

FANTASTIC.WB+ ii

COLLABORATORS			
	TITLE : FANTASTIC.WB+		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		January 18, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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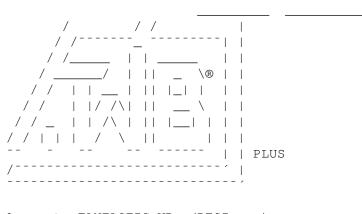
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Chapter 1

FANTASTIC.WB+

1.1 Title Page



Welcome to FANTASTIC.WB+ (RESIcons)

(the new Magic.WB Reiconify Set)

Copyright © 1995/96 RangeWire (R.E.Spence)

- CardWare Release III & Version II -

Contents

Disclaimer

1.2 features

1. First

Welcome Here ist the 3rd Release...

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	Introduction
	Short description
	Contents what you found in this Archive
	Oups a little help to get the right Color \leftarrow definition
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	Disclaimer

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..... not nice but read it

1.3 welcome

Welcome to FANTASTIC.WB+

Hi, here is my third release of FANTASTIC.WB+ (short F.WB+). This time it's the second Version of F.WB+ (RESIcons).

Short:

The main New's on this Version is the new Icon Buttoneffect. All Icons with these new Style (Final Template) gives you now a real Button effect.

For more details see the "Icon-Background" Textpages.

I make this package for everyone to enjoy, look at them and if you like it use them, send me some postcards and let me know how's your opinion.

---= Feedback is alwais appreciated =---

I hope you enjoy my little artwork. if yes don't press the following Buttons [°] «·»

1.4 descript

- 1. Short description of FANTASTIC.WB+
 - This package contains all standart System-Icons and more (e.g. Icons from Release I & II). They are painted in a new completely different style: They look now very 3-dimensional, some have 16 colors, have my brown gradient filling (RES-Style), feature a click and push animation if being clicked onto to simulate a (real) pushed button.

If you are not convinced to use this package, please take a look at the preview picture by double-clicking the Icon with "camera" view.

2. Motivation of making FANTASTIC.WB+

Version I:

I didn't like sometimes the grey gradient fills on the MagicWB Icontemplates. I think there must being a way to make the Icons nicer on my system. I look at some other Archives and found some Hints. But these Hints are not that what I want. I draw a new gradient -> the lightbrown gradient (RES-Style) and then the 4-point edgecorners. In the first Version I use a grey gradient background on the Icons. They looks very nice with the ugly Commodore frame.

Version II:

A friend of me (R.Patzner) gives me some Patches like: IconNoFill & IconNoDraw* and a new idea of a Icontemplate

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which shows a real Button effect. Now I have my old Icons without the Commodore frame and I mine, the looks very strange and that's not possible to stay longer, I modified Roman's Template a little bit and mix them up with my old RES-Templates - the result's of this mixture is this package Ver\$:2

3. System Requirements

To use this archive (with all features) you need:

- min. Kickstart 2.x
- a Screenmode with 16 colors and also proportional resolution (e.g. 800*600; 640x512 this are resolution with square pixels).
- And you should have a harddisk if you want to install the whole package. Make sure that ou have 1.58 MB of free diskspave on this harddisk.

Notes:

- * IconsNoFill & IconNoDraw are Copyright by Kamel Biskri they can be found in the drawer "Patches" of this Archive
 - Read the inside Document.file of this two Patches.
 - & if you like them send Kamel a Card (because it's Cardware to)

1.5 Images Drawer Background Information

Information about the Images Drawers

At this "second" Version there are modified Drawer Icons.

(once again - sorry)

This Icons looks now more better on the Icon Patches (IconNoDraw/IconNoFill)

What's new on the Icons

- they are one Line shorter as the old one.
- they have on each corner a Greyline for the emphasize effect.
 - [°] | click here for graphical Info

1.6 Icons Background Information

Icon - Information

In this archive you can found all Icons like Version.1 and much more. But they all have the new Template-Style, see the

->| Final Temlpate Page

for

more details.

