AlotOfAGI

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AlotOfAGI

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                            JUST SOME MAGICWB ICONS

                A twisted idea and d-zign
                 by Korneel Ketelslegers


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                   A bag of sunflower seeds.
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1.2 1. Introduction.

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                    1. Introduction.
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Yeah, well. This will be my last release before I'm gonna chill out for a
while. I'm tired of drawing this stuff and I still have a lot of studying
to do so...

Now this package is nothing special. These are some icons I never released
before. Some of them have been sitting on my hard drive for nearly a year,
others are drawn to replace the last ugly four-colour icons on my hard
drive. With this package there is only one drawer icon on my hard drive
that is not yet an image dawer (it's just a plain
                MagicWB
                -drawer). Besides
that one every, yes EVERY, icon is a
                MagicWB
                 icon and every, yes EVERY,
drawer is an image-drawer. Cool, isn't it. The perfect Workbench 8).

Yeah, like I said, this package is nothing special and I don't feel like
discussing the icons right now so, no extra useless chapter anymore. These
icons are for you to figure out 8).
Instead of that chapter, I've included a chapter about the mysterious
Mosez guy --he's my brother-- that makes all the incredibly cool Symphonie
modules. If you're interested then check it out. If you have never heard
of him then get Symphonie AND the Mosez modules!
Another coockie you get in this release is a story. A story that I wrote a
some time ago about a little girl named 'Ianthe'. I'll give you a tip,
there are things you ought to look up (in books, yes books) to reveal the
deeper meaning of it. It's not just a story you know, it's a cool story 8).

Summarized, this is what you'll find in here:

        * In total fifty-four icons of which:
                - six 'commodity' icons;
                - three 'def_disk' icons;
                - two 'guide' icons;
                - thirty 'image-drawers';
                - two 'prefs' icons;
                - six 'text' icons;
                - five 'utility' icons.
        * Once again the great 'IconUpdate' tool to easily install
          the icons;
        * A chapter about the mysteriuos Mosez guy that makes the best
          Symphonie modules on the net;
        * A cool story entitled 'A bag of sunflower seeds.'

Yep... Well... that's all for now. I'm gonna lay low for a while. Stay
cool and...

Be see'n ya... lateron!

1.3   2. How to install the icons?

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2. How to install the icons?
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That's no big deal, nothin' to worry 'bout. Just read on. Startup the
program 'IconUpdate' found in the 'Extras' drawer. Now drop the icon you
want on the window and you will see the icon image resting there. This is
the SOURCE icon. The following you should do is drop the DESTINATION icon
on the window. This is the icon which will be transformed to the new icon.
After you do this, the window will be cleared and you will see that the
old icon is magically transformed into the new text icon. ALL the
tooltypes and the position of your icon WILL be preserved! ONLY the image
of the icon will be replaced.
Well you have an empty 'IconUpdate' window now, so, if you wish, you
could start all over again with another icon. Have fun!

1.4   3. About the mysterious Mosez guy.

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3. About the mysterious Mosez guy.
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You may have noticed that an awfull lot of Symphonie Modules have been
roaming the Aminet lately. Suddenly, out of nowhere, a whole bunch of
Symphonie mods showed up in the 'mods/techn' directory all by a guy who
calls himself 'MoSeZ'. Now, "who is this guy" and "are his modules any
good?" Maybe even "What the hell is Symphonie?"
Well, to start with Symphonie... Symphonie is a tracker program for the
Amiga machines. It's not just a tracker program, NO! It's FAR better than
'Octamed' and leaves the other available trackers miles, no millions of
miles behind. "Why?" I hear you think. Symply because you DON'T need
anything but an Amiga with at least OS 3.0 and a turboboard. Indeed, NO
soundcard required (it would enhance things ofcourse). "Yeah, but what
does this proggie do then?" Once you have fullfilled these requirements
you can just startup the program and have TWO-HUNDRED-AND-FIFTY-SIX
(256!) soundchannels at your disposal. The quality, the mixingrate of the
channels (in Hertz), depends only on your CPU power. The program has a
pseudo 14bit sound output on a standard amiga, which sounds FAR better
than any tracker around, even with 8bit sapmles. You can also use 16bit
samples, naturally (WAV/MAUD/Maesto supported). This uses much memory
and a huge amound of FastRAM would be nice (we work here with 16 megs!).
If you want to do a CD with this program, no problem, just render your
modules to a file, put them on a big hard drive, make an image of it with
good CD-R software, write it to a CD-R and you have an audio CD!

