

English

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Chapter 1

English

1.1 64 Color-Icons vor Workbench V1.00

WARNING: My english is horrible!

Another icon-package, why?

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1.2 Another icon-package, why?

It's true, there are many other icon-packages, but at the moment I had installed my CyberVision64 graphic card and changed my Workbench up to 256 colors, I couldn't inspect, why icons should only have eight or sixteen Colors.

Well, until now I couldn't find a reasonable answer, so I began to create my own palette for icons with more colors. For the first 8 colors I've taken the Magic-Workbench colors, the next eight colors are taken from the enhanced ROM-Icons. The rest is filled with picked colors from a Palette I've found sometimes, named Magician (never seen icons, which use this palette ;-)).

To support a function called "NO BOARDERS" of the NewIcons V3-package, I used color 0 only for background.

So you can use Magic-Workbench, RomIcon, NewIcon Icons and at the same time this 64 Color-Icons.

1.3 Requirements to use this Icons

Systemrequirements:

- AmigaOS 3.0 or higher
- WorkbenchScreen with 64 or more colors (AA or graphic card)
- a Resolution with a pixel aspect nearly 1:1
(its not necessary, but it looks better)
- a harddisk is hardly recommended ;-)

1.4 Installation

Installation is not very complicated, it is required only a protramm to set the first 64 colors correctly and ties underneath that other pro-gramms change it again. To simplify this action I've put the programm "SetWBColors" into the drawer "Software". Just copy it into your "C:"-Drawer and type the following line as first line in your "S:User-Startup":

```
run >NIL: C:SetWBColors <>NIL:
```

You think this is to complicate? Ok, press this button: Install
To copy the icons just move them into the Directory you want to have them. Pleace think of the ToolTypes! They will be changed by copying the new Icons.

1.5 Problems

1. Problem: 64ColorIcons can't be uses with OS2.x
Reason: AmigaOS 2.x is not able to use Screens with more then 16 co-lors
Solution: buy OS3.0 or higher
 2. Problem: Sometimes some colors are displayed incorrect
Reason: SetWBColors sets first 64 colors from the Workbenchpalette and locks it (tells the OS that this colors shouldn't be changed) if they are not allready locked.
This Colors can be changed with some OS-functions, so its not 100% safely that they can't be changed by other Programms.
Maybe there are programms started bevore SetWBColors, which locked some of the first 64 Colors, if this colors are freed, SetWBColors can't make anything. Therefore my programm should be statret in first line in the User-Startup sequence.
Solution: Activate Exchange, select SetWBColors deactivate it and acti-vate it again, now colors shold be correkt again.
 3. Problem: The Workbench ScreenMode can't be changed, but it's no window open.
Reason: The locking of colors blocks the Screen so it can't be closed
Solution: - Look for the "ScreenNotify.library" (e.g. included in newer Toolmanager versions), SetWBColors supports this Library and deactivates itselfe bevore closing the screen an acti-vates itselfe, after it is open again.
-

-----or-----
 - Deactivate SetWBColors bevore closing the screen and activate it after changeing the ScreenMode, again.

4. Problem: Some MagicWorkbench icons are displayed in wrong colors on a 64 colors Screen, others are displayed correctly.

Reason: Its a "funny" peculiarity of the AmigaOS. The 8 colors which can be changed by Palette Preferences are always the first and the last 4 of the palette. If they are painted on a 8 color screen, the colors are saved as color 1 to 8, on every other colordepth they are saved as 1-4 and variable as maxcolor - 3 to maxcolor. Last one can't be displayed correctly

Solution: - Select a ScreenMode with more then 64 colors, then you can set last 4 Colors with the Palette-Prefs.

-----or-----
 - Change ScreenMode to 8 Colors, load the Icons into a Icon-Editor and simple save it again, in future it should be displayed correctly.

5. Problem: Since installation of SetWBColors the colors of the mousepointer are wrong. A graphic card is installed.

Reason: In opposite to the Amiga-Chips, which can use Spritecolors independent to the screencolors, the graphic-chips of graphic cards are depending to the 256 colors of the Screen. If this colors are within the first 64 colors (the Cybervision64 e. g. uses Colors 18 to 20) they are changed.

Solution: Has anybody any idea? I have paintet a mousepointer for myselfe, which dosen't look to awful with this colors, I have not found a better solution.

6. Problem: When useing CyberGfx with >=15 Bit screens, after a Screen-Mode change icons are ok but ToolManager-docks are wrong colored.

Reason: 15, 16 and 24 Bit modes are not paletteoriented modes, a colorchangeing has no direkt effekt on depending pixels, like in this modes, so it must be done via software this seems not to work correctly in every situation.

Solution: Close down the dock and open it again (define ShortCut), now colors should be ok.

1.6 Copyright und rechtliche Lage

The enclosed programm and the Icons are Freeware. That means, that all Rights are reserved ©1996 by MT Graphic & Design, but it's allowed to use and copy (only complete package) it without any payment.

It's allowed to change icons fore your one use, but if you want to copy changed Icons you have to contact me first, except the "Templates"-Dawer. You can use things out of this Drawer and copy it komplettele free.

If anybody feels a big urge to give me something for my work, I dont want to insult him/her, so I will take it (if it isn't from Microsoft).

1.7 Address

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If you want to get answer to your letter, please send me enough money, to pay the postage. I don't want to make money with my 64colorIcons, but I don't want to have loss.