> 123,123,123 12 Brightrose -> 255,212,203 5. BrightgreyI -> 175,175,175 13. Brown -> 122, 96, 72 6. Brightbrown -> 170,144,124 14. Brightgrey -> 210,210,210 7. Rose -> 255,169,151 15. Red -> 229, 93, 93

Note: MUI applications look strange without rearranging the colors.

To simply test this or see what it will look like:

1. Open the P&C drawer of this archive. 2. Click on ClickMeFirst. 3. Click on ClickForColors16. 4. Click on ClickForScreen and slide the Colors slider to 16 and hit USE.

To get everything back to normal just follow steps 3 & 4 for 8 colors instead of 16.

1.14   Me

Where you can reach me...

I welcome comments, critisms, suggestions and requests - you can reach me at:

Name : Trevor Morris Address: 25 Burton Evergreen Dr. EMail: trevor@jot.nb.ca Burton, NB E2V 3E4 Canada

For your interest, here is what I use to create this stuff:

Machine: A3000 CPU: 68030 25MHz/33Mhz 882 FPU Memory: 2M Chip, 12M Fast. Gfx: CyberVision64 4M (CyberGfx2.18) OS: OS3.1 (Kickstart 40.62, Workbench 40.42) HD: Quantum 50MB SCSI (SYS) & Quantum 270MB SCSI-II (WORK) Misc: 1960 multisync monitor, 14.4k SupraFax modem WB: DOpus5.5-replacement, CVision: 8Bit 800x600 (MWB16 locked)

Patches: KingCon, Upd, MWB-Demon, AutoPort, PatchControl Cxs: MCP_1.21, Directory_Opus_5.5, Arq, SysIHack, ClipHistory, SwazInfo, MagicSelector, Reminder_6.3 Misc: MUI3.6

Also the Author of: aminet/pix/mwb/MWB_Stuff_#.lha aminet/gfx/3dobj/Ent1701D.lha aminet/pix/mwb/MWB_DOpus_#.lha aminet/docs/hyper/MCPGuide.lha aminet/pix/wb/Opus55Preview.lha aminet/game/data/MirageWorms.lha aminet/game/demo/S-Grabs.lha

1.15 Thanks to...

Thanks to...

· Jonathon Potter, Greg Perry and the rest of the gang at GPSoftware for the best piece of software this platform has ever seen - DirectoryOpus5.5!! · Leo Davidson - one of my best virtual friends ;-) · Malcolm Harnden - for being a strong supporter of one of my other projects: Stratego. · My local Amiga friends: George Hornmoen, Jester :ˆ), Tom Mersereau, Steve Praught, Dave Zwicker, Troy Greenwood, and Ben Steeves. · Marin "XEN" "Hutti" Huttenloher - for creating MagicWB! · Roman Patzner - no MWB credits are complete without this guy! · Mario Cattaneo - for his TinyMWB Icons and a shit load of email :ˆ) · Øyvind Falch - for MagicSelector! · Chad Randall - for PicTIcon and Iconian. · Eddy Carroll - for creating CheckGuide (used to check this guide)! · And Mikael Berglund, Jan-Tore "SCAREMONGER" Eliassen, Richard "FOXX" Harris, Martin "GASTON" Rolfsmeyer, Alisdair Walker, Mikael Berglund, Eirik Bogsnes, John Cruise, Troy Davis, Gregory Donner, Michael Grubba, Olivier Tonino, Ivan Wheelwright, Timo C. Nentwig, Aheco ten Bokkel Huinink, Steve Bridges, Mark Sorensen, Tom Heeren, R.E.Spence, Ralph Torchia and all other icon artists around the globe!! · Finally, thanx to all of you who take the time to send me mail and sending Roman a postcard!

1.16 Distribution

Distribution

I won't bother to put a whole wack of stringent regulations on this archive which I would never be able to enforce, and to which none of you would pay any attention: however, I would ask you to please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

SYSOPS: Please name this achive MWBStuf6.lha if you post it. Thanx in advance!

1.17 Disclaimer

Disclaimer

THERE IS NO WARRANTY FOR THE SOFTWARE TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHERE OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE SOFTWARE "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS WITH YOU. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

1.18   What is FilePick?

FilePick from Amazing Developments

Give it a wildcard, and it'll give back a file picked randomly from all those which match the wildcard. File - Pick. Marvellous. Useful for all those people who like to have random WB backdrops or random samples played on bootup. Me, in fact.

FilePick is freely distributable copyright © 1994 Amazing Developments/Simon Brown and all that malarkey. Use it, give it to your mates, throw it on the fire, stick it up your left nostril, brutally assault Whigfield with it, I do not care.

Just remember yer old mate Simes if you should win the lottery.

1.19   This is CARDWARE!

This is CARDWARE!

I imagine everyone who uses MagicWorkbench knows who Roman Patzner is (author of RomIcons). Well, if you like and keep the enclosed background images, icons, etc. which I have created, then you MUST (please) send (as a favour to me) a postcard with a picture of your hometown him at the address below. Although I love getting postcards, I do not, as such, collect them, however, Roman does. Therefor I would be very happy if you would please send this guy a postcard for his amazing work!!