Okay, enuf publicity, now the MoSeZ guy. Well, 'bout a year ago, he was
still fiddling around on ProTracker 3.15 by the Cryptoburners. He had
been nagging alot about the limitation of those F#CK*NG four channels and
the bad sound quality. Then we stumbled onto Symphonie (I can't remember

how). It was an uneditable demoversion so, I wrote the author, Patrick
Meng, in Switzerland and he sent us a shareware version. MoSeZ started
finding out how this complex looking proggie worked and in no time he had
made his first 16 channel module 'Rollercoaster'. The next ones were all
in 32 channel mode and most of them are really stunning. A lot of friends
who heard it nearly went into a coma, well 8), when they heard such a
sound coming out of an AMIGA (some of them were, and still are, peetzee
freaks y'know). But anyway it went well untill we recently bought the full
version of SymphoniePro. From that day on it became better and better. We
started bying sample CD's (DaCapo & MakinMusik) and well, it kept
improving untill 'River at dawn in the summer.' was released. This is
THE best MoSeZ module around (before this 'Ambient' was). Now we have
plans of releasing a CD. (We'll still put 8bit versions of the songs on
the net though).
And euhm... If you're as amazed as Patrick (the author of Symphonie) was
about my brother's composing abilities... He did do four years of basics
in music (notes & stuff) and another eight years of piano; he plays bass
guitar, accoustic guitar, semi-accoustic blues guitar, lead guitar, piano,
used to play synthesiser and he plays in a band called 'Daddy-Long-Legs'
(now watch out, there seems to be another band with this name, it's a
belgian MoSeZ plays in).

Well, that's about all there is to say 'bout him. I'll give you a list of
all his modules he made:

 * Old, never really released, ProTracker stuff:
         – 1Pattern   – Planet-E
         – A New Galaxy   – Power
         – All Systems   – Pwoing
         – Another World   – Q-bic
         – Birth   – Rave Explosion City
         – Black Rain   – Requiem
         – Black Sun   – Rock The House
         – Chasing Cops   – Shades Of Darkness
         – Deep Forest   – Soggy Cornflakes
         – Down Under The Sea   – Spacey
         – Fearies   – Star Trek
         – Futurebeats   – Subsonic Vibes
         – Gate of Thunderdome   – Superunknown
         – Handrem   – Tecno Jive
         – Hemisphere   – The Dark Half
         – Illumination   – The Fog
         – Jive   – The Piano
         – Late   – The Piano-Fat Remix
         – Mega-Rave   – Tim's Tune
         – Mellow   – Twilight
         – Orbital   – Underground
         – Orion
   We'll release these soon on the Aminet, so watch out!

 * The Symphonie modules, simply the best on the net:
         – Ambient   – Heartbeat
         – Antarctica.   – Lightyear
         – Cataract   – Mystique Melody
         – Close Your Eyes   – River At Dawn In The Summer
         – Corona   – Rollercoaster
         – Dreams   – Space

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        - Eclipse          - Stratosphere
        - Flowing Rivers   - Third Day
        - Flying           - We Can Fly
  Alot of new modules are on the way so, watch out for them in the
  'mods/techn' dir!
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1.5 4. Previous releases.

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              4. Previous releases.
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4.1.
              Twisted Magic Workbench.
              4.2.
              Twisted Magic Workbench Documentation in HTML Format.
              4.3.
              Twisted Magic Workbench Addendum.
              4.4.
              Twisted Magic Workbench Addendum Documentation in HTML Format.
              4.5.
              Alot of Amiga-Guide icons.
              4.6.
              New MagicWB text icons according to Roman's style.
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1.6 4.1. Twisted Magic Workbench.

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4.1. Twisted Magic Workbench.
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It features 27 twisted AGA pictures for use with your workbench as a
background. Look at it this way: instead of that boring grey screen you
now get a twisted picture with a REAL FULL AGA copperlist. This is
generated by a tiny program called 'Magic Copper', which you can find in
the 'Misc' drawer of this package. Remember: you need a 16 COLOUR
workbench!

