

# **MuiRelcon**

Stefan Schulz

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| <b>COLLABORATORS</b> |
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|               |                             |                   |                  |
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# Contents

|          |  |          |
|----------|--|----------|
| <b>1</b> | <b>MuiReIcon</b>                       | <b>1</b> |
| 1.1      | main . . . . .                         | 1        |
| 1.2      | description . . . . .                  | 2        |
| 1.3      | requirements . . . . .                 | 2        |
| 1.4      | installation . . . . .                 | 3        |
| 1.5      | startup . . . . .                      | 3        |
| 1.6      | startup_tooltypes . . . . .            | 3        |
| 1.7      | usage . . . . .                        | 4        |
| 1.8      | usage_systemgads . . . . .             | 4        |
| 1.9      | usage_mode . . . . .                   | 4        |
| 1.10     | usage_mode_kind . . . . .              | 5        |
| 1.11     | usage_mode_defaulttool . . . . .       | 5        |
| 1.12     | usage_mode_tooltypes . . . . .         | 6        |
| 1.13     | usage_mode_image . . . . .             | 6        |
| 1.14     | usage_mode_colorsswap . . . . .        | 6        |
| 1.15     | usage_mode_imagedepth . . . . .        | 6        |
| 1.16     | usage_mode_stack . . . . .             | 6        |
| 1.17     | usage_tooltypes . . . . .              | 7        |
| 1.18     | usage_tooltypes_listmove . . . . .     | 7        |
| 1.19     | usage_tooltypes_modification . . . . . | 7        |
| 1.20     | usage_tooltypes_order . . . . .        | 8        |
| 1.21     | usage_tooltypes_string . . . . .       | 8        |
| 1.22     | usage_colorsswap . . . . .             | 8        |
| 1.23     | usage_colorsswap_lastbank . . . . .    | 9        |
| 1.24     | usage_colorsswap_wb34 . . . . .        | 9        |
| 1.25     | usage_colorsswap_resetlist . . . . .   | 9        |
| 1.26     | usage_colorsswap_test . . . . .        | 9        |
| 1.27     | usage_colorsswap_original . . . . .    | 10       |
| 1.28     | usage_information . . . . .            | 10       |
| 1.29     | usage_information_protection . . . . . | 10       |

---

---

|      |  |    |
|------|--|----|
| 1.30 | usage_information_comment . . . . .    | 11 |
| 1.31 | usage_sourcedest . . . . .             | 11 |
| 1.32 | usage_project . . . . .                | 12 |
| 1.33 | usage_project_openicon . . . . .       | 12 |
| 1.34 | usage_project_saveicon . . . . .       | 12 |
| 1.35 | usage_project_saveiconas . . . . .     | 12 |
| 1.36 | usage_project_saveasdefault . . . . .  | 13 |
| 1.37 | usage_project_about . . . . .          | 13 |
| 1.38 | usage_project_quit . . . . .           | 13 |
| 1.39 | usage_options . . . . .                | 13 |
| 1.40 | usage_options_imageonly . . . . .      | 14 |
| 1.41 | usage_options_dropactivation . . . . . | 14 |
| 1.42 | usage_options_savewb39 . . . . .       | 14 |
| 1.43 | usage_options_noiconposition . . . . . | 14 |
| 1.44 | usage_options_saveinfo . . . . .       | 14 |
| 1.45 | usage_options_requestdest . . . . .    | 15 |
| 1.46 | usage_options_loadoptions . . . . .    | 15 |
| 1.47 | usage_options_saveoptions . . . . .    | 16 |
| 1.48 | usage_arexx . . . . .                  | 16 |
| 1.49 | usage_arexx_source . . . . .           | 16 |
| 1.50 | usage_arexx_dest . . . . .             | 17 |
| 1.51 | usage_arexx_mode . . . . .             | 17 |
| 1.52 | usage_arexx_option . . . . .           | 17 |
| 1.53 | usage_arexx_register . . . . .         | 18 |
| 1.54 | usage_errors . . . . .                 | 18 |
| 1.55 | copyright . . . . .                    | 18 |
| 1.56 | redistribution . . . . .               | 19 |
| 1.57 | disclaimer . . . . .                   | 19 |
| 1.58 | mui . . . . .                          | 20 |
| 1.59 | history . . . . .                      | 20 |
| 1.60 | acknowledge . . . . .                  | 22 |
| 1.61 | updates . . . . .                      | 23 |
| 1.62 | support . . . . .                      | 24 |