For Information about the requested Icons click

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```
->| here
Background Informations (Features) of RES-Icons
```

- All Icons are painted in a special design-style called 'RES'.
 This Style features very plastic/3-D Icons
- Furthermore this Template-Style have a 4-point edgecorner on it. This definition stays for softer edges (on the black/white edges).
- the Icons have a new Template-style (RES-Template) with a single lightbrown gradient fills.
- all Icons have the greatest possible detail-level due to manual 'pixel by pixel' anti-aliasing.
- Icons are not abstact symbols representing their function, they appear photorealistic. It mines you look at the symbol on the Icons and you know what the Program does.
- Some Icons have a 'cut-n-paste' artwork to stay compatibly with other MagicWB-Collections. (they are only redrawn with 16 Colors)

1.7 Requesetd Icons

```
Requested Icons at this time:
Some Icons are requested by ....
.... Erik Hoffmann :
     * ParNet
     * SpeedUp
     * ScreenPrint
     * CD$^3$$^2$-Game
     * MovieMaker
.... Markus Karle :
     * Packer
     * Encrypter
     * ForceIcons
     * MonEd
.... Leander Kistner :
     * MCP
     * MagicSeletor
.... Sebastian Becker :
     * TurboPrint
     * PageStream
     * Wordworth
```

1.8 Brush Background Information

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```
Brush Informations
Small DockBrushs
In this Release there are some Brushs "73!" for the MaxonTools Program
press [°] for viewing the Brushs
This Images are a little different to the original MT-Brushs (also by me).
They are a little bit greater and have now 16 ColorArtwork.
Hint: If you got an small WBScreen cut the Brushs out from the MT-Picture and \leftrightarrow
      them as single Brushs for use with ToolManager (etc.).
      (Note: if you need some more - tell me)
Normal DockBrushs
If you miss some Brushs at this Version, look at the first Version of F.WB+. They \hookleftarrow
in the Brushs-Drawer. I dose'nt include them here because there's no change on \,\,\,\,\,\,\,\,\,\,
   the Brushs!.
press [°] for viewing some new DockBrushs
these Brushs are for ACash, Diavolo, FinalWriter (Write), AmiTCP,
                      Game, Paintprogram, PicViewer & IconUpdate.
```

1.9 Patterns Background Information

Patterns Informations

This Page is shows you only the Patterns, who are included in this Archive

- [°] | Emboss1
- [°] | FlareStone
- [°] | Flair
- [°] | Gilbe
- [°] | Greydown
- [°] | StoneGround
- [°] | StoneGround1
- [°] | YtonCZ2

These Patterns are drawn with the same Colourpalette as the Icons set.

1.10 Icons Background Information

Informations about the Final FWB. Template

Now you have a real taste of Button feeling with this Icontemplate.

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Tell us (Roman & I) your opinions about this new Style.

[°] | click here for graphical Info

Last: What you need for the real feeling?

For the Button effect you need one (-two) little Patches:

- 1. IconNoDraw This patch is for no Iconcorner (Ugly WB2.x Style) for the Button-Effect is this Patch a must!
- 2. IconNoFill This patch is for filling the Icon Template like the same as \leftarrow the WBPatterns

This two patches are Copyright by Kamel Biskri and you can find them on the \hookleftarrow AMINET (Utils/wb).

Hey if you are an NewIcons Lover - don't use this patches with your shitty NI-Icons WB, because they looks realy better with the ugly Commodore \leftarrow Frames!.

1.11 ...do you have the correct Colors installed?

Colour setup to ROM's 16 Color definition

Follow the next steps to install the right colour....