Get it now from Aminet in the 'pix/mwb' directory.
The filename is "TwistedMagicWB.lha".

1.7 4.2. Twisted Magic Workbench Documentation in HTML Format.

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4.2. Twisted Magic Workbench Documentation in HTML Format.
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It's nice to see all the backgrounds immediately and that's possible in
the HTML format.

Get it now from Aminet in the 'pix/mwb' directory.
The filename is "TwistedHTML.lha".

1.8   4.3. Twisted Magic Workbench Addendum.

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                    4.3. Twisted Magic Workbench Addendum.
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So, what is this sh#t? Well, it's no shit, I can tell you. It's not just
another collection of
               MagicWB
                icons. NO WAY! This is a usefull collection
of icons. Sure, other packages released are nicely done. They have many
icons but I hardly ever needed those icons. So, I decided to scan my
hard drive for any old icons and repaint them myself into cool
               MagicWB
                icons. The result is visible in this release.


It features: * fourty-five image drawers, found in the'ImageDrawers'
               directory;
             * thirty-six program icons, found in the 'Misc' directory;
             * some replacement icons for your SYS: partition, found in
               the 'Prefs', 'System', 'Utilities' and 'WBStartup'
               drawers;
             * a useless chapter where every icon is discussed seperately!

Get it now from Aminet in the 'pix/mwb' directory.
The filename is "TMWBAddendum.lha".
```

1.9   4.4. Twisted Magic Workbench Addendum Documentation in HTML Format.

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4.4. Twisted Magic Workbench Addendum Documentation in HTML Format.
------------------------------------------------------------------

Well this is just a cool addition to this package for all the HTML freaks
out there -- if there are any 8).

Get it now from Aminet in the 'pix/mwb' directory.
The filename is "AddendumHTML.lha".
```

1.10   4.5. Alot of Amiga-Guide icons.

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                    4.5. Alot of Amiga-Guide icons.
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This time I decided polish up all the old Amiga-Guide icons still sitting
there on my hard drive. I repainted them all to fit the new design that
was released in "Roman's
               Magic WB
                Icons 8" package (get it, it's real
artwork! It's somewhere on the aminet named 'RomIcons8.lha'.)
Now what do you get:

        * 66 (sixty-six!) Amiga-Guide icons according
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            to the design mentioned above. (Isn't that just great?
            All your Guide icons, at least most of them, will
            now be in the cool 'Roman'-design);
     * IconUpdate, a proggie to easily install these icons
            without losing your tooltypes and preseving the
            position of the icons.
```

Well, "this is just some cut, copy and paste work" you say. Indeed it is
but if nobody does it, then the icons won't start making themselves now,
will they 8). So, I just took the initiative and in this package, the
result of a few days of work is clearly visable 8).
Mind you though, I did create some of these Guide icons myself.

Get it now from Aminet in the 'pix/mwb' directory.
The filename is "AlotOfAGI.lha".

1.11   4.6. New MagicWB text icons according to Roman's style.

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            4.6. New MagicWB text icons according to Roman's style.
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Well... When I finished "
            Alot of AmigaGuide-Icons
            ", I still had those
weird sized text icons. You know, the white paper thingy with a dog's ear.
Yep that's the one. Well it fucked up my whole documents directory and every
other place I found it. Indeed it's neatly done but, I just didn't like
it. So, I started thinking of a new design. I came up with something
nice, but as soon as I came up with it, I forgot it straight away. I
thought: "Why discard the design of the "Roman's
            Magic WB
             Icons 8"
package. Why discard something that is good!?" So, well what do you get
this time then:

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     * In total, seventy (70!) new text icons according
       to Roman's style: - one new 'addendum' icon;
                          - one new 'config' icon;
                          - thirty-four new 'doc' icons;
                          - two new 'dok' icons;
                          - six new 'history' icons;
                          - three new 'HTML' icons;
                          - one new 'manual' icon;
                          - one new 'mod list' icon;
                          - three new 'note' icons;
                          - thirteen new 'read me' icons;
                          - four new 'reg form' icons;
                          - one new 'text' icon.
       All of them are located in corresponding subdirectories in
       the 'NewTextIcons' drawer;
     * A template icon of every type of new text icon you will come
       across (twelve in total). So, you can draw your own. These
       are found in the 'NewTextIcons/Templates' drawer;
     * Again the great 'IconUpdate' to install the icons
```

easily. It only replaces the image and keeps the rest of
the icon intact.