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# Chapter 1

## MuiRelcon

### 1.1 main

M u i R e I c o n V2.23

© by Stefan Schulz

in 1993/94

= MAILWARE =

Contents

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|                                 |                      |
|---------------------------------|----------------------|
| 1. What's it about...           |                      |
| 1.1 Description                 | That's it for        |
| 1.2 Requirements                | All you need is...   |
| 2. Well, let's start...         |                      |
| 2.1 Installation                | First install it :o) |
| 2.2 Startup                     | But now...           |
| 2.3 Usage                       | Tell me how to...    |
| 3. Oh, yes. The justice Side... |                      |
| 3.1 Copyright                   | It's MINE!! ;o)      |
| 3.2 Redistribution              | Spread...how?        |
| 3.3 Disclaimer                  | Liabile? Me? Never!  |
| 3.4 MUI                         | about MUI            |
| 4. Want more...?                |                      |
| 4.1 History                     | How did it start?    |
| 4.2 Acknowledgments             | Many, many thanks!   |
| 4.3 Updates                     | Where to get?        |
| 4.4 Support                     | Author, who are you? |

## 1.2 description

### 1.1 Description

-----

Well, what shall this program do? It's for changing the values of Icons... hm, but there's a Standardfunction for this, isn't it? The Information-Function of the Workbench, no? Yes, maybe, but this is not just a program for loading an Icon, changing Values and save it, but much more. It's for easily collecting Values out of various Icons and give them to all the Icons which should get them.

For example if you want a couple of Icons to have the same Image (because they are e.g. the same kind of Texts, and every Icon is different to the other). Or you want to change the view of a drawer to the "hypercool 8-Color"-Icon, without having to place all the drawers and resize the windows they open after you copied and renamed the new Icon. That's much more simple to do with MuiReIcon.

Or do you want to change the DefaultTool of Project-Files (eg. Texts and Scripts) so that, if you activate their Icons, they all shall be shown by your new Text-Viewer "DH7:Textviewingprograms/ShowTextwithfastScroll" (well), so you can either start Information with each of this Icons and enter the name of this programm, or type it once, and clone and rename the Icon as often as you need it. Or you can use MuiReIcon, which gives you the feel of much more comfort.

Also old or not yet inserted ToolTypes and even the kind of an Icon (Drawer, Project, Program) easily can be changed. All this changes can be done comfortable and easy using MuiReIcon, without blocking the multitasking of the Workbench, like "Information" does.

## 1.3 requirements

### 1.2 Requirements

-----

For getting the program running you have to have the following Requirements:

- o You need an Amiga ;o)
  - o You're using at least AmigaDOS 2.0 on your System, whereby using Workbench 2.0 you can only use the english version. Since Workbench 2.1 the program uses the locale.library for you being able to read the text in your local language, if the catalog for your language is installed, of course (for now there's just German).
  - o You need to have the muimaster.library (version 2.0 or higher. It is not spread with this package, but it's worth of getting the MUI-Package.
-

## 1.4 installation

### 2.1 Installation

-----

Installation is only necessary, if MUI isn't installed yet. In this case you have to get at least the MUI-Userpackage and install it on your System.

Do you want to use the program in your local language, copy the catalog included in this package to the LOCALE:Catalogs directory. The build-in language is english.

If you've written a catalog for another language, please send it to me.

## 1.5 startup

### 2.2 Startup

-----

You can run the program either via Workbench as usual with a double-click on the Programicon or via CLI. In both cases a window should appear. It's not very senseful to start MuiReIcon if there's Workbench or a similar Program.

For now just some ToolTypes are supported. Arguments given by CLI will be ignored.

It will pass a little time, before the window appears, because first some structures have to be initialized and all used libraries have to be loaded into memory, so be patient. The Startuptime depends on your System.

## 1.6 startup\_tooltypes

### 2.2.1 ToolTypes

-----

Yet, there are 5 supported ToolTypes. They are used for setting the values for the options given by the program, so you don't have to reset this values each time you start the program.

These Tooltypes are:

- a) IMAGEONLY           - Option Image Only
- b) DROPACTIVE         - Option Drop-Activation
- c) NOICONPOS          - Option No Icon-Position
- d) SAVEINFO           - Option Save Information
- e) REQDEST            - Option Request on Destination

Example:

IMAGEONLY=YES means, the Menu-Item will be checked immediatly after startup.