Steps to install them on your system:

- 1. Change your screenmode to 16 colors.
- 2. Load the User-Startup into your editor and change the MagicWB-Daemon to: Run >NIL: C:MagicWB-Demon 4,123,123,123 5,175,175,175 6,170,144,124 \leftarrow 7,255,169,151 8,80,80,80 9,40,62,91 10,96,128,96 11,226,209,119
- 3. Do the same with your Startup-Sequence
- 4. Load Prefs/Palette and change the last four colors to 255,212,203; 122,96,72; 210,210,210; 229,93,93

You have the ROM-Color always installed but the Color 9 isn't right?

Truely you will have the false color n°'s "8 & 9".

Now change the color 8 (0,0,255) to 80,80,80 and the color 9 (50,50,50) to \leftrightarrow 40,62,91

Do this changes at your two scripts "Startup- and User-Sequence".

Oups If you're a User of MagicCopper (etc.) you have to notice this:

The old Copper n° 8 is now required from the IconTemplate. If you want to use this Coppertools continuously following the next Lines:

1. change the Tooltype-Item on the Coppertool (COLORNUMBER=x) "x" stays here for the Colour witch the Copper needs to place his routine.

If you're a User of a 16 ColourWB take the Yellow Colour for "x"

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- 2. create a new Patterns with the "x" Colour and save it.
- 3. reload the WBPatterns Preference and change the Pattern.

4. after Reloading the Coppertool, everything will be ok.

```
The ROM&RES_Colours:
0. [ ] Background
                  -> 149,149,149
                                     9. [ ] Antrahzit
                                                       -> 40, 62, 91
                   -> 0, 0, 0
                                                         -> 96,128, 96
1. [ ] Black
                                     10. [ ] Green
                                                     -> 226,209,119
                   -> 255,255,255
2. [ ] White
                                     11. [ ] Yellow
3. [ ] Blue
                  -> 59,103,162
                                     12 [ ] Brightrose -> 255,212,203
4. [ ] Med.grey -> 123,123,123
                                     13. [ ] Brown -> 122, 96, 72
5. [ ] BrightgreyI -> 175,175,175
                                     14. [ ] Brightgrey -> 210,210,210
6. [ ] Brightbrown -> 170,144,124
                                     15. [ ] Red
                                                        -> 229, 93, 93
7. [ ] Rose
                   -> 255,169,151
8. [ ] Darkgrey
                   -> 80, 80, 80
                                   <- it's a new definition at this Time
```

1.12 also this is CARDWARE!

Cardware

If you like and use some of my icons, TM-brushes etc. you'll have to send me a postcard with a picture of your hometown. Although I love getting postcards for my collections – but don't forget send also a postcard to Roman Patzner \leftarrow !.

```
->| click here
for my address and
->| click here
for see who has contacted me.
```

If you are not going to appreciate my work by sending me a postcard I will have to finish my thesis instead of creating new icons/images/etc. ...

1.13 Where you can rech me...

```
I welcome requests, comments, critisms and suggestions.....
you can contact me at:
```

Name: R.E.Spence Address: Rosenstr.2

> D-76287 Rheinstetten Germany / Europe

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Note: I'm at 24/05 - 27/07/96 not reachable.

I'm on Work in Italia

If you send some Cards, Letters, Discs etc... at this time period - please stay a little while

before you become a answer from me.....

If you are an interesting freak, click the next button for viewing my machine $\ \leftarrow$ configuration:

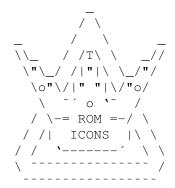
 $[\circ]$ | if you want to cry - then you are right here and click now

1.14 Who has always contacted me

This Postcards received me.... 27-Apr-96

Ν°	Name	Country	City	What does this Guy done to me
01	Markus Karle coments.	Germany	Forchheim	2 Cards, more PC-Icons and some \leftarrow
02	Engelbert Krause Patterns.	Germany	Bremgarten	1 Card, some PC-Icons & PC- \leftarrow
03	Roman Patzner Help's.	Austria	St.Johann/Pg	1 Card, some Letter's & Disk's & ↔
04	Leander Kistner	Germany	Hochstätt	2 Cards, 1 Letter & 1 Disk.
05	Erik Hoffmann	Norway	Bleik	1 Card.
06	Sebastian Becker	Germany	Berlin	2 Letters.
07	Jörg von Lühmann	Germany	Berlin	1 Letter, 1 Card & 1 Stamp "?"
08	Trevor Morris	Canada	Oromocto	1 Card.