-=-

Roman Patzner Hans Kappacherstr. 9/7 5600 St.Johann/Pongau AUSTRIA (Mozart, Vienna, A.Schwarzenegger - but NO kangaroos)

EMail: patz@ping.at

__@_, ˜7/ˉ Amiga 1200 _/\ Blizzard_1230II_50MHz 6MB 120MB_HD SCSI2 ´\‚ Toshiba_CD-ROM NEC_3D HP_DJ500

-=-

If you do not have any RomIcons or have never heard of Roman Patzner, then you are obligated to send me an email to tell me what you think. That's right, all I want in return for this stuff is your suggestions, recommendations, comments and requests!).

1.20   About MagicWB v2.0

MagicWB v2.0

The definitive WB-Enhancer no Amiga can do without. MagicWB is a full replacement for the graphic user interface of the Workbench and has become the standard on the Amiga.

MagicWB 2.0 is completely restructured on a new color-allocation scheme which more than doubles the speed of the WB and reduces chip-consumption to only a third compared with all previous versions and also features a highly improved color palette. MWB 2.0 introduces a never-before-seen standard for over four dozen of new image-drawers to achieve a more diversified look on your WB. More icons, dock-brushes, a dozen of new patterns, fonts and a AA-support complete this special product.

The demo-version can be found on Aminet biz/demo/MagicWB20d.lha.

MagicWB is © by Martin Huttenloher.

1.21   MagicSelector

MagicSelector by 0yvind Falch, Triumph Software

I installed MagicWorkbench (by Martin Huttenloher) and after a while I wanted to have a different background and sound for Workbench each time I booted my Amiga. So, I wrote two programs to help me select a background and a sound for each startup. These programs are:

MagicSelector Preferences MagicSelector Main

I had to make MagicSelector Preferences, so the user can specify the files (s)he wants to use for Workbench. MagicSelector Main is the WBStartup program which sets up your background(s) and sound. I have also included some background patterns and sounds with the archive.

MagicSelector software and documentation are © 1994-1995 by Øyvind Falch, Triumph Software. All rights reserved. Magic-Selector Preferences and MagicSelector Main is written in assembler using Devpack 3.04 and MUI Assembler include files by Henri Veisterä.

AND, MagicSelector is now FREEWARE, thanx to its registered users!

0yvind Falch Triumph Software Norderhovgata 26 0654 Oslo Norway

Email: oef@netcom-gsm.no Voice: +47 33 04 47 13 Mobile: 928 68060 (Cool Mobile number :-))

1.22   MUI - MagicUserInterface © Copyright 1992-95 by Stefan Stuntz

MUI - MagicUserInterface © Copyright 1992-95 by Stefan Stuntz

MagicUserInterface (also known as MUI) is a complete system to create and maintain graphical user interfaces.

The central scheme behind MUI assumes that only the user (and not the programmer) of an application knows how the program (s)he is using best fits his/her personal needs, and that of his/her computer system. Because MUI applications don't contain any absolute values for sizes or positions, the programmer instead only defines objects and groups of objects. Such objects are defined on run time by MUI according to the users settings.

Consequently, an MUI application gives the user *many* more important advantages:

· Font sensitivity · Changeable window sizes · Flexibility · Controlling by keyboard · System integration · Adjusting to its environment

All of the MUI settings listed above (and more) can be changed by the user via the MUI preferences program. This can be set for every program in one setting (global) or can be set for each and every single application.

Available on Aminet (dev/gui) - Get it!

1.23   Directory Opus 5.5 - ©1995-96 GPSoftware and Jonathon Potter

Where to order DOpus5.5

Directory Opus ©1995-96 by GPSoftware. All rights reserved

Directory Opus 5 and it's manual are © Jonathan Potter and GPSoftware, Brisbane, 1995-96. All Rights Reserved. The software was written by Jonathan Potter. Graphic design by Leigh Malpas. Manual written by Greg Perry. Help file system written by Mark Anderson and Greg Perry.

To contact GPSoftware, mail/fax Greg Perry:

Dr Greg Perry GPSoftware PO Box 570 Ashgrove Qld Australia 4060 Ph/fax: +61 7 3661402 EMail: zzgperry@mailbox.uq.oz.au WWW: http://www.livewire.com.au/gpsoft/dopus55.html

To order Directory Opus 5.5 (GP Software):

Small-Biz Software Phone: +61 (74) 919 190 PO Box 24 Fax: +61 (74) 926 860 Golden Beach Queensland AUSTRALIA 4551

Wizard Developments Phone: +44 (0)1322 272 908 PO BOX 490 Fax: +44 (0)1322 281 311 Dartford Kent DA1 2UH ENGLAND

Schatztruhe Phone: +49 201 788 778 Veronikastr 33 Fax: +49 201 798 447 45131 Essen GERMANY

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(Taken from the registration card - I hope this information is accurate)

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