---



This Group consists of 6 Subgroups, which are separated by a line. Here you select the attributes, which will be overtook by the Destinationicons. Moreover here will be set the values for Kind, Default Tool and Stacksize of the Icon. All modes can be combined in any order. Some modes will not fit to Icons owing to its kind. In this case the Checkbutton will be displayed shadowed.

If no Mode is activated and the window is iconified placing an Icon at the AppIcon of the program will be treated like placing it at the SourceIcon-Field. By at least one active mode this Icon will be used for Destination.

- 2.3.2.1.1 Kind
- 2.3.2.1.2 Default Tool
- 2.3.2.1.3 Tool Types
- 2.3.2.1.4 Image
- 2.3.2.1.5 ColorSwap
- 2.3.2.1.6 ImageDepth
- 2.3.2.1.7 Stack

## 1.10 usage\_mode\_kind

### 2.3.2.1.1 Kind

----

Every Icon shall be transformed into an Icon of the selected Kind. This will influent the modes you can choose.

The cycle-gadget is for choosing the Kind of Icon to be used for the Destination-Icon. It can be set through dropping an Icon at the Sourcefield or at this subgroup itself.

There are six Kinds of Icons recognized by MuiReIcon:

- a) Disk - Icons of Floppy, Hard Disks etc.
- b) Drawer - Directory-Icons
- c) Tool - Icons of executable programs
- d) Project - Project-Icons (e.g. scripts, texts etc.)
- e) Trashcan - The trashcan-Icon
- f) Kick/NDOS - Default-Icon for Disks which Filesystem is not known.  
This Kind is only availabe in the menu-item  
Save as default... .

## 1.11 usage\_mode\_defaulttool

### 2.3.2.1.2 Default Tool

-----

The text inside the String-Gadget is placed for default tool of the Destination-Icon. Only Disk- and Projec-Icons do have a default tool, so only one of these kinds will get this text.

For setting the default tool of an Icon, there is a String-Field in this group. It can be set free using the keyboard or dropping an Icon on this field or the Source-Field.

For example for Text-File-Icons here should be inserted the program which shall be used for displaying the text. Or analog for pictures and so on.

## 1.12 usage\_mode\_tooltypes

### 2.3.2.1.3 Tool Types

-----

All actual in the ToolType-List displayed ToolTypes are given to the Destination-Icon. Tooltypes only exist for Project-, Program- and Drawer-Icons.

## 1.13 usage\_mode\_image

### 2.3.2.1.4 Image

-----

The Image given by the Source-Icon will also be placed for the Destination-Icon. Even the attributes of the picture (like its selection-mode) will be used. Every Icon does have a picture.

## 1.14 usage\_mode\_colorswap

### 2.3.2.1.5 ColorSwap

-----

The Values of each Color-Register is able to be replaced by an other one. Which Registers are replaced with others can be chosen using the ColorSwap-List.

## 1.15 usage\_mode\_imagedepth

### 2.3.2.1.6 Image Depth

-----

Choose the depth of the Icons. The depth corresponds to the number of Bitplanes to use for the Destination-Icon (or saving via Menu).

## 1.16 usage\_mode\_stack

### 2.3.2.1.7 Stack

-----

The stacksize which belongs to the program the icon owns to will be used in Destinationicons. The size of the Stack can be set using the String-Gadget or dropping an Icon at the Sourcefield or the subgroup.

## 1.17 usage\_tooltypes

### 2.3.2.2 ToolTypes

-----

Owing to the setting of MUI this group can be selected using a cycle-gadget or like register-cards. Both can be used to switch between ToolType-List, ColorSwap-List and the additional Informations.

Here all the actual ToolTypes are displayed and can be changed. If the mode ToolTypes is set, the Destination-Icon will get all this ToolTypes.

The ToolTypes of an Icon are read out of an Icon placed at the Source-Field or the ToolType-Field itself.

For Changing the entries there are beside the list nine switches and a String-Gadget. You can select an entry by simply choosing the ToolType with your left mouse-button, as usual.

The following Gadgets are placed here:

2.3.2.2.1 Proportional and Arrows

2.3.2.2.2 Modification-Buttons

2.3.2.2.3 Ordering-Buttons

And finally the

2.3.2.2.4 String-Gadget

## 1.18 usage\_tooltypes\_listmove

### 2.3.2.2.1 Proportional and Arrows

-----

Sometimes the display is not big enough for showing all the Tooltypes at once. Using the proportional-gadget and the arrows the displayed part of the list can be moved up and down.