Yep, pretty much the same as always. A bunch of icons and the same
proggies. But euhm, like I said before "Why discard something that is
good!?" 8).

Yeah, yeah, again some cut copy and paste work. So what! ALL of my icons
are nearly in
                 MagicWB
                  style. Now if you want that too, then I suggest you
stop naggig and go leech this archive!

Get it now from Aminet in the 'pix/mwb' directory.
The filename is "NewTextIcons.lha".

1.12 5. What is MagicWB 2.0?

5. What is MagicWB 2.0?

This is what you have always been looking for. It is not "just another
useless Icon compilation"! It is far more different. Please, read on:

The package contains all standard System-Icons and more (actually
200 different Icons) painted in a new completely different style: They
look very 3-dimensional, have 8 colors, have gradient fills, feature
click-and-push animation if being clicked onto to simulate a pushed
button and even more... To sum it up: They are simply magic!

MagicWB invents a new standard for the AMIGA Workbench: Now,
also the drawer Icons will get individual images wherever possible.
Your SYS: partition will get these new Image-Drawers per default
when installing MagicWB. Furthermore MagicWB provides over 50
Image-Drawers for your individual use on other partitions. This
enables a very nice diversified look on your Workbench screen.

Second, you will find 52 Background-Patterns for your Workbench,
also designed with the same 8 colors as the Icons. And as a bonus
you will find four beautiful AGA-Patterns which you can use in con-
junction with Magic Copper. They give your Workbench the look of a
workstation with over 16,8 million colors. Simply magic...

Furthermore the package contains 9 different fonts as a replacement
for the most wanted WB-Fonts Helvetica, Courier and Topaz. These
new Fonts have been intensively tested to provide the best readability
for your WB and to finally make the old (horrible) fonts obsolete.
The fonts are complete, i.e. ALL 256 characters are included in each
font. Even symbols for control chars were added to these fonts.

And with MagicWB you will have full Dock-Icons support. Dock-
Images are a very professional way of activating certain applications
or complex environments via batch files. MagicWB 2.0 provides you
with 56 Dock-Images for all needs. This makes the AMIGA look as

professional as for example NeXT workstations.

Programs like 'MagicWB-Demon' (which cares for the colors and patterns), 'IconUpdate' (for quickly converting old Icons to MagicWB-Icons) and several scripts (like the powerful new 'Update Drawers') will provide you with a full MagicWB support and complete this package.

Finally the package includes an intelligent, interactive Installer with which you don't have to worry about manually installing more than 300 different files in their respective drawers.

Why not register?

1.13   7. About the author.

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                7. About the author.
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If you've read the guide of
              my other packages
               you'll know there is not
much to say about myself.
My setup hasn't changed since:

   * an A1200 with 3.1 ROM and a tower case;
   * a 'HP DeskJet 520';
   * a mighty 'Microbotics A1230' accelerator with a 68030 CPU and MMU
     at 50 MHz, a 68882 coprocessor, also running at 50 MHz plus an
     additional 16 megabytes of 60 nanoseconds fast RAM;
   * two 3.5" external 'Cumana' diskdrives;
   * a 'Mitsumi' dual speed CD-ROM drive with IDE interface;
   * 1275 megabytes of 'Conner' hard drive space;
   * an 'Alfa Data' trackball;
   * a 'MicroVitec' multysinc monitor (dunno which type, can't find it
     anywhere, not even in the manual!);
   * a pair of 80 watts 'Trust - Soundwave 10' loudspeakers;
   * two 'Arcade' joysticks and a 'Gravis Game Pad'.

If you have any questions, requests or require more information about
something (I simply cannot imagine what that might be) just write me
on the following adress:

 Korneel Ketelslegers
 Dautenstraat 58
 3590 Diepenbeek
 Belgium

or leave an e-mail to crisp@tornado.be and mention that it is for me
(Korneel Ketelslegers).

Be see'n ya... lateron!
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1.14 8. Disclaimer.

