MUIWBPattern

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COLLABORATORS			
	TITLE : MUIWBPattern		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Joseph J. Carlson	January 18, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MUIWBPattern

1.1 MUIWBPattern: Table of Contents

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            MUIWBPattern - Version 1.2   04-July-96
```

Copyright ©1996
```
            Joseph~Carlson
            , All Rights Reserved
```

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 MUIWBPattern! 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
MUIWBPattern.

--CUT-HERE--

   MUIWBPattern Registration Form (1.2)

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

   NAME: _____

   ADDRESS: _____

                  _____

                  _____

   EMAIL ADDRESS: _____

   Mail To:

   Joe Carlson
   Apt E-22
   3020 Yorba Linda Blvd
   Fullerton, CA 92831
   USA

--CUT-HERE--

1.3 Program Description

                   PROGRAM DESCRIPTION

MUIWBPattern 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 dataypes 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.

· Uses locale library (French catalog included)

THIS ARCHIVE INCLUDES:

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

    MUIWBPattern/
       Install   - Installation in English
       Install.info
       InstallFr   - Installation in French
       InstallFr.info
       MUIWBPattern.guide   - The documentation in English
       MUIWBPattern.guide.info
       MUIWBPatternFr.guide   - The documentation in French
       MUIWBPatternFr.guide.info
       MUIWBPattern.cd   - catalog description file

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

```
MUIWBPattern/WBStartup/
    MUIWBPattern.info        – Project icon for WBStartup drawer

MUIWBPattern/Catalogs/français/
    MUIWBPattern.catalog     – French catalog
```

1.4 Installation

INSTALLATION

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

OR if you would rather install it manually:

1. Drag the MUIWBPattern icon from the Prefs drawer to your
   SYS:Prefs drawer.

2. Drag the MUIWBPattern 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.

4. If you want to use MUIWBPattern in a different language,
   copy the appropriate catalog file to sys:locale/catalogs/...

WARNING: If you are manually updating the program, be careful not
         to overwrite the preferences icon. It contains your
         current settings and registration information.

1.5 Program Usage

                  PROGRAM USAGE

Prefs Mode

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

Prefs Mode is used when the MUIWBPattern 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.

MUIWBPattern'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.
```

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 MUIWBPattern is double-clicked, or if it is run from a shell
with an argument (for example, "sys:prefs/MUIWBPattern 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 MUIWBPattern is not for you, just delete the
   MUIWBPattern icons in your Prefs and WBStartup directories. No other
   files are created by this program. If you installed any catalogs,
   they must be removed as well.

1.7 To Do

TO DO~

· Include catalogs for more languages. (see below)

· Add Startup Screen and Sound

· 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
MUIWBPattern,~please send them to me. I~will~gladly~consider~using~your
MagicWB or NewIcons icons for use in~MUIWBPattern!~

Catalogs:

As of version 1.2, MUIWBPattern supports the locale library. Included
in the archive is the catalog description file "MUIWBPattern.cd" for
those who know how to make catalogs. If you make a catalog for your
language, please email it to me and/or upload it to Aminet.

HISTORY

```
VERSION 1.2   04-Jul-96
·  Added Locale library support so the program may be run in any language.
   Thanks to Eric Gerard for the French translations and inspiration to
   add locale support.
·  Removed "About MUI..." menu item and added "About MUI.." button to
   About window.
·  Changed "About MUI_WBPattern..." menu item to "About..."
·  Program name changed from MUI_WBPattern to MUIWBPattern.

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

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                 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.
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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)
·  This game is reviewed in the July 1996 issue of Amiga Computing!

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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   Apt. E-22
   Fullerton, CA 92831
   USA

   EMAIL: jcarlson@ecs.fullerton.edu
   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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                              GERMANY