## 1.19 usage\_tooltypes\_modification

### 2.3.2.2.2 Modification-Buttons

-----

- a) New: A new ToolType will be inserted at the actual position and set active. You can immidiatly edit it.
- b) Clone: The actual ToolType will be copied so you have it twice in the List.
- c) Remove: Removes the actual ToolType out of the list.
- d) De-/Activate: A ToolType is "deactivated", if it's enclosed by brackets. Using this switch, enclosing brackets will be

removed (activating) or set (deactivating) owing to the actual state of the tooltip.

## 1.20 usage\_tooltypes\_order

### 2.3.5.5 Ordering-Buttons

-----

- a) Top: Move Tooltip to the top of the list.
- b) Bottom: Move Tooltip to the Bottom of the list.
- c) Up: Move Tooltip one place above the actual.
- d) Down: Move Tooltip one place under the actual.
- e) Sort: Sort the Tooltip-List in alphabetical order.

## 1.21 usage\_tooltypes\_string

### 2.3.2.2.4 String-Gadget

-----

Here you can edit a Tooltip. Using the Cursor-Keys you can move up and down in the Tooltip-List for editing other Entries.

## 1.22 usage\_colorswap

### 2.3.2.3 ColorSwap

-----

Owing to the setting of MUI this group can be selected using a cycle-gadget or like register-cards. Both can be used to switch between Tooltip-List, ColorSwap-List and additional Informations.

For changing a Color-Register to an other value you have to choose the Register to be changed out of the list looking like this:

```
Register 0 => 0
Register 1 => 1
Register 2 => 2
      :
      :
```

Using the horizontal Proportional-Gadget you can change the resulting Register. For example for exchanging Register 1 and 2 the list should look like the following:

```
Register 0 => 0
Register 1 => 2
Register 2 => 1
```

---

:  
:

Furthermore there are three buttons:

- 2.3.2.3.1 Last Bank
- 2.3.2.3.2 1.x <-> 2.x
- 2.3.2.3.3 Reset List
- 2.3.2.3.4 Test
- 2.3.2.3.5 Original

## 1.23 usage\_colorswap\_lastbank

### 2.3.2.3.1 Last Bank

-----

Using this switch the register will be reset to the setting used before. The actual setting will be backed up and you can recall it by activating this button again.

## 1.24 usage\_colorswap\_wb34

### 2.3.2.3.1 1.x <-> 2.x

-----

This setting is for invert Icons, that is, the registers will be set the way, so you can swap old WB 1.x-Icons to WB 2-x.

## 1.25 usage\_colorswap\_resetlist

### 2.3.2.3.1 Reset List

-----

Sets the register-function to identity, i.e., no change of Registers will be done.

## 1.26 usage\_colorswap\_test

### 2.3.2.3.4 Test

----

This button will operate on the colors of the actual Source-Icon, the registers of it will be changed as selected in list. The new look of the image will be displayed in the Source-Field. This does not really affect the Icon-Image, but is a test-view. To use the swapped image in your Destinationicons you have to set the owing Mode.

---

## 1.27 usage\_colorswap\_original

### 2.3.2.3.5 Original

-----

The actual valid image which will be used by saving or for Destinationicons will be redisplayed in the Source-Field. This is useful, if you did a test and didn't get the wished result.

## 1.28 usage\_information

### 2.3.2.4 Information

-----

Owing to the setting of MUI this group can be selected using a cycle-gadget or like register-cards. Both can be used to switch between ToolType-List, ColorSwap-List and additional Informations.

This Group is used for show respectively setting the usual additional Information, which do not belong to the Icon itself, but the File the Icon owns to.

The Date of last changings is `_not_` changeable.

All here shown attributes will just be used by saving an Icon via the menu-items Save Icon and Save Icon as... . If there is no File owing to the Icon (respectively no directory), the values will be set for the Icon itself.

Yet, the following attributes may be set:

2.3.2.4.1 Protection-Bits

2.3.2.4.2 Comment

## 1.29 usage\_information\_protection

### 2.3.2.4.1 Protection-Bits

-----

Here you can select the kinds of protection for the File owing to the Icon. They will automatically be set by entering a Sourceicon. Each Protection-bit can be set via checking it. They are active, if they are checked, else inactive.

You can distinguish between two groups, which are displayed here in two by a line separated columns.

a) User-dependend Bits

These Bits define whether the file shall be writeable, readable, deleteable or executeable. Every combination is possible. According to the Documentation AmigaDOS supports different protectionmodes for different usergroups like known in IX-Systems. Hereby the system distinguishes between the owner of a file, the group which the owner belongs to, and all the other users. On simple use of your Amiga only the owners bits will be checked by the system. But using a net- or

multi-user-system all other bits are used.