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                   8. Disclaimer.
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1. This AGuide file was written in 100% pure AGuide-code 8). COMPLETELY
   manually typed in 'PolyEd 2.29', not with some stupid, but usefull,
   AGuide writer.

2. I did not design all of these icons. Most of them are just cut, copy
   and paste work with stuff from real icon artists.

3. All the drawer icons in the main drawer of the package (except for the
   'TheIcons' drawer), the 'ClickMeForColors' program, the chapter
   `
                   What is MagicWB 2.0?
                   ' and the SASG registration program were taken
   from the original '
                   MagicWB 2.0
                   ' package. 'IconUpdate' is also part of
   the '
                   MagicWB 2.0
                   ' package.

4. The 'def_disks' drawer in the 'TheIcons' drawer was taken from the
   'Roman's
                   Magic WB
                    Icons 8' package.

5. 'Roman's
                   Magic WB
                    Icons 8' is Copyright ©1995 by Roman Patzner.

6.
                   MagicWB
                    is Copyright ©1992-1994 by Martin Huttenloher, Am Hochsträß 4,
   89081 Ulm, Germany. All rights reserved.

7. The SASG registration program is a SASG pruduct and thus copyright by
   the SASG group.

8. 'PolyEd 2.29' Copyright © 1994,95 Avalon UnLTD. Written by Robert Brandner.

9. THIS PACKAGE IS FREELY DISTRIBUTABLE. NO FEE WHATSHOWEVER MAY BE CHARGED
   FOR THIS PACKAGE.
   THIS PACKAGE IS NOT MADE TO DO ANYTHING, BUT IF IT DOES SOMETHING IT
   SURELY DOES IT BETTER THAN ANY OTHER PACKAGE 8).
   I AM NOT TO BE HELD RESPONSIBLE IF ANY LOSS OF DATA OCCURED DUE TO
   INSTALLING OR USING THIS PACKAGE SO INCREDIBLY TWISTED THAT IT'S ALMOST
   IMPOSSIBLE TO IMAGINE.
   NOR AM I TO BLAME FOR POSSIBLE HARDWARE FAILURE DUE TO THIS PACKAGE,
   WHICH OFFCOURSE ISN'T POSSIBLE IF YOU USE THIS PACKAGE CORRECTLY.
   DON'T BE SO LAME TO CHANGE ANYTHING IN THIS PACKAGE, NOR TO BE SO
   TWISTED AS TO INCLUDE A VIRUS.
   IF THERE ARE INCOMPLETE PACKAGES IN CIRCULATION, IT WILL DEFINATELY NOT
   BE BECAUSE OF ME. I SHALL SPREAD THIS PACKAGE AS I MADE IT. I CAN

GUARANTEE THAT THE PACKAGE WAS 100% COMPLETE AND VIRUS FREE WHEN
RELEASED. I DO THANK YOU FOR READING THIS. BE SEE'N YA... LATERON!

1.15   a bag of sunflower seeds.

A bag of sunflower seeds.

