

MUI_WBPattern

Joseph J. Carlson

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COLLABORATORS

	<i>TITLE :</i> MUI_WBPattern		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

MUI_WBPattern

1.1 MUI_WBPattern: Table of Contents

MUI_WBPattern - Version 1.1 23-March-96

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This software is SHAREWARE! This archive is freely redistributable as long as no files~in~the~archive are modified or deleted.~ See "How To Register" for a description of what is disabled in this version.

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1.2 How to Register

HOW TO REGISTER

The "Windows" and "Screen" pages are disabled if the program is not registered. All other features are fully functional.

It costs only 5 US dollars to register MUI_WBPattern! Just send the cash or check along with the form below.

I will send you a serial number and instructions on how to enable all the features on the program through email (if you include your email address), or on paper through the postal service.

Once you register, you will be able to use the "Windows" and "Screen" pages. Your serial number will work with any future shareware releases of MUI_WBPattern.

--CUT-HERE-----

MUI_WBPattern Registration Form

I would like to register MUI_WBPattern. Enclosed is the US\$ 5 registration fee.

NAME: _____

ADDRESS: _____

EMAIL ADDRESS: _____

Mail To:

Joe Carlson
Apt E-22
3020 Yorba Linda Blvd
Fullerton, CA 92631
USA

--CUT-HERE-----

1.3 Program Description

PROGRAM DESCRIPTION

MUI_WBPattern allows your Amiga to have different backdrops appear every time you boot up. The program can be run in two different modes:

1. Displays an interface to allow you to create lists of images you want for backdrops for the Workbench, windows, and screen.
2. Quietly choose the backdrops to be used next time you boot.

SYSTEM REQUIREMENTS

Requires Kickstart 2.0 or higher.
Requires Magic User Interface (MUI) Version 3.2 or higher.

Any Amiga from A500 to A4000.

FEATURES

- Allows random or ordered backdrop changes every time you boot.
- Pictures can be anywhere on your system that is accessible when the Workbench is started.
- If you have OS 3.0 or higher, any pictures you have datatypes for will work. (GIF, JPEG...)
- Small, under 30K. Just one executable and two icons, no other files are created or installed.
- Uses MUI.
- Preferences are saved as icon tooltypes.
- No system patches.

THIS ARCHIVE INCLUDES:

```
README - Aminet/BBS description file
MUI_WBPattern.info - The drawer icon.

MUI_WBPattern/
  Install - Installation made even easier!
  Install.info
  MUI_WBPattern.guide - This text and its icon.
  MUI_WBPattern.guide.info

MUI_WBPattern/Prefs/
  MUI_WBPattern - The main program
  MUI_WBPattern.info

MUI_WBPattern/WBStartup/
  MUI_WBPattern.info - Project icon for WBStartup drawer
```

1.4 Installation

INSTALLATION

Just double-click the "Install" icon...

OR if you would rather install it manually:

1. Drag the MUI_WBPattern icon from the Prefs drawer to your SYS:Prefs drawer.
2. Drag the MUI_WBPattern icon in the WBStartup drawer to your SYS:WBStartup drawer
3. Make sure the 'Default Tool' in the WBStartup icon is set to point to the prefs program.

1.5 Program Usage

PROGRAM USAGE

Prefs Mode

The program may be run in two different modes, Prefs Mode and Startup Mode

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Prefs Mode is used when the MUI_WBPattern preferences icon is double-clicked or the program is run from a shell with no arguments. Running the program in Prefs mode opens the the GUI.

MUI_WBPattern's interface has three similar pages. The pages are "Workbench", "Windows", and "Screen". They refer to the same three backdrop types as the WBPattern program.

Each page has the following gadgets:

Selection Method:

- "Single File/No Change" - This method will not change the picture or pattern when you reboot.
- "Random Files" - The next picture will be selected randomly from the list.
- "Files in Order" - The pictures will be selected by the order of the files in the list. (Currently the files are alphabetized.)

File List:

This is the list of pictures that will be used as backdrops. The files may be located anywhere in the file-system, and repeated several times to increase probability of being shown. Each page has its own file list. You can drag and drop icons from the Workbench onto this list, and even sort

the list yourself using drag and drop.

- "Add" - Clicking this button will pop up a standard ASL file requester. Select the files you want to add to the list. This requester supports multiple file selection using the shift key.
- "Test" - Tests the currently selected file in the file list. The system will attempt to load the file as a backdrop. A file may also be tested by double-clicking its name in the list.
- "Remove" - Removes the selected file from the list.
- "Clear" - Removes all files from the list.
- "Sort" - Alphabetizes the list by pathname.