You can use the Cyclegadget to choose the usergroup you want to set the protection for.

#### b) General Bits

These Bits are valid for every user. They define, whether a file shall be hidden, or whether it is a script, i.e. a sequence of commands in form of a textfile.

Furthermore there is a bit for defining, whether this program is pure, which is to be kept resident in memory (like libraries are). And finally the archive-bit, which is often used by Backup-Programs to show whether a file was archived.

## 1.30 usage\_information\_comment

### 2.3.2.4.2 Comment

-----

The Stringgadget here shows the actual text of the comment owing to the file. It is editable and will be written by saving the icon.

## 1.31 usage\_sourcedest

### 2.3.2.5 Source & Destination

-----

Both framed Fields, superscribed with Source and Destination, are used as input-fields for arguments. For choosing a Source-icon just select the Icon to be used without releasing the button move it over the Source-Field and drop it here. The Image of the SourceIcon will be displayed as far as it fits inside the frame. The size of the frames depend on the window-size.

Since AmigaOS 2.0 the Workbench can display files which don't have Icons. In this case, the Defaulticon for this file will be loaded and treated like the file having an own Icon.

In the same way you chose the Source-Icon, you can select Destination-Icons, but you can select more than just one Icon. Just select all the Icons while pressing the shift-key, hold down the mousebutton when selecting the last one, move the mouse-pointer over the Destination-Field and release the button. The will be treated as if you placed each Icon on its own at the Destination.

Take care of the mouse-pointer has to be placed over the Field the Icon should go as argument to. If you place a couple of Icons at the Source-Field only the first will be used and all the others ignored.

The program decides for every Destination-Icon, if the Values selected by the mode fit to the Kind of the Icon and treats them owing to the kind. If a value cannot be placed because it does not fit there will be NO Error-request!

If you drop a file onto the Destinationfield which does not have a physical Icon, a new Icon will be created for the file which has the attributes of the Defaulticon for this file and the attributes selected using the program as known.

## 1.32 usage\_project

### 2.3.3.1 Project

-----

Yet, this menu contains six items:

- 2.3.3.1.1 Open Icon...
- 2.3.3.1.2 Save Icon
- 2.3.3.1.3 Save Icon as...
- 2.3.3.1.4 Save as Default
- 2.3.3.1.5 About
- 2.3.3.1.6 Quit

## 1.33 usage\_project\_openicon

### 2.3.3.1.1 Open Icon...

-----

Shortcut: Amiga-o

A File-Requester will be opened, for you selecting the filename of the icon which should be loaded as Source-Icon.

## 1.34 usage\_project\_saveicon

### 2.3.3.1.2 Save Icon

-----

Shortcut: Amiga-s

The actual Values will be saved together to the Icon.

## 1.35 usage\_project\_saveiconas

### 2.3.3.1.3 Save Icon als...

-----

Shortcut: Amiga-a

Choose the Filename and -path using a File-Requester, which will be used for saving the Icon. Take care NOT to add the suffix .info!

---

## 1.36 usage\_project\_saveasdefault

### 2.3.3.1.4 Save as Default

-----

Shortcut: (none)

This menu-item contains a submenu, where the kind of Defaulticon is to be selected. A so saved Icon will from now on be used as Icon for files of the specified kind which do not own an Icon. The option No IconPosition will be used automatically!

## 1.37 usage\_project\_about

### 2.3.3.1.5 About

-----

Shortcut: Amiga-?

A Requester appears with Informations about Copyrights and Version of the program.

## 1.38 usage\_project\_quit

### 2.3.3.1.6 Quit

-----

Shortcut: Amiga-q

Causes to end the program like using the Close-Gadget.

## 1.39 usage\_options

### 2.3.3.2 Options

-----

This menu contains the following six items:

- 2.3.3.2.1 Image Only
- 2.3.3.2.2 Drop-Activation
- 2.3.3.2.3 Save WB 3.x-Icons
- 2.3.3.2.4 No Icon-Position
- 2.3.3.2.5 Save Information
- 2.3.3.2.6 Request on Destination
- 2.3.3.2.7 Load Optionen
- 2.3.3.2.8 Save Optionen

## 1.40 usage\_options\_imageonly

### 2.3.3.2.1 Image Only

-----

Shortcut: Amiga-1

Dropping an Icon at the Source-Field by activated Image Only-Switch (Checkmark beside the text) causes loading the image of the Icon only but not all the other values.