A canary sat in the gutter. Its wing was broken. A little girl with long,
dark brown, slightly curling hair picked it up very carefully and took it
home with her. She made a bed for it out of a little reed-basket and some
straw. She put the little bird in the straw and sat down like a tailoress
beside the basket, her tiny hands resting in her lap. She looked at the
bird and smiled. "Don't worry birdie, you'll be allright," she whispered.
With her tiny index finger she rubbed the canary gently in the neck. You
allmost could see it smile with pleasure. "You must rest now, birdie,
then I'll bring you some food," she whispered. She gave the bird a kiss
on its small head, stood up and walked into the kitchen.
The little girl wore tiny purple ankle-boots, made of shiny leather. The
tips didn't touch the ground. Her long white socks were rolled over the
top of the boots. Her little grey skirt ended in folds just below her
lovely little knees. Actually... The skirt... It wasn't grey. The grey
together with white and a very strange dark purple, formed a sort of
pattern. The strange purple was the base colour and the white and grey were
sprinkled over the purple skirt so, they were a sort of dots; more like
very small stains. The skirt was held up by two straps of the same colour
as the skirt. They were sowed to the skirt in the back and were fastened
with grey buttons in the front. A white jersey was tucked into the skirt.
The sharp contrast of the straps and the jersey catched the eye immediately.
On top of this all, she wore a soft dark purple crape-coat which ended
half-way her thighs. The coat was of a straight cut, as if it were a
costume-coat. It had two pockets and two inside pockets. The purple buttons
were not closed. Her hair had never been cut since she was born so, it hang
randomly over her shoulders and nearly reached her bottom.
She stood in front of a cupboard in the kitchen. She had put her hands in
the pockets of her coat and looked up to the cupboard. Her legs were
streched completey, so the hollows of her knees curved a little backwards.
The tips of her boots touched each other but there was some space between
the heels. The way she stood, with her shoes forming an upside-down V, her
legs streched and looking up to that cupboard, seemed more determined than
clumsy. Her eyes were wide open, her mouth was half-open; you could not see
her shiny white teeth. She walked up to the side-board, stood on the tips
of her toes, held the dresser with her left hand and reached out to the
cupboard with her right hand. She could not reach it, her little arms were
a few inches too short. She released the side-board, turned around and put
her hands back in her pockets. She scanned the room with her eyes for
anything useful to aid her in reaching the cupboard. She looked at her own
small chair. "That won't do," she softly said to herself and shook her
head. She looked at the table. There were four large wooden chairs around
the table. She walked up to the nearest chair, grasped two of the legs with
her hands and dragged it in place below the cupboard, in front of the
dresser. With her right hand she held the back of the chair. She put her
left hand on the seat. With a small effort she also brought her right knee
up to the seat, making sure she kept the tip of her left foot on the
ground. With all the strength she had, she now pulled herself onto the

chair. She seemed quite proud of herself. She sat with both her knees on
the chair and rested her hands on her thighs. She sat that way for a few
seconds to catch her breath. Then she stood up and put her left hand on the
side-board. With her right hand she reached out for the cupboard, opened it
and grasped for a bag of sunflower seeds. Once she got hold of it, she bent
over and carefully brought it down to the dresser. When she raised her head
to close the cupboard, she bumped her head against the sharp corner of the
cupboard door. Immediately she closed her eyes, sat down on her knees and
rubbed her head with her two little hands. She hit the door rather hard. It
was pretty normal it hurt. But despite all this she did not cry. A few
minutes later she stood up again, closed the cupboard, descended from the
chair and dragged it back to the table. She reached out for the bag of
sunflower seeds, picked it up with two hands and carried it out of the
kitchen. Shortly afterwards she came back. This time she opened a different
cupboard, one she could easily reach from the ground. This cupboard was
filled with china ware plates, bowls an other kitchen materials. She
grabbed a white porcelain bowl with purple flowers, closed the cupboard and
left the kitchen.
She sat down like a tailoress next to the little canary and put the bowl in
her lap. She opened the bag of sunflower seeds, held it with two hands,
picked it up and poured the bottom of the bowl full of seeds. She put the
bag down, closed it and put it next to the reed-basket. She put the bowl
where the little bird could easily reach it. If it was hungry, all it had
to do was reach out its beak and pick up some seeds. Again little Ianthe
went into the kitchen and brought with her a little bowl of water. She put
this next to the bowl of seeds. "Here you go, little birdie," she said,
"you can eat and drink now if you're hungry." She sat back down next to the
basket as she did before and kept looking at the canary for quite a while.
Her little eyes were beginning to close. She could not keep them open for
another five minutes. Her mother came into the room, washed her and put her
to bed. The reed-basket with the canary, the bowl of seeds and the bowl of
water were put next to her bed. "Good night, and sleep well, birdie," she
said. As she lay her head down on her pillow, her eyes closed almost
instantly. She breathed quietly.

The sun came peeking in through the open window. She teased little Ianthe
with her sunbeams, but she would not wake. The reed-basket was empty. Half
of the seeds had disappeared and a small yellow feather was floating around
in the bowl of water. Little Ianthe lay on her left side. There was a big
red stain on her pillow. The hair on the top of her head sticked together
as if glue was spilled all over it. She had put the thumb of her right hand
in her mouth. Her leggs were folded and a little bit pulled up. Her left
hand lay openend next to her body and in it was a sunflower seed. Her chest
did not move; little Ianthe... was dead.

<div align="right">Korneel Ketelslegers</div>