1.15 About ROMICONS



ROMIcons are one of the best Artwork about ${\tt MagicWB.}$

For more information look at the $\| \cdot \cdot \cdot \|$ ROMICONS-archive and see the autor- \hookrightarrow information.

Show also at his ROMIMAGES / ROMPIX on Aminet. they are nice to use with all MagicWB-contents. And if you like it send him a postcard (for his collection).

ROMICON / ROMIMAGES / ROMPIX is © by Roman Patzner

1.16 whats included...

Release 3 - Version II -

This third release include:

- ·~ 2 GUIDE-File (english-german)
- 1 ColorFont Brush
- 64 ImagesDrawer (in the new RES-Style)
- ·~ 13 Icon Templates (Final-Template-Style)
- · 8 Brushs
- \cdot ~ 73 MT-Brushs (all together in one Picture)
- 300 Icons
- 8 Patterns

Release date: 16.April.96

42 Prefs-Dock Images7 Docks Images26 Tools Icons9 Preset Icons

->| Click here for history page

1.17 nice to know...

._____ VERSION: 1 & INITIAL RELEASE (1) 04-JAN-96 The first release includes: - All 'standart Icons' for your WB and some more. 3 new Fonts RSANS, RSERIF, RSANSERIF. 1 Colour Font - 58 Dock Images - 8 Patterns - 102 ImageDrawers - some Templates for creating your own Icons. 24-FEB-96 RELEASE : 2 ______ The second release includes: - 111 ImageDrawer (with the new Template) 5 Patterns

```
    7 new Icon-Templates
    26 Icons for Hothelp & MaxonTools
    1 ColourFont
    at this time there's my WB-Grab Picture included
```

1.18 Thanx must go to

Thanx to:

```
··· Roman Patzner ...... for his ROMIcons & his helping hand, "& & ←
\cdots Martin <code>'XEN'</code> 'Hutti' Huttenloher .. for creating the MagicWB,
\cdots Kamel Biskri ..... for his two Patches (IconNoFill & \leftrightarrow
   IconNoDraw),
\cdots Engelbert Krause ...... for his PC-Misc & some of my Hardware \leftrightarrow
   Stuff,
· · · Stefan Becker ..... for his ToolManager,
\cdots Nico Fraçois ...... for his Tools (like: ToolsDaemon, Req.) \hookleftarrow
···~Martin Körndörfer ..... for his MagicMenu,
· · · Markus Karle ..... for his PC-Icons (over 2000 PC-Icons!),
···~Mikael Karlsson ..... for his SNAP Program (nice toy),
Also greets must go to....
\cdots Trevor Morris \ldots for his MAGIC WORKBENCH STUFF (x),
· · · Jan-Tore Eliassen ..... for his great JTEMWB (x) series.
···~Walter Dörwald ..... for his great work on MagicWB (etc.),
· · · Tom Ekström ..... for his great IconInstaller.
and all other icon artists around the globe.
```

1.19 About this guide...

```
You keep runnig this Guide, but there's something wrong
```

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

Guide Control ...

This guide uses little 'ascii-icons' to distinguish if a button is linked to a text, sound, picture or other. This is useful for example if you press a button which plays a soundfile, but nothing happens, because your speakers are not connected.

We use the following symbols so far:

- -» link to index node
- -> link to a text node
- [°] link to a picture or brush

[$\text{textdegree}\{\}$] link to a picture or brush (with >=256Colors)

- «·» link to a sample
- * link to a program
- {?} link to special Help node

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1.20 Disclaimer

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- TO HELP THODE WHO OBTAIN THIS PIECE OF SOFTWARE THANX -)))
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