## 1.41 usage\_options\_dropactivation

### 2.3.3.2.2 Drop-Activation

-----

Shortcut: Amiga-2

If you drop an Icon at the iconified Window will pop-up the window and set it to active. Also if you drop an Icon into the window, the window will automatically set to active.

## 1.42 usage\_options\_savewb39

### 2.3.3.2.3 Save WB 3.x-Icons

-----

Shortcut: Amiga-3

The Icons will be saved using the since OS 3.0 used 8-Bit-Format for Icons. In case of deactivated option, all Icons which consist of more than 16 colours will be saved as 8-Color-Icons!

## 1.43 usage\_options\_noiconposition

### 2.3.9.4 No Icon-Position

-----

Shortcut: Amiga-4

The preset Position of an Icon will be freed, that is if you don't want to keep the old position of an Icon.

This Option will automatically be used for Defaulticons!

## 1.44 usage\_options\_saveinfo

#### 2.3.3.2.5 Save Information

-----

Shortcut: Amiga-5

If this item is selected, the additional Informations owing the file which belongs to the Icon will be saved.

Attention: Attributes of the file will be changed, not only of the icon!

## 1.45 usage\_options\_requestdest

#### 2.3.3.2.6 Request on Destination

-----

Shortcut: Amiga-6

If this menu-item is activated, on dropping an Icon in the Destination-Field there will appear a Requester. This has the following choice-buttons:

- a) Do this:  
The icon will be "reiconized" like you want it to. On the next Icon this Requester will appear again.
- b) Do all:  
All Icons will be done without being requested again.
- c) Skip it:  
The actual Icon will be skipped. It will be continued with a Requester for the next one.
- d) Abort Action:  
Well, this will abort the whole action. None of the following Icons will be changed.

This Requester only appears if there are more than one Icons dropped on the Destination-Field. If only one is dropped or the last one of the group is reached, the Requester will have the following choices:

- e) Do this:  
The Icon will be changed.
- f) Leave it:  
The Icon will stay unchanged.

## 1.46 usage\_options\_loadoptions

#### 2.3.3.2.7 Load Optionen

-----

Shortcut: (none)

---

The Tooltypes of the Programicon will be loaded and the Options will be set to this values.

## 1.47 usage\_options\_saveoptions

### 2.3.3.2.8 Save Options

-----

Shortcut: (none)

The actual set Options will be written to the Program-Icon as Tooltypes, so the settings will be the same right after starting the program next time.

## 1.48 usage\_arexx

### 2.3.4 ARexx

-----

Some of the functions of this program can be used via an ARexx-Interface. The functionality of ARexx can be read in the ARexx-Documentations.

Yet, there are the following commands implemented (MUIs standard-commands excluded):

|         |                    |                          |
|---------|--------------------|--------------------------|
| 2.3.4.1 | source (and parts) | This should be my source |
| 2.3.4.2 | dest               | Work on this icon        |
| 2.3.4.3 | mode               | Set the mode             |
| 2.3.4.4 | option             | Options select           |
| 2.3.4.5 | register           | These registers, please  |

## 1.49 usage\_arexx\_source

### 2.3.4.1 source (and parts)

-----

|                  |  |
|------------------|--|
| Format:          | SOURCE <Sourcefile>  |
| Commandtemplate: | SOURCEFILE/A   |
| Function:        | Select file as Source  |
| Description:     | The named file will be treaten like loading an Icon via the menu-item Open Icon. |

Analogue attributes of an Icon can be loaded. Format and Template are identical to the one of SOURCE.

The commands are:

- a) KIND - Take the kind of the icon
- b) DEFTOOL - Use the default tool of the named icon

- c) TOOLTYPES - Set the Tooltypes of the icon to the list
- d) IMAGE - Only take the image of the icon
- e) STACK - Take the stacksize used in the named icon

## 1.50 usage\_arexx\_dest

### 2.3.4.2 dest

----

Format: DEST <Destfile>  
 Commandtemplate: DESTFILE/A  
 Function: Use the named file as Destinationicon  
 Description: The named file will be treated like dropping the icon at the Destinationfield.

## 1.51 usage\_arexx\_mode

### 2.3.4.3 mode

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Format: MODE (KIND|DEFTOOL|TOOLTYPES|IMAGE|COLORSWAP|STACK|IMAGEDEPTH ON|OFF)|(IMAGEDEPTH <depth>)  
 Befehlsschablone: KIND/S,DEFTOOL/S,TOOLTYPES/S,IMAGE/S,COLORSWAP/S,STACK/S,IMAGEDEPTH/S,ON/S,DEPTH/N  
 Function: Switch Mode on or off  
 Description: The named mode will be switched to on if the switch ON is set.  
 For IMAGEDEPTH you can also choose the depth of the image to use. Only the values 1, 2, 3, 4 and 8 will be accepted. The values 5 to 7 will be treated as 8. All other values, except ON, will be treated as OFF.