The following gadgets underneath the pages will quit the program:

- "Save" - Saves the file lists to its icon and keeps the tested backdrops on the screen.
- "Use" - Uses the current backdrops from testing files. Does not save any changes to the file lists.
- "Cancel" - Restores the backdrops used before you ran the program.

Startup Mode

The program will run in Startup Mode if a project icon with its default tool set to MUI_WBPattern is double-clicked, or if it is run from a shell with an argument (for example, "sys:prefs/MUI_WBPattern quiet" could be put in your s:user-startup script instead of using the WBStartup icon.)

This second mode automatically selects the pictures that will be displayed next time you startup your computer, and saves it in the standard "ENVARC:sys/wbpattern.prefs" file. When the startup icon is in your SYS:WBStartup directory, a new backdrop will be chosen every time you boot your computer.

1.6 Hints

HINTS

- Test each file before saving the lists.
 - If you have a pattern (instead of a picture) saved with the system standard WBPattern prefs program, then the "Single File/No Change" option for a list type will preserve it. This program does not allow you to select or modify these 16x16 pixel patterns. Once a file list is saved
-

with a different selection method, the pattern will be lost.

- Should you decide MUI_WBPattern is not for you, just delete the MUI_WBPattern icons in your Prefs and WBStartup directories. No other files are created by this program.

1.7 To Do

TO DO~

- May implement a NO REMAP feature. It is a flag supported by the OS which will prevent Workbench from remapping the backdrop.
- Show lists simultaneously allowing drag and drop features between lists.
- Add NewIcons style icons.

I would appreciate any comments or suggestions you have.

If anyone out there would like to~show~off~their~icon~handy work for MUI_WBPattern,~please send them to me. I~will~gladly~consider~using~your MagicWB or NewIcons icons for use in~MUI_WBPattern!~

HISTORY

VERSION 1.1 23-Mar-96 - first release

- Added Drag & Drop feature for user sortable lists.
- Added registration page to About window.

VERSION 1.0 18-Feb-96

- not released due to lack of free time...

1.8 Bug Reports

BUG REPORTS

I try my hardest to make sure all of my programs are bug~free. I test all my software on~the A4000~as~well as~on an Amiga 500, trying every combination of options~possible,~running~other~programs at the same time, and using up LOTS of run~time.

If you find a bug, PLEASE let~
me

know!!!~ If I don't~know about it, I can't fix it. Quality is very~important to me. Send me information about~your system (model/memory/cards/WB version) and what you did that led to the problem.

1.9 Also From the Author

ALSO FROM THE AUTHOR

These are available from aminet:

Slider2 - Slider is a beautifully drawn number slide puzzle game. This puzzle is similar to those little number slide puzzles we have all played with at one time or another. It features a nice high res marble background with embossed wood pieces. The size of the puzzle is adjustable in width and height from 2x2 to 8x8. Includes separate graphics for AGA and non-AGA machines. (Aminet: game/think/Slider2.lha)

SliderPicsAGA1.lha - Quality images for use with Slider in AGA mode.

SliderPicsECS1.lha - Images prepared for Slider in ECS mode.

CARNAGE - An addictive two player game in which you must seek out and kill your opponent with the nastiest weapon you can find. This 2d split screen overhead scroller features high-res graphics, well thought out stereo sound, mazes, teleports, all kinds of weapons ranging from rifles to bazookas, and terrifying killer robots that seem to know your every move. Also features serial/modem link support for playing against a friend (or foe) who is only a phone call away. And you can type messages to each other in real time so you can express your true feelings about having a grenade tossed at you. Carnage is written by Randall Richards and Joseph Carlson. (Aminet: game/2play/Carnage.lha)

----- Under development:

CP-3 CONTROL PAD ADAPTER:

We have a working prototype of a device which allows TWO Sega Genesis controllers to be plugged into ONE Amiga game port. Yes, that's two controllers in one port! This leaves your mouse free for use while playing 2-player games. This adapter also detects all the buttons on a "6-button" controlpad. Not only can you read directions, but also A, B, C, Start, X, Y, Z, and Mode buttons (and from both controllers plugged into one port!) Our prototype has been tested and works on an Amiga 4000 and Amiga 500. (Hardware and software by Randall Richards and myself).

Any interested developers and programmers that think there could be a market for this, please contact us at my
email
or
postal address.

1.10 The Author

THE AUTHOR

Please send any comments to:

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or jcarlson@wavenet.com

I appreciate any feedback you might have, such as suggestions or bug reports.

Check out my other releases in
Also From the Author.

1.11 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 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 "muiXXusr.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 30.- or US\$ 20.-

to

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