## 1.52 usage\_arexx\_option

### 2.3.4.4 option

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Format: OPTION  
 IMAGEONLY|DROPACTIVE|NOICONPOS|SAVEINFO|REQDEST  
 ON|OFF  
 Commandtemplate: IMAGEONLY/S,DROPACTIVE/S,NOICONPOS/S,SAVEINFO/S,REQDEST/S,ON/S  
 Function: Switch an Option on or off  
 Description: The named Option will be set, if the switch ON is set.

## 1.53 usage\_arexx\_register

### 2.3.4.5 register

-----

Format: REGISTER <Register> <Value>  
 Commandtemplate: REGISTER/N/A,VALUE/N/A  
 Function: Set a register to a value.  
 Description: Similar to selecting a value using the ColorSwap-List. Defines the register Value the register Register is transferred to.

## 1.54 usage\_errors

### 2.3.5 Errors

-----

Since Workbench 2.0 there are very different kinds of Icons. For example the AppIcons, which need not to be real physical Icons. You can't change any value of those kind of icons. If you place an Icon of this kind as Destination- or Source-Icon, an error-message will appear.

If an error-message appears it should be clear what happens. But in case of problems using MuiReIcon send me a description of the problem and I will try to help. My address can be found at the end of this Documentation.

There is one error I want to mention. It appears when dropping an Drawer-, Disk- or Trashcan-Icon onto the Source-Field, where no corresponding File respectively Directory exists to. In this case the program only gets an empty App-Message from the OS, and cannot find any icon.

## 1.55 copyright

### 3.1 Copyright

-----

MuiReIcon is MAILWARE, i.e., if you want to use this program after testing it for a few days, you have to send me a message. This message can be a normal letter (snail-mail), a postcard or electronic mail (e-mail). If you want to note something to the program, please do, the future of this program depends on replies. I will try to answer as fast as possible, but remember I'm no software-house, so I have to keep my costs low and I don't spend all my time on it. :o)

My Address can be found at the end of this documentation.

MuiReIcon is © Copyright by Stefan Schulz in 1993/94

For building this program the following products were used:

- o M2Amiga Modula 2  
© Copyright 1992 by A+L AG, Däderiz 61, 2540 Grenchen
- o CygnusEd Prof. Release 2.12  
© Copyright 1987/88/89/90 by CygnusSoft Software
- o Magic-User-Interface Version 2.0  
© Copyright 1993/94 by Stefan Stuntz

Trademarks:

- o Amiga, AmigaDOS and Workbench are registered trademarks of Commodore Amiga Inc.

## 1.56 redistribution

### 3.2 Redistribution

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MuiReIcon has to be distributed as it comes. The Package must not be changed in any way. There must not be any profit selling this Package! For distributing it you can use every usual media, like floppy-disks, CD, hard-disks, networks etc.

When including this program in a public-domain-serie please send me a message. May be there's already a new version of this program so you don't include old stuff.

Comercial Distribution of this program is only allowed with written permission by the Author.

## 1.57 disclaimer

### 3.3 DISCLAIMER

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## 1.58 mui

### 3.4 MUI

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This application uses

MUI - MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXX.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US\$ 15.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

## 1.59 history

### 4.1 History

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Revision V2.23

-----

created on Sunday, 19.07.94 by Stefan Schulz  
- removed Option SaveWB3.x

- Number of planes to save now via ImageDepth-Field (8 planes imply WB3.x-Icons to be saved)
- removed Bug which causes a Guru on changing Colors
- removed Menu Colorpresets
- WB34-Preset and List-Reset now via Gadgets
- Registerlist/Tooltypelist pops up when choosing according Mode

#### Revision V2.22

-----

created on Wednesday, 25.05.94 by Stefan Schulz

- removed bugs which caused Defaulttool and Stacksize not to be kept
- added Option for requesting before changing destination
- some changes in documents

#### Revision V2.21

-----

created on Wednesday, 04.05.94 by Stefan Schulz

- removed ugly Bug which caused tooltypes not being kept
- changed register-handling, so colors are correct even with os3-icons
- changed Source-Field-Background, smaller Dest-Field
- removed Bug loading icons via menu didn't work selecting .info-files

#### Revision V2.20

-----

created on Wednesday, 27.04.94 by Stefan Schulz

- changed image-handling (custom MUI-Class)
- changed icon-handling (now more clean)
- removed bug occurred by saving OS3-Icons
- changed swap-source handling, now just a test. To save use Option!
- new menu-item for saving as default-Icon
- now saves 3-Planes-Icons if OS3-Option not chosen (4-Plane-Icons will be cloned)
- handles input of default-icons too

#### Revision V2.16

-----

created on Thursday, 23.03.94 by Stefan Schulz

- new Register-Member Information
- Source-Code-Decluttering

#### Revision V2.15

-----

created on Friday, 11.03.94 by Stefan Schulz

- removed little bug caused exchanging last two tooltype-entries on de-/activation
- changed mode-group to styleguide-conform look
- added ARexx-Port (Cmds for SourceHook, DestHook, Options, Register, Working-Mode)

#### Revision V2.14

-----

created on Friday, 25.02.94 by Stefan Schulz

- No Colorswap-Window anymore, Register-Class ColorSwap and ToolTypes instead
  - Now only Image and ColorSwap exclude each other
  - New Function for swapping SourceIcon-Colors
  - Color-Presets added to Window-Menu
-

- Remembers Sourcename correct now

Revision V2.13

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created on Thursday, 24.02.94 by Stefan Schulz

- New Option No Icon-Position
- New Menu-Functions: Open Icon, Save Icon, Load Options, Save Options
- Fixed another little Bug

Revision V2.12

-----

created on Monday, 21.02.94 by Stefan Schulz

- GUI for BitPlane-ColorSwap added
- Little Bugfix with Pathnames
- Now able to save WB 3.x Icons
- "Save as..." added

Revision V2.11

-----

created on Thursday, 18.11.93 by Stefan Schulz

- Function BitPlanes replaced with ColorSwap, allows to swap Colors of the Icon

Revision V2.1

-----

created on Tuesday, 19.10.93 by Stefan Schulz

- added placement-buttons for Tooltypelist
- now source-icons can also be dropped at defaulttool-, kind- and tooltype-Group for only getting these values
- no iconwindow anymore. sourceicon shown in the window itself

Revision V2.0

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created on Thursday, 07.10.93 by Stefan Schulz

- MUI-Version ( GUI-only-version )

Revision V1.2

-----

created on Friday, 27.09.93 by Stefan Schulz

- total rewritten Source-Code

Revision V1.1

-----

created on Friday, 12.06.92 by Stefan Schulz

- new option for changing the Kind of Icons added

Revision V1.0

-----

created on Saturday, 06.06.92 by Stefan Schulz

- Initial release ---

## 1.60 acknowledge

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## 4.2 Acknowledgements

-----

Here I want to send thanks to those who helped me direct or indirect with developing this Program and/or supported me technical or mental.

- Catherine

For her love :o))

- Christoph "pepo" Feck

For Beta-Testing and many (too many) wishes ;o)

- Thorsten "mjoelnir" Stolpmann

For Beta-Testing, good Advices on the program and lots of critics

- Frank Grimm

For Beta-Testing and good advices

- Christian "Kochtopf" Scholz

For his fast changings to the MUI-Interface for M2, so it is as nice as I wanted it to be ;o)

- Kai Bolay

For a beta-version of his program, which helped me to solve some problems.

- Stefan Stuntz

For his Magic-User-Interface

For good advices and helpful comments:

Robert Poole, Mark "theMug" Rose, Markus Stipp, Thomas Witt, Olav Mueller

All you, mates, supporting Mailware :o)

And, especially to you, using this program.

## 1.61 updates

### 4.3 Updates

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The latest Version of MuiReIcon should be found on aminet. If a PD-Serie includes it (and tells me) you can also get it there. If there's no other

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possibility you can get it from me too, whereby I want to have no costs, of course. So, if you want me to send it to you, send me an EMPTY floppy-disk AND the money to send it back to you.

## 1.62 support

### 4.4 Support

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Please, send all errors you found, remarks to the program, questions or anything else you want (except explosives and illegal stuff), but at least the "I use it"-Message, to:

Stefan Schulz  
Alte Neusser Landstraße 230  
50769 Köln  
Germany

Or using e-mail (Internet) to:  
schulz@rhk.uni-kl.de

Or via IRC:

Nick: eau  
Frequently on channel #Amiga and/or #AmigaGer